



**Commentary**  
**for the**  
**WBF Simultaneous Pairs Tournament**  
*An initiative to support Youth Bridge*  
**Monday 14<sup>th</sup> October 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.**

|   |  |
|---|--|
| ♠ K 9 8 5 2<br>♥ 8 7 2<br>♦ 9 5 4 3<br>♣ 2  | ♠ A Q 4<br>♥ A 9<br>♦ A 10 8 6 2<br>♣ A K 9  |
| ♠ J 10 6 3<br>♥ K J<br>♦ J 7<br>♣ J 8 6 4 3 | ♠ 7<br>♥ Q 10 6 5 4 3<br>♦ K Q<br>♣ Q 10 7 5 |

The bidding is straightforward: East opens 2NT and after West's major suit enquiry settles in 3NT. South leads the ♥5. Declarer wins in hand and clears the clubs, South continues with a heart to the king. Declarer cashes the clubs and takes the spade finesse for his contract - 10 tricks. If the Stayman enquiry puts South off the heart lead 11 tricks are possible.

**Board 2. N/S Vul. Dealer East.**

|   |  |
|---|--|
| ♠ 5<br>♥ A K 7 6 4<br>♦ Q J 7<br>♣ A K Q 2  | ♠ K Q 10 3<br>♥ Q 2<br>♦ A 9 5 4 2<br>♣ 9 4  |
| ♠ J 8 7 6 4<br>♥ 10 9 8 5<br>♦ 8 6<br>♣ 8 3 | ♠ A 9 2<br>♥ J 3<br>♦ K 10 3<br>♣ J 10 7 6 5 |

Where NS are given a free run they should reach 6♣ via 1♥-2♣, 3♠-4♦, 4NT etc. The ♠A is an excellent card in a club contract but in NT means that declarer must run 9 tricks on gaining the lead. Slam should also be reached if East overcalls 1♠, South bids 2♣ and West 3♠ and North 4♠. NS have a difficult problem if East opens the bidding with either 1♦ or more likely 1NT.

**Board 3. E/W Vul. Dealer South.**

|  |   |
|--|---|
| ♠ K 7 6 4<br>♥ K J 8 5 4<br>♦ 2<br>♣ A 9 4     | ♠ A Q J 9 3<br>♥ 10 6<br>♦ 3<br>♣ J 8 7 6 2 |
| ♠ 10 5<br>♥ Q 3<br>♦ A K Q 10 8 7 6 5 4<br>♣ — | ♠ 8 2<br>♥ A 9 7 2<br>♦ J 9<br>♣ K Q 10 5 3 |

8-card suits should open at the 4-level and 9-card suits as good as this should open at the 5-level despite the vulnerability. Should North double, perhaps unlikely facing a passed hand, the spotlight falls on South. An expensive pass is the most likely outcome. (Though, if South bids 5♥ he can make at least 8 tricks). Against high-level pre-empts North is correct to lead his ace. Here, this allows declarer to make 12 tricks. A trump lead might be worse if North muddles his discards.

**Board 4. Game All. Dealer West.**

|   |  |
|---|--|
| ♠ 5<br>♥ K Q J<br>♦ K 9 6 5 3<br>♣ K 8 4 3  | ♠ Q J 4 2<br>♥ 10 6 5 4<br>♦ 10 4<br>♣ A Q 9 |
| ♠ A 10 9 7 6 3<br>♥ A 7 3<br>♦ A 8<br>♣ J 5 | ♠ K 8<br>♥ 9 8 2<br>♦ Q J 7 2<br>♣ 10 7 6 2  |

4♠ makes on the trump finesse but how to bid it at pairs where the emphasis is on plus scores? West opens 1♠, no doubt doubled by North even though this is a doubtful move, vulnerable, facing a passing partner and with only 3 cards in hearts. The East hand is perhaps just worth a response of 2NT

showing a sound raise to 3♠ or more. West bids game with a 6-card suit and good controls.

