



Commentary for the WBF Simultaneous Pairs Tournament

An initiative to support Youth Bridge

Wednesday 16th October 2019

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please go to: <http://www.ecatsbridge.com/sims/WBFYouth/default.asp>

Board 1. Love All. Dealer North.

<p>♠ Q J 10 6 4 ♥ Q 9 8 2 ♦ Q 6 3 ♣ 4</p> <p>♠ K 8 ♥ K J 6 3 ♦ 10 8 5 ♣ Q J 8 3</p> <p>♠ 7 3 2 ♥ A 7 4 ♦ 7 4 2 ♣ 10 9 6 2</p>	<p>♠ A 9 5 ♥ 10 5 ♦ A K J 9 ♣ A K 7 5</p>
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East-West are likely to end in 3NT here, making 11 tricks unless North sticks in a very cheeky 1♠ and South leads the suit. I suppose one or two pairs might be more ambitious – anyone who climbs past 3NT may as well go the whole hog and try for slam. 6♣ can be made: ruff a spade, finesse diamonds draw trump and lead a heart to the king – but it takes some luck as well as some doing. Perhaps South will make things easier by leading the ♥A.

Board 2. N/S Vul. Dealer East.

<p>♠ 5 2 ♥ J 8 6 5 4 ♦ 3 ♣ A J 10 9 8</p> <p>♠ Q 6 ♥ 3 2 ♦ K 10 9 8 6 4 2 ♣ 5 3</p> <p>♠ A 9 7 3 ♥ Q 10 9 ♦ J 7 ♣ 7 6 4 2</p>	<p>♠ K J 10 8 4 ♥ A K 7 ♦ A Q 5 ♣ K Q</p>
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Another big hand for East, and the possibility of reaching a 'two-acer'. Such slams have been known to make, but this one requires South to be prohibited from ever leading a club. If East opens 2NT West should settle for 3NT at pairs, hoping that his long suit will provide lots of tricks – if a trick must be lost in diamonds there is a good chance

that the ♠Q will be an entry. Bidding 5♦ is a big view, for a poor score whether East passes, or raises to slam.

Board 3. E/W Vul. Dealer South.

<p>♠ A K 9 8 ♥ 6 ♦ 5 3 2 ♣ A K J 10 9</p> <p>♠ J 4 ♥ A 8 7 4 ♦ Q J 8 7 4 ♣ 7 4</p> <p>♠ 7 6 ♥ 9 5 2 ♦ A K 10 6 ♣ 6 5 3 2</p>	<p>♠ Q 10 5 3 2 ♥ K Q J 10 3 ♦ 9 ♣ Q 8</p>
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An interesting deal. NS can make 5♣ with their combined 22 count because they have excellent controls and clubs break kindly. They are unlikely to reach such heights unless pushed. When North opens 1♣ East may make a Michaels cuebid, but West should not take partner too seriously. This is the wrong form of scoring for a bold 4♥, which may be doubled for 500. West has too many 'quacks', purely defensive values in a competitive auction, to stick his neck out at this vulnerability.

Board 4. Game All. Dealer West.

<p>♠ A 9 7 5 4 3 ♥ 10 6 ♦ K Q 10 ♣ 9 7</p> <p>♠ Q 8 2 ♥ A J 9 4 2 ♦ J 6 5 ♣ 10 4</p> <p>♠ K J 10 ♥ K Q 8 5 ♦ 2 ♣ A K 8 3 2</p>	<p>♠ 6 ♥ 7 3 ♦ A 9 8 7 4 3 ♣ Q J 6 5</p>
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4♠ has only two obvious losers, but if North follows the old 'nine never' rule he will also lose a trump. And if he plays trump before sorting out a diamond

ruff West can draw a third round of trump and declarer will have to finesse the ten of diamonds to avoid an embarrassing one down. Play diamonds early on this sort of hand, so that you can be sure of your ruff.

Board 5. N/S Vul. Dealer North.

