



Commentary for the

WBF Simultaneous Pairs Tournament

An initiative to support Youth Bridge

Monday 12th August 2019

For more information about the way in which the WBF intends to support Youth Bridge, please go to: <http://www.ecatsbridge.com/sims/WBFYouth/default.asp>

Board 1. Love All. Dealer North.

<p>♠ K 10 ♥ J 9 7 4 2 ♦ K Q 4 3 ♣ K 7</p> <p>♠ Q 6 4 ♥ Q 8 ♦ A J 8 7 6 ♣ Q 8 3</p>	<p>♠ A 9 8 5 2 ♥ 10 ♦ 9 ♣ J 10 9 6 5 2</p> <p>♠ J 7 3 ♥ A K 6 5 3 ♦ 10 5 2 ♣ A 4</p>
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North, with poor hearts and a 2542 shape might prefer to open INT rather than 1♥. But either opening should get North to play in 4♥. On the ♦9 lead won with ♦A and ♦6 returned for a ruff, East should play a club at trick 3. North must guess the spades correctly to make 4♥. The clue is that West didn't play a high diamond when giving the ruff, so is unlikely to hold the ♠A. North should play a spade to the ♠10 not the ♠K.

Board 2. N/S Vul. Dealer East.

<p>♠ A J 2 ♥ J 6 ♦ J 10 7 6 3 ♣ K J 6</p> <p>♠ 10 6 4 ♥ Q 10 7 3 2 ♦ K Q 5 ♣ 5 2</p>	<p>♠ 7 5 ♥ A K 5 ♦ A 9 8 2 ♣ A 10 8 3</p> <p>♠ K Q 9 8 3 ♥ 9 8 4 ♦ 4 ♣ Q 9 7 4</p>
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Playing a 12-14 INT East opens a minor and West responds 1♥. When East rebids INT that will often be the final contract, which is held to eight tricks on a spade lead. If 15 points is in the INT opening range then West can remove to 2♥, a better contract making at least nine tricks on any lead and ten if spades are led and continued. However over

2♥, despite being vulnerable, South might bid 2♠ and should make at least eight tricks.

Board 3. E/W Vul. Dealer South.

<p>♠ 9 5 ♥ K 8 4 2 ♦ K 10 9 8 6 ♣ Q 6</p> <p>♠ Q 3 ♥ A 5 ♦ A 7 4 3 ♣ 10 9 5 4 2</p>	<p>♠ A 4 ♥ Q J 10 6 ♦ 5 2 ♣ A K 8 7 3</p> <p>♠ K J 10 8 7 6 2 ♥ 9 7 3 ♦ Q J ♣ J</p>
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Not vul against vul, South should open 3♠, a contract that is only one down on a good spade guess. West and North pass, but what should East do? Pass is giving in too easily; double is possible, it finds 4♥ if a heart fit exists, but risks playing in diamonds if it doesn't. 4♣ is possible and 5♣ makes on any lead. But the brave bid of 3NT will get the top score, unless South finds the difficult ♦Q lead. Just hope that partner produces useful cards.

Board 4. Game All. Dealer West.

<p>♠ Q J 4 ♥ A 10 7 2 ♦ A K ♣ J 5 3 2</p> <p>♠ 5 ♥ 6 4 ♦ Q 7 6 4 3 ♣ Q 10 9 8 6</p>	<p>♠ A 9 6 ♥ Q J 9 8 5 3 ♦ 9 2 ♣ 7 4</p> <p>♠ K 10 8 7 3 2 ♥ K ♦ J 10 8 5 ♣ A K</p>
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6♠ can make on any lead, but slam is hard to bid on just 29 points. Say West passes and North opens 1♥ and rebids a 15-16/17 INT over 1♠. South might bid 3♦ over the INT rebid and bid on when North jumps to 4♠. With one diamond ruff using a high trump, 6♠ makes easily. 6NT makes too, as West

can be squeezed in the minors when hearts and spades are cashed West cannot keep Qxx in two suits, try it and see how the squeeze works.

Board 5. N/S Vul. Dealer North.

