Commentary
for the
World Wide Bridge Contest
Set 2 – Saturday 8th June 2019 – session 6528

Thank you for participating in the 2019 WWBC – we hope that, win or lose, you enjoyed the hands and had fun. All the results can be found at www.ecatsbridge.com/sims as normal - just look for the results for the day you played. Mark Horton from England wrote the commentary for this interesting set of boards.

Full details of the Contest itself can be found at
http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/

Board 1. Dealer North. Vulnerability None

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

If North opens 1♠ and South responds 1NT, West overcalls 2♦ and North rebids 2♠. South's modest collection (worth only 8.70 on the K & R Hand Evaluator) does not justify a raise, but were South to bid 3♠ North would almost certainly advance to game.

Defending a spade contract, East will cash the ♦A. It is then essential to switch to a spade, not easy, even if West plays the ♦10 on the first round of the suit. Otherwise declarer's losing diamond will go on the third round of clubs.

Board 2. Dealer East. Vulnerability N/S

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

If East is able to start with a 10-12 1NT NS will have to find a way into the auction - perhaps North will protect with 2♣, after which South might try 3NT.

Where East passes initially and South opens 1♣/1♦ North responds 1♠ and then raises South's 1NT rebid to game.

If South starts with 1NT (12-14/13-15) North looks for a major before bidding 3NT.

If West leads a spade, declarer wins in dummy and plays on hearts, which should deliver ten tricks.

A heart lead is fine, as long as East wins and switches to a diamond, when declarer should be held to nine tricks.

If West leads a diamond and declarer takes East's king with the ace, playing a heart now would be fatal, as East wins and continues diamonds, putting the defenders one step ahead. A better idea as the cards lie is to play on spades, either starting with a low spade from hand to dummy's queen, or crossing to dummy with a club to run the ♠Q. If declarer scores a trick with the ♠Q it is then best to abandon the suit and attack hearts, when nine tricks will be in sight.

If West leads a club declarer wins perforce in dummy and plays a heart. If East wins it is again essential to switch to a diamond in order to restrict declarer to nine tricks. Notice that if declarer wins the diamond switch with the queen and plays a second heart East must avoid ducking as then declarer can play a spade as in the line outlined above, which might lead to ten tricks.

Board 3. Dealer South. Vulnerability E/W

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

If West opens 1♦ East might start with an inverted raise of 2♦ and continue with 3♣ over West's 2♠. When West then bids 3♦ East bids 3♥ and if West now tries 3NT East can bid 4♦. In practice it is unlikely that East will stop short of 6♦ whatever West does next, be it 4♠ or 5♣.

If West's 1♦ is Precision style the auction might develop in a different way (although it is still possible to play 2♦ as a forcing raise).

Were West to be able to open with a three-suited 2♥ life would be very easy for East, who would launch a series of enquiries with 2NT on the way to 6♦. This method is outlined in The Mysterious Multi.

One thing that might spoil EW's party would be an opening bid from South, a weak 2♥ or a Multi 2♦. Then it might not be so easy to reach 6♦.

There is nothing to the play in 6♦. Those who fall short, perhaps stopping in 3NT will want to make 12 tricks. If East is declarer a spade lead prevents that, whereas after for example a heart lead, declarer can duck and will then be able to squeeze North in the black suits. The same is true after a minor suit lead, declarer ducking a heart at trick two to rectify the count.

Board 4. Dealer West. Vulnerability All

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

If West opens 1♠ East might consider raising directly, but with prime cards I think most players will prefer to respond 2♦, intending to jump to 4♠ over partner's rebid.

Those who choose to bid on with the West hand after that will surely reach 6♠. A winning view in the trump suit combined with the favourable position in both minors will allow declarer to take all the tricks, although in practice declarer might lose an unexpected diamond ruff and finish up with 12 tricks.

Board 5. Dealer North. Vulnerability N/S

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

North opens 1♠ and rebids 2♥ over South's response. If South then bids the fourth suit North rebids 3♥ and South can mark time with 3♠. If North then bids 4♣ South continues with 4♥, but those who go past game on these cards and bid 6♠ will not be optimistic when the dummy appears.

On a trump lead declarer wins and must take the club finesse in order to dispose of the losing diamond. It is then possible to ruff a heart, declarer eventually losing just one trick to the ♥Q.

If East leads the ♦A and switches to the ♣10 the only winning line is to finesse. After that, declarer will have to play to ruff two hearts, relying on a lucky position in spades to get home.