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

East-West should manage nine tricks in either major, losing two spades, a heart and a diamond. 1♣-1♠-INT-2♥-2♠ is a likely auction. Some Souths may overcall INT, very dangerous at this vulnerability on a 4-3-3-3 15-count with no obvious source of tricks – if West chooses to pass and lead a heart declarer will do very well to escape for two down, the killing -200. Luckily West is quite likely to compete in a major, in which case South will live to fight another day.

Board 6. E/W Vul. Dealer East.

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

Both North and South have rather tasty hands. Unfortunately they blend rather badly. The only game that might make is 3NT, because the heart suit is blocked so that West has only four tricks to cash. Even that can be beaten by passive defence because there is no communication between the hands. One down in 3NT or 5♦ should be a good enough score. For East-West to score well they must diagnose the misfit and get the double cards out.

Board 7. Game All. Dealer South.

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

East-West can make 3♠, but North-South have ten tricks in diamonds. If West does not overcall, and North has an inverted raise at his disposal, he may silence the opposition. If West does overcall – and it is rarely wrong to bid spades at pairs – East should not get too excited. His diamond shortage suggests duplication in distribution, and his values in the side suits are primarily defensive. If he overreaches South should double 4♠ because he holds most of the aces.

Board 8. Love All. Dealer West.

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

3NT is unbeatable, but it is hard to avoid a 5-4 major suit fit. If West declares 4♥ the defence is helpless: if North leads the ♦K declarer wins and plays trump; if he leads the ♣K declarer ducks, wins the next round, draws trump, eliminates spades and clubs and endplays North in diamonds. If East is declarer in 4♥ a diamond lead destroys the endplay. So North should overcall in diamonds for the lead – but if he does, West should choose to play in 3NT!

Board 9. E/W Vul. Dealer North.

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

When North opens 1♥ South is nearly worth an old-fashioned strong jump shift to 2♠, but whatever he does North will put on the brakes, and the partnership should subside in game. There are 11 tricks in hearts, but the really big scores will accrue to those who are given the chance to double West in clubs. It looks normal to intervene in spite of the 7-2-2-2 distribution, but he makes only the six tricks he started with, so even 3♣ is too high.

Board 10. Game All. Dealer East.

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

A messy part score deal where you need to stop very low to achieve a plus score. East opens 1♥ and a red-blooded South will overcall 1♠. If West makes a lurking pass North tries a forcing 2♣, and South squeaks 2♦, a playable spot, if only North could be persuaded to pass..... If West stretches to bid INT he can explain later how that contract would make – but no normal East will pass when North doubles, and 2♣ is already too high.

Board 11. Love All. Dealer South.

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

If East opens a red suit West will play in spades, and North's lead of the ♣Q holds him to nine tricks. Strong no-trumpers may do better with East at the helm after a transfer sequence. Use dummy's heart entries to finesse for the ♠Q, then play ♦A and another, ducking to South. A diamond ruff fells the king, and two clubs are discarded from dummy on red suit winners. 3NT can be made, but it is generally not a good idea to push for thin games at Pairs.

Board 12. N/S Vul. Dealer West.

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

There will be fierce competition here. North-South can make 5♥ (or 5♣) but East-West have a save in diamonds. 6♦ loses 500, cheaper than opponents' vulnerable game, but these things are very hard to judge. North will probably double 5♦ given the chance, and it will not be clear to South that he should bid on, so some pairs will settle for 300. Equally, some Souths may be persuaded by the sound of the bidding to 'sacrifice' in 6♥. Good luck!

Board 13. Game All. Dealer North.

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

North-South have the values for game, and you will make 4♣ or 4♥ easily enough if East leads his singleton diamond and gets a ruff, thus weakening his trump holding. This is a classical example of 'trump length – lead strength': a club lead removes dummy's entry, and leaves you poised to force declarer. There is one more hurdle for the defence: if declarer wins ♣A and leads a diamond West must hop up with his ace to lead another club – 'use it, or lose it.'