<p>♠ 7 5 3 ♥ Q 8 ♦ K 8 7 4 3 ♣ A Q 6</p> <p>♠ Q 6 4 ♥ 6 4 ♦ Q 6 2 ♣ K J 8 3 2</p> <p>♠ J 2 ♥ A K 9 7 5 3 2 ♦ 10 9 ♣ 9 5</p>	<p>♠ A K 10 9 8 ♥ J 10 ♦ A J 5 ♣ 10 7 4</p>
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A vulnerable North will probably pass, the hand really isn't worth opening. This leaves East to open 1♠ or possibly INT. No doubt South overcalls 2♥, West will bid 2♠ if East opened 1♠ but pass otherwise. North will do well to realise that a vulnerable 2♥ overcall facing a passed partner should show good hearts. 3♥ from North probably ends the auction and 140 should be a N/S top, since 4♥ fails and 3♠-1 is only 50 to N/S.

Board 6. E/W Vul. Dealer East.

<p>♠ 9 5 3 ♥ Q J 7 ♦ Q 3 ♣ K 9 8 6 4</p> <p>♠ A J 2 ♥ 10 6 5 2 ♦ 8 6 ♣ 10 7 5 2</p> <p>♠ Q 8 6 4 ♥ A 8 ♦ A K J 9 5 2 ♣ J</p>	<p>♠ K 10 7 ♥ K 9 4 3 ♦ 10 7 4 ♣ A Q 3</p>
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Whether East opens INT or 1♣, any diamond overcall is likely to end the auction giving N/S +110. But some N/S pairs will be playing a version of ASPRO where a 2♦ overcall of INT shows spades and something else. North has an awkward response on that flat hand and might try 2♠. East has an awkward lead and might try a fourth highest heart or a neutral diamond. With spades breaking 3-3, 2♠ could even make nine tricks for a great score.

Board 7. Game All. Dealer South.

<p>♠ J 9 8 6 2 ♥ Q 5 2 ♦ Q 9 5 ♣ 7 3</p> <p>♠ A ♥ A K 9 7 4 ♦ A K 8 ♣ K J 10 4</p> <p>♠ K Q 10 4 ♥ J 6 ♦ J 7 6 4 ♣ A 8 5</p>	<p>♠ 7 5 3 ♥ 10 8 3 ♦ 10 3 2 ♣ Q 9 6 2</p>
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Most Souths will pass and West must decide what to open with 22HCP. The hand is surely too strong for either 1♥ or an off-centre 2NT. A simple Acrol 2♣ followed by either 2♥ or 2NT over the 2♦ negative looks best. 2♥ is the winner as with hearts 3-2 and East's only queen in the right place, 4♥ is unbeatable. But 2NT might work if East uses 5-card Stayman to find the 8-card heart fit.

Board 8. Love All. Dealer West.

<p>♠ J 10 2 ♥ 7 4 ♦ A 6 5 2 ♣ Q 9 7 2</p> <p>♠ 8 6 4 ♥ A J 9 ♦ K J 10 9 4 ♣ 6 3</p> <p>♠ A Q 9 7 3 ♥ K 8 6 5 ♦ 7 ♣ 10 8 4</p>	<p>♠ K 5 ♥ Q 10 3 2 ♦ Q 8 3 ♣ A K J 5</p>
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East gets to open 1♣, 1♥ or INT depending on the system played. Acrol 1♥ openers will probably finish in a heart part score, which can make as many as nine tricks. INT openers may get an Astro 2♦ showing spades or a Landy 2♣ showing majors from South and N/S could play in 2♠-1 for a good N/S score. The 1♣ openers fair worst as South overcalls 1♠. If West bids 2♦ East needs to raise to 3♦, as the diamond part score makes at least nine tricks.

Board 9. E/W Vul. Dealer North.