**Board 5. N/S Vul. Dealer North.**

|   |  |
|---|--|
| <p>♠ Q 4<br/>♥ J 7 6 3<br/>♦ 9 8 7 3<br/>♣ K 9 4</p>  | <p>♠ K J 10 5<br/>♥ 10 5<br/>♦ A K J 6<br/>♣ Q 7 2</p> |
| <p>♠ A 8 7 3 2<br/>♥ K Q 8 4<br/>♦ 2<br/>♣ A 10 5</p> | <p>♠ 9 6<br/>♥ A 9 2<br/>♦ Q 10 5 4<br/>♣ J 8 6 3</p>  |

NS reach 4♠. After INT from North and a 2♥, transfer, from South, North either jumps to 3♠ to show a maximum with 4 spades or gives the same message whilst showing good diamonds with a bid of 3♦. The latter is a useful convention because if North had shown good clubs South's hand would be worth a slam try. As it is, East has been put off a diamond lead and 11 tricks ensue. Without a diamond bid East may lead the suit and concede 12 tricks.

**Board 6. E/W Vul. Dealer East.**

|  |   |
|--|---|
| <p>♠ 7 5<br/>♥ A K 10 9<br/>♦ J 9<br/>♣ A 10 5 3 2</p> | <p>♠ 6 3<br/>♥ 8 6<br/>♦ A K 10 8 7 2<br/>♣ K J 6</p> |
| <p>♠ A J 10 2<br/>♥ Q J 7 5 4 2<br/>♦ 4 3<br/>♣ 8</p>  | <p>♠ K Q 9 8 4<br/>♥ 3<br/>♦ Q 6 5<br/>♣ Q 9 7 4</p>  |

A competitive deal with whoever is declarer likely to fail in their contract. 2♠ fails after 3 rounds of diamonds and a club switch. 3♦ fails after a club lead and trump switch. 3♣ gets home if declarer leads a low club after overruffing the 3<sup>rd</sup> round of diamonds. He will be able to ruff a spade later with the ♣A, finesse the ♣9 and squeeze South in the majors.

**Board 7. Game All. Dealer South.**

|   |  |
|---|--|
| <p>♠ 9 5<br/>♥ Q J 7 3<br/>♦ A 8 3 2<br/>♣ A 7 4</p>  | <p>♠ A J 10 8 6<br/>♥ A K<br/>♦ K 7 4<br/>♣ J 10 2</p> |
| <p>♠ Q 7 3 2<br/>♥ 10 8 5 2<br/>♦ J 9 6<br/>♣ 8 6</p> | <p>♠ K 4<br/>♥ 9 6 4<br/>♦ Q 10 5<br/>♣ K Q 9 5 3</p>  |

2♠ is a make for NS so EW have to get into the bidding and not by the dreadful 2♣ overcall. If the bidding starts 1♠-2♠ then either West doubles or East bid 3♣ in the pass out seat. This makes if after 2 rounds of spades East wins and plays 3 rounds of clubs ending in dummy and plays a small diamond. After winning the ♦Q East ducks a diamond and doesn't need to guess hearts. If South passes 1♠ then West doubles and East bids up to 3♣ as needed.

**Board 8. Love All. Dealer West.**

|   |  |
|---|--|
| <p>♠ A K J 9 7 6<br/>♥ 10<br/>♦ A J 8 6 2<br/>♣ J</p> | <p>♠ Q 4 3<br/>♥ A 8 5 3<br/>♦ 9 3<br/>♣ A Q 9 3</p>   |
| <p>♠ 5 2<br/>♥ K Q 9 6 4<br/>♦ 5<br/>♣ 10 8 5 4 2</p> | <p>♠ 10 8<br/>♥ J 7 2<br/>♦ K Q 10 7 4<br/>♣ K 7 6</p> |

The trick on this deal is to avoid playing in diamonds, especially 6♦! What should West bid after the auction starts 1♠-2♦? A forcing 4♦ seems to fit the bill but how to get back to spades? Will East find the master bid of 4♠? Since it is pairs perhaps West should rebid 3♠. If his partner shows signs of life he can go back to diamonds. Those players who count points and raise 2♦ to 3♦ will miss game.