Board 14. Love All. Dealer East.

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

A rather lucky 3NT contract which should not be bid very often. At pairs, if my partner showed a balanced 15-17 by opening, or rebidding, INT, I would put the dummy down and apologise insincerely for the ensuing +150. If North is liable to invite game with this sort of hand South should turn him down. Weak no-trumpers may have to contend with a 1♠ overcall, after which it may be difficult to reach NT from either hand.

Board 15. N/S Vul. Dealer South.

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

The best, and most likely contract for East-West is 4♣ where, provided you lead towards dummy's diamonds, you lose just two aces and score 450. Any East who reaches 3NT, perhaps after South has opened 1♣, will score 460 if South leads fourth highest of his longest and strongest, since North can never get in to return partner's suit. Against 3NT South must lead an unlikely heart to hold declarer to ten tricks. The Pairs game can be infuriating at times.

Board 16. E/W Vul. Dealer West.

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

Over North's 1♠ opener East may make a takeout double, and so find the diamond fit. You have to compete at Pairs – but not too far at this vulnerability. 3♦ doubled, -200, may look like a save against 4♠, but they have not bid that yet, let alone made it. If West leads a top club and switches to a heart declarer must finesse in diamonds to discard a heart from dummy and so avoid the ruff, and he may not do that in a part score contract.

Board 17. Love All. Dealer North.

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

A 5-4 major fit with plenty of values, but game appears doomed: the defence will make three spades and a diamond, or two spades, a spade ruff and a diamond. Unless East decides to lead the ♠A. (I hope no East is set up for an endplay because West failed to lead his spade when he won the ♦A.) 3NT makes, of course – 10 tricks if East leads a spade – but it is not easy to invent a convincing reason for choosing the no-trump game.

Board 18. N/S Vul. Dealer East.

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

The sort of two-loser slam that sometimes makes. After a heart splinter East may simply settle in game, where he is likely to make 12 tricks. Scientists who investigate slam with cuebids will diagnose the diamond weakness and stop in 5♠. South, who has been listening carefully, will lead a diamond and hold East to 11 tricks. Keycard Blackwood bashers leave South to guess which minor to lead, and one would have to sympathise with anyone who chose a club.

Board 19. E/W Vul. Dealer South.

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

It is hard to imagine North settling for any contract other than 4♥ after his partner has opened the bidding. This means everybody will suffer the same foul trump break, and complain about bad luck as they go one down. The making spot, once again, is 3NT, where declarer does not need to rely on tricks from hearts. He can establish diamonds to make at least 10 tricks.

Board 20. Game All. Dealer West.

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

Strong no-trumpers who open 1♣ with this West hand will do well here: East makes an inverted raise to 3♣, which may silence South, and 3♣ is a comfortable make. Even if South refuses to be silenced, and makes a takeout double, East-West may achieve a plus score against 3♣. East can make a heart ruff to go with two trump, a heart and a club. 3♥ should fail too: on a club lead declarer loses trump control to the 4-1 break.

Board 21. N/S Vul. Dealer North.

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

A nonvulnerable 4♠, with four top losers, may look like a fair save against 4♥, particularly if North-South do not find the diamond ruff that holds declarer to eight tricks. In fact South should not make 4♥ when trump break badly (again!) and the club finesse fails. The making game is 5♣, but that is difficult enough to bid in an uninterrupted auction, never mind one where opponents persist in bidding lots of spades.

Board 22. E/W Vul. Dealer East.

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

East-West can make 3♦, but may never bid that suit if South shows his two-suiter over 1♠. This time hearts break kindly, so 3♥ makes provided you draw all the trump before conceding a club. Taking the club finesse first may allow East to make a ruff. Some will compete to 3♠, not the worst contract ever, but one that may even be doubled here. Best defence takes 500, but it is easy to slop a trick by leading a top heart rather than fourth highest.

Board 23. Game All. Dealer South.