Board 6. Dealer East. Vulnerability E/W

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

Should South open the bidding? With a four-card major and a void a weak opening in diamonds looks wrong and 1♦ is very light even in these advanced times. After West opens 1♠ East raises (how about a Bergen 3♣?) and West, following Meckstroth's Law (when your six-card major is freely supported bid game) advances to 4♠.

With 4♠ being virtually laydown, those who do open the South hand will be all smiles if they find the paying save in 5♦.

Board 7. Dealer South. Vulnerability All

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

Here South can happily start with a weak 2♦. West doubles and East responds according to system - those playing Lebensohl will be able to bid a value showing 3♣ which is just about the best spot for EW.

If South does not open and West bids 1♣ East will respond according to system. I would be tempted to bid 1NT.

If West starts with a Precision style 1♦ and East responds 2NT I would be tempted to bid 3♣ with the West hand - the chances of a fit are high when partner is known not to have a four-card major. (Of course this will depend on your agreements.) Another option is for East to respond 2♣ when West raises to 3♣.

It may not be easy to avoid bidding game on these cards - those who find a way to play in clubs will need to locate the ♥J in order to secure ten tricks.

Board 8. Dealer West. Vulnerability None

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

If West is able to open a 10-12 1NT and South doubles (I know some players who would overcall with the North hand) North will bid 2♠. I'm not sure what would happen next - South might take a pot at 3NT.

Where West passes North might start with 2♠ or a Multi 2♦ after which South is bound to push to game.

If North is the declarer then it is odds against East finding a club lead against 4♠. Starting with the ♦9 allows declarer to win in dummy and play three rounds of hearts, pitching two clubs. However, the hand is not yet over. Declarer must ruff a club and play a low spade, thereby avoiding the possibility of a trump promotion.

If South is the declarer, West is sure to lead a top club, after which West need to cash a second club and then switch to a heart (or play a third club). When East wins the second round of spades with the ♠A a diamond switch ensures a fourth trick for the defence.

Board 9. Dealer North. Vulnerability E/W

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

If North decides to open 1♦ South responds 1♠ and West overcalls in hearts - 4♥ is a practical bid which works well here, although should North bid 4♠ the best EW can do is double. At this vulnerability a jump to 3♥ by West should show a good hand and East might decide that 3NT is a better spot than 4♥. One advantage is that after 1♦-(Pass)-1♠-(3♥)-3♠-(3NT) North might be disinclined to bid 4♠.

If North passes initially, I suppose East might open, although this is a very poor hand (just 8.80 on the K & R Hand Evaluator). Still EW should not get too high.

If East passes and South does not open (perhaps 2♠ to show spades and a minor or a weak 2♠ or a Multi 2♦) West starts with 1♥. If East responds 1NT West will rebid 3NT or 4♥.

With ten tricks available in both hearts and notrumps the former is the winner this time, while NS pairs bidding 4♠ might steal the pot unless East bids 4NT and West passes.

Board 10. Dealer East. Vulnerability All

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

If South opens 1♠ West will either overcall 2♣ or double. North bids 2♥ and will then do very well to let matters rest when South rebids 2♠ although I suspect the majority will continue with 3♥.

A club lead should ensure that 3♥ fails by a trick.

Board 11. Dealer South. Vulnerability None

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

If West opens 1♣ East responds 1♠. If West rebids 2♥ East has an easy raise and West goes on to game.

If West starts with a Precision 1♦ and East responds 1♠ then the heart fit may never come to light and its far from clear that EW will reach game.

It's not clear how the play will go in a heart contract, but if North leads a spade declarer is likely to win in hand and run the ♣K, pitching a diamond from dummy. A second diamond goes on the ♣Q and declarer then exits with a diamond. If North wins with the ace and returns a spade, declarer wins with dummy's ace and plays a heart to the queen. As the cards lie that will result in ten tricks.

If EW play in spades and South leads a heart declarer might go up with dummy's ace and run the ♣K, pitching a heart. A second heart goes on the ♣Q and declarer then plays a heart, North winning and perhaps returning a heart. Declarer pitches a diamond from dummy and should then lose only one more trick.

Board 12. Dealer West. Vulnerability N/S

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

If East opens 1♣ South overcalls 1♦. If West decides to bid 1NT East raises to game.

If East starts with a Precision 1♣ and South overcalls 1♦ West doubles and once again 3NT is reached. The overcall helps declarer, who will be able to place the cards quite well. It's better for South to keep quiet when declarer might go wrong.

If North leads a diamond and South wins and switches to the ♥Q declarer wins in dummy, cashes the ♣A and plays a club to the queen. When South follows with the ♣10 the combination of the overcall and the theory of restricted choice suggest that declarer should now run the ♣9. When that holds declarer can play two rounds of diamonds, establishing a ninth trick.