**Board 9. E/W Vul. Dealer North.**

|   |  |
|---|--|
| <p>♠ J<br/>♥ J 7 3<br/>♦ J 10 8<br/>♣ J 9 7 6 5 2</p> <p>♠ A K 10 6 4<br/>♥ Q 9 5<br/>♦ 7 6 3 2<br/>♣ A</p> | <p>♠ Q 9 7 3<br/>♥ 10 8<br/>♦ K Q 9 5 4<br/>♣ K 10</p> |
| <p>♠ 8 5 2<br/>♥ A K 6 4 2<br/>♦ A<br/>♣ Q 8 4 3</p>  |  |

South opens 1♥ in 3<sup>rd</sup> seat with West overcalling 1♠. East bids 3♦ showing, as a passed hand, a good diamond suit and 4-card spade support and a hand worth a bid at the 3-level. West bids game but can he make it? It is straightforward after 3 rounds of hearts. Cash the ♠A and ♣A before crossing to the ♠Q. Discard a diamond on the ♣K and draw the outstanding trump with a spade to the king. A diamond to the King and ace either finds diamonds 2-2 or South endplayed to give a ruff and discard. Early trump leads cause greater difficulty and declarer may be forced to guess the diamond position.

**Board 10. Game All. Dealer East.**

|   |   |
|---|---|
| <p>♠ A 9 7<br/>♥ K Q 7<br/>♦ A J 9<br/>♣ J 10 7 6</p> <p>♠ J 5 2<br/>♥ J 6 5 3<br/>♦ 10 8 7 4 3<br/>♣ 9</p> | <p>♠ Q 8 3<br/>♥ A 10<br/>♦ K Q 5 2<br/>♣ 5 4 3 2</p> |
| <p>♠ K 10 6 4<br/>♥ 9 8 4 2<br/>♦ 6<br/>♣ A K Q 8</p>   |   |

South opens 1♣ and North bids 3NT for a simple auction. This gives East a difficult lead since it looks as though any suit, other than a club, will give a trick. Thus East leads his best suit, a diamond. Declarer wins and crosses to a club to play a spade to the 9 and queen. East continues diamonds but declarer has 9 tricks. 3♠, 2♦ and 4♣.

**Board 11. Love All. Dealer South.**

|   |  |
|---|--|
| <p>♠ 8 7<br/>♥ A K Q 7 6 5 4<br/>♦ 9 8<br/>♣ A 4</p>  | <p>♠ Q 9 2<br/>♥ 10 2<br/>♦ J 2<br/>♣ Q J 10 9 7 2</p> <p>♠ A K 10 6 5 4<br/>♥ J 9<br/>♦ K Q 7 5<br/>♣ 8</p> |
| <p>♠ J 3<br/>♥ 8 3<br/>♦ A 10 6 4 3<br/>♣ K 6 5 3</p> |  |

An awkward hand to bid but a simple 12 tricks in hearts, 13 if they don't lead a diamond and declarer plays for trumps 2-2 and sets up the spades. Acol opens 2♥ then 2♠, 3♥-4NT, 5♣ (3 controls)-5♦ (do you have the trump queen?), 6♥ (yes and no other king). Otherwise 1♥-1♠, 3♥-4♣, 5♣-6♥.

**Board 12. NIS Vul. Dealer West.**

|   |   |
|---|---|
| <p>♠ 10 7 6 5 3<br/>♥ 8 3<br/>♦ 8 4<br/>♣ 10 9 8 7</p> <p>♠ A Q 8<br/>♥ J 10 9 4<br/>♦ A J 10 2<br/>♣ 6 5</p> | <p>♠ 9 4<br/>♥ 7 6 2<br/>♦ Q 5<br/>♣ A K Q 4 3 2</p> <p>♠ K J 2<br/>♥ A K Q 5<br/>♦ K 9 7 6 3<br/>♣ J</p> |
|---|---|

INT-3NT and a spade lead to the king and ace. An immediate duck of a club guarantees the contract with the diamond finesse right but that is a poor line at match-pointed pairs. Declarer can also get home if after 1 round of clubs he plays a heart from dummy. Most pairs will struggle and go down but some Souths will make the wrong discards on the clubs. Should South be foolish enough to double then he pinpoints the winning line.