<p>♠ K Q 3 ♥ A 9 8 ♦ 10 8 ♣ K 10 9 5 3</p> <p>♠ J 9 ♥ K Q 7 4 3 ♦ K 6 4 3 ♣ J 2</p> <p>♠ A 7 6 4 ♥ J 10 2 ♦ Q 9 7 ♣ 7 6 4</p>	<p>♠ 10 8 5 2 ♥ 6 5 ♦ A J 5 2 ♣ A Q 8</p>
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If North opens 1NT, West should reopen in fourth seat after two passes. An Astro 2♣ works well as E/W play in 2♦ making nine tricks. But 2♥ will do as the N/S hearts break 3-3 and eight tricks should make. Either red suit scores 110, better than the +100 for N/S going down two.

Board 10. Game All. Dealer East.

♠ J 10 3		
♥ K J 8 3		
♦ A Q 10 8 7 3		
♣ —		
♠ K 2		♠ 9 8 6 5 4
♥ 7 4		♥ A 5
♦ K J 4 2		♦ —
♣ K 10 8 6 2		♣ A J 9 5 4 3
	♠ A Q 7	
	♥ Q 10 9 6 2	
	♦ 9 6 5	
	♣ Q 7	

With N/S able to make 4♥ or 5♦ and E/W cold for 5♣, this is sure to be a swingy board. Some of those making contracts are bound to be doubled too as the points are evenly split, N/S 21 to E/W 19. I would open the East hand 1♣ even vulnerable, the hand has excellent playing strength if a black suit fit can be found and when partner raises clubs strongly, I would bid on to 5♣, if pushed.

Board 11. Love All. Dealer South.

	♠ A 5 4	
	♥ A J	
	♦ J 10 8 6	
	♣ A 10 8 5	
♠ Q 8 2		♠ K 10 6 3
♥ Q 9 7 6 3		♥ —
♦ Q 4		♦ A 7 5 2
♣ K Q 2		♣ J 7 6 4 3
	♠ J 9 7	
	♥ K 10 8 5 4 2	
	♦ K 9 3	
	♣ 9	

An opening weak 2♥ from South will silence West. North with a crisp 14 HCP might try for game with 2NT or bid it with 4♥. But the unlucky heart break makes 3♥ the absolute limit on the hand. Most East's would takeout double 2♥ but pass if North bids more strongly. If East does make a takeout double, E/W will go down in any contract whether West bids 2♠ or 2NT.

Board 12. N/S Vul. Dealer West.

	♠ K J	
	♥ J	
	♦ 4	
	♣ A Q J 9 7 6 5 4 3	
♠ Q 9 5 3		♠ 10 7 4 2
♥ K Q 9 8 6		♥ A 10 4 2
♦ 9 6 2		♦ A Q J 5
♣ K		♣ 10
	♠ A 8 6	
	♥ 7 5 3	
	♦ K 10 8 7 3	
	♣ 8 2	

After West passes, North must decide how many clubs to open. Anything between 1♣ and 5♣ is possible, with a nine-card suit I prefer 5♣ because either I hope either it will make or E/W have a making contract. On the deal it's a lucky make when partner produces an ace and the trumps break 1-1. Wise Easts will pass 5♣ since the best E/W can do is eight tricks in hearts.

Board 13. Game All. Dealer North.

	♠ 10 9 7 6 4	
	♥ Q	
	♦ 7	
	♣ K J 10 9 8 6	
♠ Q 5		♠ A J 3 2
♥ A 7 5 3 2		♥ K J 10 9 8 4
♦ J 8 2		♦ K
♣ 7 5 4		♣ Q 3
	♠ K 8	
	♥ 6	
	♦ A Q 10 9 6 5 4 3	
	♣ A 2	

With eleven black cards, North has no sensible opening bid, so East will open 1♥ and South has to choose how many diamonds to bid, anything between 2♦ and 5♦ can be justified. 4♦ looks about right when vulnerable. 5♦ only makes on a misdefence but if E/W bid up to 5♥, a penalty double collects 500. It's worth discussing with partner your strategy on distributional deals – is it go slow or bid all you can as soon as you can (like me)?

Board 14. Love All. Dealer East.