Where South has not bid and is on lead, a heart will be testing. Say declarer wins and plays on clubs, getting the suit right. Then declarer plays a diamond, but if South ducks smoothly it looks as if it possible to go down. However, South, who will almost certainly have pitched a diamond on the third round of clubs, will be in trouble when the last club is cashed. Say a heart is discarded and declarer comes to hand with a heart and plays a diamond. North discards and South can cash three diamonds, but the last of these squeezes North in the majors, forced to come down to ♠109 and ♥10. Then South's only hope will be to exit with the ♠6 and hope declarer goes wrong.

Board 13. Dealer North. Vulnerability All

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

If North opens 1♣ East might be deterred from bidding by the vulnerability. Where that happens South responds 1♦ and West overcalls 1♠. Now East must judge how best to proceed. 2♣, promising a good raise to at least 2♠ is one possibility and many partnerships will us that and 2♦ to show some type of spade raise. 2NT has become a popular way of showing support in this situation and this looks to be a good idea on this hand. If South decides to rebid 3♦ and someone bids 3♠ it is possible that North will compete with 4♦.

If East overcalls 2♣ it's hard to see West not bidding 4♠, but maybe a cue bid showing a good raise to at least 3♠ is a sounder option. However, bidding 4♠ will be fine unless someone doubles - and looking at the ♥AQ South might be the one to do so.

If North's opening bid is 1♦ and East bids 2♦ South has both 2♥ and 2♠ available to show a good raise in diamonds. However, the basic equation remains the same - will EW declare in spades or NS in diamonds.

If North starts with a 12-14 1NT and East bids 2♣ to show the majors South can bid 2♦ when West will have a lot of bids to choose from, including 3♦, 3♠ and 4♠.

It is clear that 4♠ will fail by a trick, but what about 4♦?

On a heart lead, declarer wins with the queen and plays two rounds of diamonds, East winning and probably switching to a spade. West takes the ace and exits with a spade, but declarer wins and plays a low club to the ten or queen and West is endplayed.

Board 14. Dealer East. Vulnerability None

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

If West opens 1♣ East responds 1♦ and West rebids 1♠. If East raises to 2♠ that will end auction. If East does not raise, South might re-open with a double when North's best shot is to bid 1NT.

If West starts with a Precision style 1♦ East can respond 1♠ and then pass West's raise to 2♠.

Defending a spade contract is far from easy. The opening lead is awkward from either side and if

declarer is allowed to pitch two hearts on winning clubs then eight tricks should be a certainty and nine might come into the equation.

The winning defence is for South to lead a spade - the ten simplifies things for North. Then North can afford to duck after which getting discards on the clubs won't help declarer, because as soon as the defenders regain the lead two rounds of trumps will leave declarer with only seven tricks.

If North is on lead only one card works for the defence - the ♠Q (and South must unblock the ten) - in your dreams!

Board 15. Dealer South. Vulnerability N/S

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

If West opens 2♥ North will probably overcall 3♦. If East raises to 3♥ South might try 4♥ en route to 5♦. However, even if North is then able to cue bid 4♠ and South 5♣ it is unlikely that NS will go beyond 5♦.

If West starts with a Multi 2♦ North must choose between a double and 3♦ - for most partnerships the overcall requires a stronger hand that this. After 2♦-(Dble)-3♥* South must avoid bidding 4♠ - a double will work well, as North bids 4♦ and is raised to game.

If West does not open the bidding North begins with 1♦. If East overcalls 2♣ the simplest option for South is to bid 3♣ although if North only rebids 3♦ South will have to push on.

If North's 1♦ is Precision style South will probably opt to go down the same route, hoping that if North is short in diamonds a spade fit will come to light.

On this layout 12 tricks are available in diamonds.

Board 16. Dealer West. Vulnerability E/W

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

If East opens 1♣/1♦ South overcalls 1♥ and West doubles. Despite the singleton ace, the practical rebid is 1NT which should end the auction.

If EW are using 2♥ to show a limited three-suited hand and East starts with 2♥, West bids 2♠, non-forcing opposite a minimum with four spades and East rebids 2NT showing a non-maximum with a singleton or void spade, when West corrects to 3♣.

The number of tricks declarer will take in either clubs or notrumps is sure to depend on how declarer tackles the club suit. In isolation, declarer takes two finesses (offering an 82.78% chance of two tricks) but that fails here. Even so, there should still be nine tricks in clubs, as North will never get in to play a third round of trumps. After pitching a heart on the fourth diamond declarer unblocks the ♠A and exits with a heart, endplaying South. In notrumps, getting the clubs wrong will restrict declarer to seven tricks.