**Board 13. Game All. Dealer North.**

|   |   |
|---|---|
| <p>♠ J 6 3<br/>♥ K Q 5<br/>♦ 6 3<br/>♣ A J 5 3 2</p> <p>♠ A Q 8 5<br/>♥ 9 7<br/>♦ K J 9 4 2<br/>♣ 9 6</p> | <p>♠ K 7 4<br/>♥ J 8 3<br/>♦ A 10 7 5<br/>♣ 10 8 7</p> <p>♠ 10 9 2<br/>♥ A 10 6 4 2<br/>♦ Q 8<br/>♣ K Q 4</p> |
|---|---|

It's possible that this hand will be thrown in but some players will open the South hand 1♥ in 3<sup>rd</sup> seat with North responding 2♣. South passes and West doubles. North bids 2♥ and East 3♦. EW have missed their best score - 3♠ making. However, 3♦ should also make. North will be sorely tempted to bid on leaving the way open for a sharp penalty double from EW looking for the magic 200. Obviously an immediate raise to 3♥ has more chance of buying the contract undoubled. An immediate 3♣ bid by South may cause North to bid 4♥ and an easy 200 for EW or will the defence let it through?

**Board 14. Love All. Dealer East.**

|   |  |
|---|--|
| <p>♠ 8 5 3<br/>♥ K J 8 5<br/>♦ Q 9 5 2<br/>♣ 8 4</p>  | <p>♠ —<br/>♥ Q 10 4 2<br/>♦ J 10 6 3<br/>♣ K Q 9 7 5</p> |
| <p>♠ K Q J 10 4<br/>♥ A 9 6 3<br/>♦ A 8<br/>♣ 6 2</p> | <p>♠ A 9 7 6 2<br/>♥ 7<br/>♦ K 7 4<br/>♣ A J 10 3</p>    |

In original Acol-style one might bid 1♠-3♥, 3♠-4♠, 4NT etc. It is a minimum point count but an excellent slam. In the modern style 1♠-2NT FG with a spade fit etc. Continuations are a matter of agreement. I believe in the original version a 3-level bid showed a singleton then responder asked for range. Here if South bids 3♥ it is easy for North to envisage a slam with nothing in hearts - what values can South have?

**Board 15. NIS Vul. Dealer South.**

|   |  |
|---|--|
| <p>♠ Q J 10 6 5<br/>♥ Q 9 5 4<br/>♦ 4 3<br/>♣ 9 3</p> | <p>♠ A 7<br/>♥ K J 2<br/>♦ K 10<br/>♣ K Q 10 6 5 4</p> |
| <p>♠ K 9 8<br/>♥ 7<br/>♦ Q 9 8 7 6 5<br/>♣ 8 7 2</p>  | <p>♠ 4 3 2<br/>♥ A 10 8 6 3<br/>♦ A J 2<br/>♣ A J</p>  |

South opens 1♥ and whether North responds INT or not East overcalls 2♣. When this is passed to North he bids 2♦. Declarer makes 10 tricks as he takes the diamond finesse and establishes the fifth heart. EW do best to let NS play 1♥ or INT.

**Board 16. E/W Vul. Dealer West.**

|   |   |
|---|---|
| <p>♠ Q 10 5 4<br/>♥ A J<br/>♦ K J 8 5<br/>♣ 8 5 3</p>   | <p>♠ 8 7<br/>♥ 10 8<br/>♦ 9 7 6 3 2<br/>♣ A Q J 2</p> |
| <p>♠ A J 9 6 3 2<br/>♥ Q 7 6 4 2<br/>♦ —<br/>♣ K 10</p> | <p>♠ K<br/>♥ K 9 5 3<br/>♦ A Q 10 4<br/>♣ 9 7 6 4</p> |

An awkward competitive hand. West opens 1♠ and East responds INT. West bids 2♥ and East gives preference to 2♠. This contract is cold even on a spade lead. The defence cannot prevent declarer playing 4 rounds of clubs to discard 2 hearts. North ruffs with a trump trick. The defence can only play a 2<sup>nd</sup> spade at the expense of a trump trick. If NS compete they can make 3♦. Perhaps South should double INT which would be perfect if one interchanged the ♣4 and ♠K. If he doesn't double INT he has to double when the opponents reach 2♠.