	♠ —	
	♥ 8 7 6 4 2	
	♦ A K Q 5 2	
	♣ 7 6 3	
♠ Q 10 6 4 2		♠ A K J 7
♥ A Q J 5		♥ K 9 3
♦ 10 7 6 4		♦ —
♣ —		♣ A K 10 9 8 4
	♠ 9 8 5 3	
	♥ 10	
	♦ J 9 8 3	
	♣ Q J 5 2	

An excellent spade slam for E/W with 13 tricks making easily. If East opens 1♣ and West responds 1♠, East can bid 4♦ to show good spades and a diamond shortage. Now a 4♥ cue bid by West and a trump ask by East, which finds ♠Q, could make East bid 7♠ confidently.

Well done those of you who bid 7♠ with confidence.

Board 15. N/S Vul. Dealer South.

<p>♠ A K 6 2 ♥ 10 4 2 ♦ A K 10 7 4 ♣ 2</p> <p>♠ 9 7 5 ♥ A J 3 ♦ 9 6 5 2 ♣ K 9 3</p>	<p>♠ Q 4 ♥ 8 ♦ J 8 3 ♣ A J 10 8 6 5 4</p> <p>♠ J 10 8 3 ♥ K Q 9 7 6 5 ♦ Q ♣ Q 7</p>
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South is a bit strong for a weak 2♥ and a bit weak for a 1♥ opening. But with four spades as well as six hearts, pass or 1♥ could be the better choice. 4♥ by N/S is unbeatable but 4♠ can be beaten on the singleton heart lead. West wins and leads back ♥3 to give the heart ruff and show a high card in clubs not diamonds. If East underleads ♣A, a second heart ruff beats 4♠. It's a bit improbable but maybe someone found the defence.

Board 16. E/W Vul. Dealer West.

<p>♠ Q J 10 ♥ A 6 5 ♦ K J 6 5 4 ♣ J 5</p> <p>♠ 6 5 ♥ 10 9 8 3 2 ♦ A Q 7 ♣ A 10 3</p>	<p>♠ K 9 8 4 3 ♥ Q 4 ♦ 9 ♣ Q 9 8 4 2</p> <p>♠ A 7 2 ♥ K J 7 ♦ 10 8 3 2 ♣ K 7 6</p>
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If North opens a weak 1NT, South has a close decision whether to make a game try. I will often pass on a 4333 shape with no honours in my only 4-card suit, but I know that most people prefer to raise to 2NT with 11 points, which North probably passes. The clubs can be set up, but East has no entry so N/S can make as many as ten tricks on a good diamond guess and a spade finesse.

Board 17. Love All. Dealer North.

<p>♠ A 3 2 ♥ A Q 3 ♦ A J 6 ♣ K Q 6 4</p> <p>♠ 10 8 6 ♥ K 10 4 2 ♦ K Q 7 ♣ A 7 5</p>	<p>♠ K 9 4 ♥ 8 6 5 ♦ 10 5 3 2 ♣ 9 8 2</p> <p>♠ Q J 7 5 ♥ J 9 7 ♦ 9 8 4 ♣ J 10 3</p>
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When North opens 2NT, South perhaps tries Stayman, then settles in 3NT. The cards are well placed so a diamond lead does no damage and North should emerge with nine or ten tricks. Win ♦A, play ♣K. If West wins and clears diamonds, South loses two diamonds, one spade and one club. But if South leads towards ♠Q first, East's entry can be removed before the diamonds are set up and ten tricks made.

Board 18. N/S Vul. Dealer East.

<p>♠ A J 8 6 5 3 2 ♥ A K 10 7 4 ♦ — ♣ A</p> <p>♠ K ♥ J 9 2 ♦ Q 9 7 6 5 4 ♣ J 9 4</p>	<p>♠ Q 10 9 ♥ 6 ♦ A K 8 ♣ K 8 7 5 3 2</p> <p>♠ 7 4 ♥ Q 8 5 3 ♦ J 10 3 2 ♣ Q 10 6</p>
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After East opens 1♣ and West responds 1♦, North might just bid 4♠. N/S are able to make 6♥ on the difficult play of ruffing a spade with the ♥Q and then finessing ♥10, but it's not clear that the heart suit will be found, let alone the slam bid. If North doubles rather than bid spades, East might bid 2♦ and a brave South 2♥. Now North must bid strongly as South has no more to give.