Board 17. Dealer North. Vulnerability None

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

If North opens 1♠ South responds 1NT and then bids 2♠ over North's 2♦. If North makes a try with 3♦ South has a close decision - only two spades, but decent ones and a golden card in the guise of the ♦K.

If North rebids 3♦, as a Precision player might do, South has a similar decision to make.

If South bids 4♠ the defence has to be spot on.

East cashes a top club and must then switch to a trump. If West wins, it is essential to return a club, forcing declarer to ruff. If declarer then tries crossing to dummy with a diamond to play a heart, West must rise with the ace and play a third club to ensure one down.

Board 18. Dealer East. Vulnerability N/S

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

Were East to start with a 10-12 1NT South doubles and West will probably bid 2♦. If NS decide to play for penalties, they will be disappointed, as +500 is the maximum they can collect. There is an amusing trap to avoid. If North plays a trump at some point and South wins and returns a trump declarer wins in dummy and perhaps plays a spade. If North fails to cover with the eight or nine declarer can play low from hand and steal a trick.

NS do best to look for the vulnerable game with the choice resting between 3NT and 4♥.

Given a free run NS might bid 1NT-2♣*-2♥-3NT.

If South starts with a Precision 1♣ North responds according to system (modernists bid 1♠ to show a balanced hand) after which 4♥ or 3NT will be reached.

The opening lead will have a role to play. If West leads a diamond against 3NT declarer will be spared a guess in the suit and have eleven tricks.

Leading a diamond against a heart contract not only solves the problem in that suit, it also allows declarer to ruff a diamond and get up to twelve tricks. Absent a diamond lead, there are still twelve tricks if declarer makes the right guess, unless West starts with a spade, which ensures at least two tricks for the defence.

Board 19. Dealer South. Vulnerability E/W

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

If West opens 1♥ East responds 1♠. If West continues with 2♣ East can wheel out the fourth suit over which West bids 2NT. If the auction continues 3♥-3♠ East can bid 4♣ and then decide what to do over West's 4♥. If East makes a further try with 5♦ then West has the right cards to go to 6♥, but can bid 5♠ along the way, just in case East has a first round club control.

If West prefers to rebid 1NT East can checkback with 2♣ and then decide how best to proceed when West bids 2♦. If East tries 3♦ and West bids 3♥ perhaps a bid of 4♣ should agree hearts, but the situation is somewhat murky.

Those who reach 6♥ will not be hard pressed to take twelve tricks.

Board 20. Dealer West. Vulnerability All

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

The West hand does not strike me as an opening bid, even in these enlightened times, and here it should ensure that EW do not overreach. When East opens 1♥ West responds 1♠ and then jumps to 3♥ over East's 2♦ rebid.

You can see how things might get out of hand were West to open 1♣/1♦, although 6♦ depends on no more than bringing in the hearts - declarer will be out of luck this time.

Board 21. Dealer North. Vulnerability N/S

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

If East is able to open 2♠ to show spades and a minor South has to choose between 2NT and a double. In The Mysterious Multi Jan Van Cleef and I suggest that double should show the other major and at least opening values and it is probably the sounder choice here. If West then jumps to 4♠ North can only double for +300.

Where East starts with a pass and South opens 1NT North must decide if it is worth inviting game. What is clear is that 4♥ is better than 3NT because West might lead a spade against the nine trick game.

Board 22. Dealer East. Vulnerability E/W

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

If South opens 1♦ West overcalls 1NT, ending the auction unless North decides to bid 2♠.

If North leads the ♦J South overtakes it and continues diamonds, declarer scoring eight tricks.

Board 23. Dealer South. Vulnerability All

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

If West opens 1♦ North overcalls 1♥ and South raises - with the ♦K looking wasted the choice is between 2♥ and 3♥. Bidding 2♥ might see West venture 3♣. If East raises to 4♣ West might bid on. Over 4♦ should East bid 4♥? If East did do that West could bid 4♠ (and then redouble to show a first round control if North doubled). Even then, East would be doing very well to jump to 6♣.

If South raises to 3♥, West can bid 4♣. If East bids 4♥ we are back to the scenario outlined above.

Well done if you managed to reach 6♣!

Board 24. Dealer West. Vulnerability None

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

If West is able to open 2♠ to show spades and a minor, East might take a direct shot at 4♠ although with this hand it is sounder to use 3♦ as an invitational bid for the spade game, an invitation that West will accept by bidding 4♠, even if South overcalls 3♥.

In the situation where West passes and East opens 1♦ and South overcalls 1♥, West bids 1♠. If North bids 2♥ (very marginal!) East raises to 2♠. Now West is worth another bid and if South does not bid again 3♣ should be enough for East to jump to 4♠.