**Board 17. Love All. Dealer North.**

|  |  |
|--|--|
| <p>♠ A Q 10 9 5<br/>♥ K J 10<br/>♦ A 7 4<br/>♣ Q 7</p> | <p>♠ J 3 2<br/>♥ A 7 4 2<br/>♦ J 9 8 2<br/>♣ J 9</p> |
| <p>♠ K<br/>♥ 9 6<br/>♦ Q 10 5<br/>♣ A K 10 8 4 3 2</p> | <p>♠ 8 7 6 4<br/>♥ Q 8 5 3<br/>♦ K 6 3<br/>♣ 6 5</p> |

North opens 1♣, passed round to West who doubles. North bids 2♣ and East may or may not bid. West rebids 2♠. This contract is cold: if the defenders do not play hearts declarer throws the ♥10 on the long diamond. A good view in spades to drop the king is worth an extra trick. North does best to bid a 3<sup>rd</sup> club which would be easier to do if South had responded 1♥ in the first place. Playing in clubs declarer has just 7 club tricks and 1 diamond trick although the defence may go wrong if declarer plays out 6 rounds of clubs before touching diamonds.

**Board 18. N/S Vul. Dealer East.**

|   |  |
|---|--|
| <p>♠ A 6 4<br/>♥ J 10 6<br/>♦ J 10 9 7<br/>♣ A 7 6</p> <p>♠ 9<br/>♥ K Q 8 7 3<br/>♦ A Q 8 6<br/>♣ K 9 8</p> | <p>♠ K 8 7 5 2<br/>♥ A 9 4<br/>♦ K 5 4<br/>♣ 5 3</p> |
| <p>♠ Q J 10 3<br/>♥ 5 2<br/>♦ 3 2<br/>♣ Q J 10 4 2</p>  |  |

EW bid 1♥-1♠, 2♦-3♥, 4♥. Can declarer squeeze home? Win the diamond lead in hand and play a spade. Win the next diamond lead in dummy, draw the ♥AK and continue diamonds, intending to ruff the 4<sup>th</sup> round in dummy. If this works, throw a club on the ♠K and play a club, looking for the overtrick. If the defence ruff the diamond declarer enters dummy with a heart, discards a club on the ♠K and leads up to the ♣K.

**Board 19. E/W Vul. Dealer South.**

|  |   |
|--|---|
| <p>♠ J<br/>♥ K Q 8 7 6<br/>♦ J 5 4 3<br/>♣ A K 10</p> <p>♠ K Q 9 2<br/>♥ J 4 2<br/>♦ A K Q 2<br/>♣ J 8</p> | <p>♠ 8 4<br/>♥ 9<br/>♦ 10 9 7 6<br/>♣ Q 9 7 5 4 3</p> |
| <p>♠ A 10 7 6 5 3<br/>♥ A 10 5 3<br/>♦ 8<br/>♣ 6 2</p>   |   |

South passes and West opens 1♠, North overcalls 2♥ and South bids game. A trump lead is best holding declarer to 11 tricks. It is hard to find. If the defence play 2 rounds of diamonds declarer can make 12 tricks on careful play. Ruff the diamond, club to the king and ruff a diamond, club to the ace and ruff a diamond. ♠A and ruff a spade and ruff the ♣10 with dummy's ♥A. Declarer has ♥KQ87 as dummy leads a spade. Declarer ruffs low and if it wins fine. If not the defence have to lead into the heart tenace.

**Board 20. Game All. Dealer West.**

|   |  |
|---|--|
| <p>♠ 10 9 8 3<br/>♥ 10 9<br/>♦ A 10 4<br/>♣ J 8 6 5</p> <p>♠ 6 5 4 2<br/>♥ 8 6 3<br/>♦ K 9 6<br/>♣ 10 7 4</p> | <p>♠ A K Q<br/>♥ A K Q J 7<br/>♦ 7 3 2<br/>♣ Q 2</p> |
| <p>♠ J 7<br/>♥ 5 4 2<br/>♦ Q J 8 5<br/>♣ A K 9 3</p>  |  |

East has a tricky choice of opening but 2NT is probably best despite the major-suit concentration. The results are likely to vary enormously with some declarers going 3 down and some making an overtrick. The defensive signals will be tested on a high club lead and South might underlead his remaining club honour conceding the ninth trick. The winning shot is a low diamond with North playing the ten – but what will North return? A successful club or an expensive heart.