Board 19. E/W Vul. Dealer South.

<p>♠ K 7 4 ♥ 7 3 2 ♦ A Q 2 ♣ Q J 9 5</p> <p>♠ 6 5 ♥ A K 10 8 4 ♦ J 8 5 ♣ K 4 3</p>	<p>♠ J 10 9 8 3 2 ♥ J 9 ♦ K 10 7 4 ♣ 10</p> <p>♠ A Q ♥ Q 6 5 ♦ 9 6 3 ♣ A 8 7 6 2</p>
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If South opens 1NT and North raises to 2NT, West will give the contract by leading a fourth highest heart. But the ♥K lead, asking for count signal or an unblock, gets ♥J from East. Now a diamond switch beats 2NT. Of course West might overcall 2♥ and maybe East would bid 2♠. Two of either major can be made as the diamonds are well placed and 110 to E/W should be the top score.

Board 20. Game All. Dealer West.

♠ A 6 5 2		♠ K 3
♥ A K 9 7		♥ Q 8 4 3
♦ Q 7 6		♦ K J 9
♣ A 4		♣ 9 8 7 3
♠ Q J 9 7		♠ 10 8 4
♥ 6 2		♥ J 10 5
♦ 10 5 3 2		♦ A 8 4
♣ 10 6 5		♣ K Q J 2

A 2NT or 3NT rebid after a 1♥ opening get N/S to 3NT (or a strong 1NT opening raised to 3NT). 3NT makes nine tricks on any lead. If 1♥ has been opened, East won't lead a heart. A club lead works best from East as it gives nothing away. Which club would your partnership lead from ♣9873? A top of nothing sequence ♣9, a second highest ♣8, or a fourth highest ♣3? Check you and your partner agree.

Board 21. N/S Vul. Dealer North.

♠ A 8 6		♠ Q 5
♥ Q 9		♥ A 8 5 3 2
♦ J 8 6 3 2		♦ Q 5
♣ 9 8 5		♣ Q J 7 3
♠ K 10 9 7 4 3		♠ J 2
♥ J 10 7 4		♥ K 6
♦ A 9		♦ K 10 7 4
♣ 10		♣ A K 6 4 2

As East, did you open that poor 11 count with 1♥ or 1NT? If you did your side will have played a major but hopefully only a part score as nine tricks are the limit. If East passes, South has a genuine opening of 1♣, but might prefer an off centre 1NT to give little away. Over either West surely overcalls spades and best is if East passes or E/W could get too high. 4♠ must go down on the likely diamond lead.

Board 22. E/W Vul. Dealer East.

♠ Q 10 9 5 4 3		♠ J
♥ 8 4		♥ K 10 7 3 2
♦ K 7 4 2		♦ A 9
♣ Q		♣ K J 5 3 2
♠ A K 7 2		♠ 8 6
♥ Q J 6		♥ A 9 5
♦ 10		♦ Q J 8 6 5 3
♣ A 10 9 8 4		♣ 7 6

At last a good deal for E/W as 6♣ is unbeatable on any lead. The lure of the better-scoring major might persuade E/W to play in hearts, but the 6♥ slam is beaten on a club lead as North gets a ruff. If E/W don't bid the slam, they want to play in hearts as 11 tricks in hearts scores 650 as opposed to 620 in 5♣.

Board 23. Game All. Dealer South.

♠ J 8 6 2		♠ Q 10 9 7 5 4
♥ J 8 4		♥ 7 5
♦ J 8 2		♦ A Q 6 4
♣ 10 9 6		♣ 5
♠ K 3		♠ A
♥ A Q 6 2		♥ K 10 9 3
♦ K 10 9 5		♦ 7 3
♣ K J 8		♣ A Q 7 4 3 2

South opens 1♣ and West, with 16 points, should overcall 1NT. East might just bid 4♠ or transfer and raise 2♠ to 4♠. With two spades and a club to lose, E/W are likely to make 620. That's a better score than they get for finding their 4-4 diamond fit and making eleven tricks for 600.