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

A good hand for those Wests who play Ekrens, where 2♦ (2♥ for some) shows a weak two-suiter in the majors. They should reach their par spot of 3♠, and make it very hard for North-South to compete. Those playing less esoteric stuff may find themselves playing in a red suit for fewer tricks – or even defending. A heart ruff holds 3♣ to 9 tricks, so the best North-South score will come from 2NT, where declarer is sure to make at least 8 tricks.

Board 24. Love All. Dealer West.

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

It is likely that East will play in 1NT, whether he opens a weak one, or rebids 1NT after opening 1♦. It is an awkward contract, but destined to make one way or another. Over a weak no-trump West must resist any temptation to look for a major suit fit. If 1NT is passed round to North he may decide that the pairs action is to compete in the majors – but South will have little sympathy if he has to play in 2♥ doubled.

Board 25. E/W Vul. Dealer North.

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

Yet another horrible break, this time in spades, means that East-West have no game, in fact 4♠ fails by two tricks. The best contact is in diamonds, where the 2-2 break allows declarer to crossruff his way to 10 tricks. There is a game available to North-South, but it is hard to imagine anybody reaching 3NT, never mind being allowed to play there. North may well 'save' in 5♣ over 4♠, only to find that neither contract makes.

Board 26. Game All. Dealer East.

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

North can make game in no-trump or diamonds, but only because East has no spade to lead. This will probably not become clear from the bidding, which is difficult to predict. What is predictable is that there will be some large penalties available to whichever side is astute enough to spot the duplication of values in opponents' hands, and double when they venture too high.

Board 27. Love All. Dealer South.

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

If South opens North will almost certainly insist on game, but there are three top losers in clubs, and the 4-3 heart fit will career out of control if the defence lead spades and West holds up his ace of hearts till the third round. It looks best for West to wait for opponents to reach 3NT, then lead his suit, but it is normal to overcall, hoping to find a making spot, or to push opponents too high.

Board 28. N/S Vul. Dealer West.

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

4♠ looks the normal spot, and this time the 5-4 fit is where you want to be. Ten tricks are easy, and to score well you need an eleventh, which requires you to take two club ruffs in the West hand, or three red suit ruffs in the East hand. After 1♥-1♠ West may splinter with 4♣, but that should not excite East, since it negates the worth of his outside king. 6♠ might make on a good day, if the diamond finesse were working and suits breaking well, but this is not a particularly good day.

Board 29. Game All. Dealer North.

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

North-South have game in hearts, and are likely to make an overtrick. Even with North as declarer, when East leads a club, there are 11 tricks provided North does not duck – West has all the entries, and the defence cannot come to the club trick they may deserve. It is important for West not to get too excited by his distribution – he must diagnose the misfit to avoid a large penalty.

Board 30. Love All. Dealer East.

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

3NT is the only making game: the 2-2 diamond break brings five tricks, together with three top winners and a likely trick on the lead. Bidding game is much harder, and most will languish in part scores. I know some Norths who would make a horrible Michaels overcall over 1♣, in spite of the poor suit quality. That might persuade South to jump in hearts. There are eight tricks to be had in the 5-4 fit, but 4♥ will surely be doubled.

Board 31. N/S Vul. Dealer South.

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

Nobody can make anything much here. It is unwise to open a minimum weak no-trump in third seat when vulnerable vs nonvulnerable, and anyone who takes the risk may be doubled. Fortunately South can rescue into clubs, where 8 tricks are available. East-West are unlikely to make anything much, unless they can diagnose the singleton ace of diamonds, and there is no reason to do that.

Board 32. E/W Vul. Dealer West.

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

Another scrappy part score deal. If West rebids his hearts and plays in 2♥ he must set up a discard in spades for one diamond loser, then adopt the technical approach to the heart suit: ace, then a low one to cater for Kx or Qx in either hand. After a 2♦ response to 1♥ it takes a brave South to bid spades, but it does generally pay to compete at pairs. North should not get too excited, given the paucity of high cards in his hand.