**Board 21. N/S Vul. Dealer North.**

|   |   |
|---|---|
| <p>♠ K 6 4<br/>♥ 7 2<br/>♦ 10<br/>♣ K Q J 10 6 5 3</p> <p>♠ Q 9 8<br/>♥ A Q J 3<br/>♦ Q J 3<br/>♣ A 7 4</p> | <p>♠ 7 3<br/>♥ K 10 9 8 6 5<br/>♦ K 5<br/>♣ 9 8 2</p> |
| <p>♠ A J 10 5 2<br/>♥ 4<br/>♦ A 9 8 7 6 4 2<br/>♣ —</p>   |   |

North opens 3♣ much to South's regret. East and South pass and West, with a balanced hand and sufficient points, bids 3NT. This is 2 down on competent defence. If West doubles 3♣ East's 6 hearts and club length will persuade him to stretch to 4♥ despite his minimum values. Also 2 down. NS can make 4♣ on a successful spade guess. 4♠ makes if declarer simply ruffs 1 diamond in dummy draws ♠AK and concedes a diamond. How often will it be bid and made?

**Board 22. E/W Vul. Dealer East.**

|   |  |
|---|--|
| <p>♠ A Q 8 7 6 4<br/>♥ A K J 5<br/>♦ 9<br/>♣ 10 6</p> <p>♠ J 10 9 3 2<br/>♥ 10 3<br/>♦ K 10 4 3<br/>♣ 9 8</p> | <p>♠ K<br/>♥ Q 9 7 4<br/>♦ Q 8 5 2<br/>♣ A K 7 4</p> |
| <p>♠ 5<br/>♥ 8 6 2<br/>♦ A J 7 6<br/>♣ Q J 5 3 2</p>  |  |

A perennial problem of what to open on a 1-4-4-4 hand. Here 1♦, unless one opens INT, is normal. With values for only one bid West raises to 2♦, North bids 2♠ to end the auction. As long as North refuses to take a finesse he should come to 7 tricks. The only partscore to make in either direction is 2♥ for NS.

**Board 23. Game All. Dealer South.**

|   |  |
|---|--|
| <p>♠ 5 3<br/>♥ 10 6 5 3<br/>♦ A 5<br/>♣ K J 8 4 3</p> <p>♠ Q J 10<br/>♥ K 7<br/>♦ Q J 8 4 2<br/>♣ Q 6 5</p> | <p>♠ K 9 2<br/>♥ Q 9 4 2<br/>♦ 10 9 3<br/>♣ 10 7 2</p> |
| <p>♠ A 8 7 6 4<br/>♥ A J 8<br/>♦ K 7 6<br/>♣ A 9</p>  |  |

With the cards lying perfectly 9 tricks in NT are easy. The 10<sup>th</sup> comes from playing a heart to the 8 and subsequently finessing the jack. Those who open a strong NT will bid this easily and those who respond 2♣ to a 1♠ opener likewise. Acol players will, for the most part, bid 1♠-INT all pass.

**Board 24. Love All. Dealer West.**

|  |   |
|--|---|
| <p>♠ J 10 8 7 4<br/>♥ J 3<br/>♦ Q J 2<br/>♣ A 9 3</p> <p>♠ Q<br/>♥ K 7 6<br/>♦ A 9 8 6 4 3<br/>♣ K 6 2</p> | <p>♠ K 9 2<br/>♥ Q 9 8 4 2<br/>♦ K 5<br/>♣ 10 7 5</p> |
| <p>♠ A 6 5 3<br/>♥ A 10 5<br/>♦ 10 7<br/>♣ Q J 8 4</p>   |   |

West opens 1♦ and if North overcalls 1♠ then East bids INT. South either bids 2♦ or 2NT to show a good spade raise the former showing 3-card

support and the latter 4-card support. If NS reach 3♠ then 3 rounds of diamonds promotes a trump trick when East ruffs with the ♠9. However West must take care to exit with a heart when he wins the ♠Q, otherwise he gives a ruff and discard or plays a club to give 4 tricks in that suit. Without the trump promotion 3♠ will make. 3♦ should fail by 2 tricks so needs to be doubled to beat 2♠ making.