Board 24. Love All. Dealer West.

♠ Q 8 5 4		♠ K 7 2
♥ 8 7 5		♥ J 10 2
♦ K 8 6		♦ A Q J 7 3
♣ 10 8 2		♣ 5 3
♠ 10 3		♠ A J 9 6
♥ K 9 3		♥ A Q 6 4
♦ 9 5 4 2		♦ 10
♣ A K Q 6		♣ J 9 7 4

Weak no trumpers will open the West hand 1NT. With a good diamond suit, East might raise straight to 3NT (well I would!). Raising to 2NT and saying it's only 11 points, shows an over-dependence on points rather than an appreciation of playing tricks. Fortunately the diamond finesse wins and the ♥A is

well placed, to justify my optimism. 3NT makes except on an unlikely ♠Q lead.

Board 25. E/W Vul. Dealer North.

<p>♠ 10 9 2 ♥ 8 3 2 ♦ K Q 7 3 ♣ Q 9 3</p> <p>♠ A 6 4 ♥ A 10 7 6 5 4 ♦ J 8 ♣ 5 4</p> <p>♠ K 7 5 3 ♥ K J 9 ♦ A 2 ♣ A J 8 6</p>	<p>♠ Q J 8 ♥ Q ♦ 10 9 6 5 4 ♣ K 10 7 2</p>
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If South opens a Standard English 1♠ and West overcalls 2♥, North can bid 2♣, hoping South has a 5-card suit. 2♠ just makes if South guesses well. Those who open 1♠ rather than 1♣ may have to cope with a 1♥ or worse still a 2♥ overcall, giving North a problem. A pass in tempo is best, don't um and ah and then pass as you signal your limited values to partner in a way that gives him an ethical problem.

Board 26. Game All. Dealer East.

<p>♠ Q 9 8 6 5 ♥ 9 2 ♦ 7 2 ♣ Q 9 4 3</p> <p>♠ A K 7 2 ♥ A ♦ 10 8 4 3 ♣ K 8 6 5</p> <p>♠ 10 3 ♥ K J 10 7 3 ♦ K 9 ♣ A J 7 2</p>	<p>♠ J 4 ♥ Q 8 6 5 4 ♦ A Q J 6 5 ♣ 10</p>
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East might open 1♥ on 10 points, in which case West is likely to drive to game when 2♦ is rebid. 5♦ looks to go down on the likely ♠10 lead, though no doubt some clever opponent will make it on a double squeeze. 3NT by West looks a better bet, but with only four diamonds, one club, two spades and a heart, that should fail too. This is a good deal for underbidders, though some overbidders will prove me wrong.

Board 27. Love All. Dealer South.

<p>♠ 10 6 2 ♥ 8 2 ♦ 9 7 4 ♣ K 8 7 5 4</p> <p>♠ Q 9 8 3 ♥ J 6 5 3 ♦ 8 5 3 2 ♣ 6</p> <p>♠ A J 7 5 4 ♥ A Q 4 ♦ A 6 ♣ Q 3 2</p>	<p>♠ K ♥ K 10 9 7 ♦ K Q J 10 ♣ A J 10 9</p>
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South opens 1♠ and this probably gets passed round to East who has an obvious double. With 17 points, South might bid 1NT over the double, in which case N/S might well bid 2♣, which can make. If South passes, West should bid 2♥ and this should just make and scores better than 2♦ which also just makes.

Board 28. N/S Vul. Dealer West.

<p>♠ K Q 5 2 ♥ 10 8 3 2 ♦ 10 ♣ K Q 9 5</p> <p>♠ 10 3 ♥ A J 9 5 4 ♦ A 7 6 2 ♣ 8 6</p> <p>♠ J 9 ♥ Q 7 6 ♦ Q 9 8 5 4 ♣ 10 7 3</p>	<p>♠ A 8 7 6 4 ♥ K ♦ K J 3 ♣ A J 4 2</p>
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After two passes, East opens 1♠ and West responds 2♥. With 16 points, East does best to rebid 2NT despite the singleton heart since a 3♣ rebid is game forcing in most systems. On a diamond lead East has seven tricks but is struggling to find an eighth when spades break 4-2. If N/S defend well 3NT, and possibly even 2NT, will go down.