**Board 25. E/W Vul. Dealer North.**

|  |  |
|--|--|
| <p>♠ A 5<br/>♥ A K 10 7 6<br/>♦ Q 7 3<br/>♣ 10 9 4</p> <p>♠ Q 9 4 2<br/>♥ J 8<br/>♦ J 10 9 5 2<br/>♣ K 8</p> | <p>♠ 8 7<br/>♥ Q 9 5 4<br/>♦ A K 8 6 4<br/>♣ 7 2</p> |
| <p>♠ K J 10 6 3<br/>♥ 3 2<br/>♦ —<br/>♣ A Q J 6 5 3</p>  |  |

An excellent club slam with South establishing spades with 2 ruffs with the ♣109. North opens 1♥ and South bids 2♣ (clearly the correct bid but how many Souths will succumb to the lure of the spade suit). North rebids 2♥ and South 2♠. North gives preference to 3♣ and South bids 4♦ showing a shortage in diamonds. North cue bids spades and South bids 6♣. If North opens INT South needs to show his clubs before his spades to reach the slam.

**Board 26. Game All. Dealer East.**

|  |   |
|--|---|
| <p>♠ 10 5<br/>♥ Q 4<br/>♦ 5 4 3<br/>♣ A 10 9 6 5 2</p> <p>♠ K 9 4 3<br/>♥ K 10 6 3<br/>♦ A 7<br/>♣ K 7 4</p> | <p>♠ A Q 2<br/>♥ A J 9 8 5<br/>♦ 10 8 6 2<br/>♣ 8</p> |
| <p>♠ J 8 7 6<br/>♥ 7 2<br/>♦ K Q J 9<br/>♣ Q J 3</p>   |   |

1♥- 2NT (FG with hearts) and 4♥ to sign off or 1♥-4♥. How many declarers will take 12 tricks on a diamond lead? Draw trumps and play spades for four tricks using the principle of restricted choice.

**Board 27. Love All. Dealer South.**

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

A delicate competitive hand. West opens 1♦ and East responds 1♥. If South passes West bids INT and on a heart lead makes 9 tricks otherwise 8. However, South has just enough at the vulnerability to bid 1♠. If West bids 2♥ then North bids 2♠ – a contract with 7 tricks after taking the black-suit finesses. 3♥ can make if declarer ruffs one spade in dummy, plays the ♥A10 and then plays diamonds; eventually the ♥J6 over the ♥95 produces 2 tricks.

**Board 28. N/S Vul. Dealer West.**

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

After INT-3NT and a heart lead the contract is 1 down. Similarly, 3♣ is either 1 or 2 down on a heart lead depending on the view in diamonds.

**Board 29. Game All. Dealer North.**

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

A perfect fit but the bidding goes P-P-INT-P, 2♣-P-2♥ and game is missed. Any pairs who open 1♥ as South might reach game. Win the club lead and play a spade to the Jack. If they continue clubs declarer

plays 3 rounds of hearts ending in dummy and another spade. When the king shows up the suit is good for 4 tricks. If they play two rounds of diamonds when they win the first spade then ruff in dummy and lead a spade when the ♠K shows up draw trumps. If hearts are 4-1 this is not the best line!

**Board 30. Love All. Dealer East.**

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

1♥ from East, 1♠ from West and 2♠ from East. West tries 3♥ (forcing) and East bids ? He has a choice between a 4-4 spade fit or a 5-3 heart fit. He might choose hearts to protect his ♣K and make 11 tricks. Or might hope the 4-4 fit plays a trick better and choose 4♠. In fact it is a trick worse if North finds a heart lead because he can give South a heart ruff when he wins the ♠K. It is not impossible for North to find the heart lead since the opponents are likely to hold a 5-3 fit and therefore South to hold a doubleton.

**Board 31. N/S Vul. Dealer South.**

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

The bidding goes INT from West, 2♥ transfer from East and 2♠ from West. 8 tricks to EW. However, if on a diamond lead South plays the King. West wins and discards his losing hearts from dummy and plays a club. When North wins he plays a heart ruffed in the dummy. When another club is played South has to play another heart to stop the overtrick

**Board 32. E/W Vul. Dealer West.**

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

South opens 1♥ in 4<sup>th</sup> seat and after a 1♠ response bids 2NT, raised to 3NT. 2NT is preferable to 2♣ as it shows the power of the hand immediately whilst 2♣ might be passed by partner. East ducks the diamond lead won by South with the Queen. South plays the ♠Q. If East wins South has 3♠, 1♥, 2♦ and 3♣ after the finesse. If East ducks then the winning line is to play a spade to the ace and run the ♣J. Difficult to find.