Board 29. Game All. Dealer North.

<p>♠ A 10 8 7 ♥ 10 8 4 ♦ K 10 9 6 5 ♣ A</p> <p>♠ 9 6 5 4 2 ♥ K 3 ♦ 8 3 ♣ 10 9 6 4</p> <p>♠ — ♥ A Q J 9 7 5 ♦ J 7 4 ♣ K Q J 2</p>	<p>♠ K Q J 3 ♥ 6 2 ♦ A Q 2 ♣ 8 7 5 3</p>
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North isn't worth an opening 1♦. If you use the Rule of 20 for light openings, five diamonds + four spades + eleven points comes to 20. But the Rule of 20 also says the points should be in the long suits. So you

could open with ♠A1087 and ♦AK1096, where the points are working together but shouldn't open the actual North hand. Despite an initial pass, N/S may well reach 4♥ and probably go down on a diamond lead, but 4♥ makes on a spade lead.

Board 30. Love All. Dealer East.

♠ K Q J 8 ♥ K 8 3 ♦ A K 10 8 ♣ A 3	♠ A 10 9 4 3 ♥ J 9 6 ♦ 5 ♣ 10 5 4 2
♠ 6 5 2 ♥ 10 5 ♦ Q J 9 6 4 ♣ K Q J	♠ 7 ♥ A Q 7 4 2 ♦ 7 3 2 ♣ 9 8 7 6

North, opens 2NT, fourth in hand. South bids hearts, perhaps with a transfer and N/S should play in 4♥, making without problem. But for a winning score N/S must make eleven tricks. With East on lead, a singleton diamond lead helps pick up West's ♦QJ. With West on lead the ♣K lead is best. Declarer should duck the first club. Win ♣A. Play ♠K before drawing trumps to set up discards. One or two clubs can be ruffed by North before trumps are drawn.

Board 31. N/S Vul. Dealer South.

♠ J 10 7 4 2 ♥ 10 9 ♦ K 6 ♣ J 8 6 5	♠ A ♥ 8 7 5 3 ♦ Q 9 5 4 3 ♣ A 10 4
♠ K Q 5 ♥ A K 2 ♦ A 10 2 ♣ K Q 7 2	♠ 9 8 6 3 ♥ Q J 6 4 ♦ J 8 7 ♣ 9 3

At last a slam for E/W. In practice slams are never that easy to bid. Say West, with 21 points, opens 2NT. East might use Stayman, looking for a heart fit. Over 3♦, East can bid 4♦ showing a 5-card suit and real slam interest. Then West might just finish the auction with a jump to 6NT, with a good diamond fit. Or East might just bid a quantitative 4NT over 2NT, leaving West to bid 6NT with a near maximum.

Board 32. E/W Vul. Dealer West.

♠ K 9 6 ♥ K 8 6 5 4 2 ♦ J 6 ♣ 7 4	♠ J 3 ♥ Q J 9 7 ♦ — ♣ A 10 9 8 6 3 2
♠ A 10 7 5 4 ♥ A 3 ♦ 9 7 4 2 ♣ K 5	♠ Q 8 2 ♥ 10 ♦ A K Q 10 8 5 3 ♣ Q J

Hard to predict how this might go – West might open a thin 1♠, North might open a weak 2♥, East might get to open 1♣ or 3♣, or overcall in clubs. In fourth seat, South has the best suit at the table, and will bid diamonds strongly. N/S need to be careful not to push E/W into 5♣, which is unbeatable. Whilst a 5♦ save costs at least 300 if doubled. Over 32 boards the average points held were: North 10.03, South 10.00, East 10.19, West 9.78. Bad luck West, who had the flattest shape hands too.