If South makes a two suited overcall - say 2NT over 1♦ and West bids 3♠ East is sure to raise to game.

If East starts with 1NT (12-14/13-15) then South is certain to bid and then it is by no means clear that EW will reach 4♠.

If EW play in spades and the defenders start with three rounds of hearts declarer ruffs and might draw trumps ending in dummy before playing the ♣Q, covered by the king and ace, after which it will not be difficult to get up to ten tricks.

However, it might be better to play a club at trick four, intending to put in dummy's seven. If that loses to the jack or ten, declarer will play dummy's queen next hoping North started with a doubleton or tripleton honour.

North can attempt to muddy the waters by pretending to hold a doubleton heart. If declarer ruffs the third round of hearts high it will be

necessary to take a spade finesse. In that scenario, declarer might go down a different route, taking the diamond finesse, cashing the ace and ruffing a diamond. Then the remaining top spade in hand is cashed followed by a spade to the ten. When that holds, declarer can ruff another diamond, completing a dummy reversal for ten tricks.

Board 25. Dealer North. Vulnerability E/W

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

If North opens 1♠ South responds 1NT when North must choose between 2♣ and 2♠. There is no 'right or wrong answer' it is simply a matter of style. In either case, South is likely to continue with 2NT and North might raise, hoping the spades will come in.

Suppose West leads a top heart? Declarer wins and plays three rounds of spades, pleased to see the suit divide. If West tries switching to a diamond East wins and does best to switch to a club. Even if is the two and declarer puts up the queen West's king will be taken by dummy's ace, and after cashing the spades a heart exit will result in two more tricks.

Board 26. Dealer East. Vulnerability All

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

If East opens 1♦ and South overcalls 1♥/2♥ West can bid 1♠/2♠ when East is likely to rebid 3NT.

If East starts with a Precision 1♣ and South overcalls West will bid spades and again 3NT is likely to be the final contract.

If South leads a heart, declarer might play dummy's ten. When that holds it is not easy to decide on the best line. Attacking spades looks reasonable, although this combination offers only a 51.67%

chance of four tricks. North will win the second round and return a heart and although declarer can go up with the ace there is no longer a way to collect more than eight tricks.

Taking a diamond finesse at trick two will work - declarer then clears the suit and will score two spades, two hearts, four diamonds and a club.

If declarer is in dummy at trick one the third alternative is to play a low club (in isolation there is a 54.82% chance of four tricks in the suit). South wins and might decide to exit with a club. Say declarer wins in dummy and now takes the diamond finesse, playing four rounds of the suit. North wins and plays a heart, but declarer wins, cashes a diamond and a club leaving the ♠QJ9 in dummy. Then playing the ♠K will result in two spade tricks and ten in all. Declarer can also duck the second club - another way to get up to ten tricks as the cards lie.

If South decides not to lead a heart, the choice lies between a spade and a diamond.

On a spade lead declarer wins with the king and will probably return a spade, North winning and switching to a heart. South wins with the jack, but is then awkwardly placed and will do best to exit with a diamond. Declarer plays three rounds of the suit, but playing a fourth round allows North to win and play another heart, after which there are only eight tricks. The winning move is to play a club - South will be endplayed on the second round of the suit and declarer will emerge with nine tricks.

After a diamond lead declarer wins when one line is to cash two more rounds of the suit before playing on spades. If North wins the second round and returns a heart South wins with the jack and exits with a heart (best) when declarer wins and can set up a ninth trick in diamonds.

Board 27. Dealer South. Vulnerability None

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

If West opens 1♥ and North doubles (not everyone's choice) South bids 1NT ending the auction unless someone bids diamonds.

Where North passes if East drags up a 1NT response West bids 2♦ when NS will be shut out

unless NS make a delayed double (if North does not double South might consider doing so). When North bids 2♠ East might compete with 3♦.

If EW play in diamonds declarer should manage nine tricks, although a little care is needed. If North leads a spade declarer wins and should immediately play a heart, setting out to ruff hearts in dummy and establish a long card in the suit.

If NS are left to play in 2♠ declarer should be able to manage eight tricks - for example on a heart lead declarer puts in dummy's nine, takes West's jack with the king and plays the ♠J. West wins and might try switching to a club. Declarer wins with dummy's king and plays a spade. West wins and although each defender may now score a ruff, declarer can emerge with eight tricks by taking the winning view in diamonds.

Board 28. Dealer West. Vulnerability N/S

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

If West is able to open a 10-12 1NT North doubles and East bids 2♣ (a redouble to show a five-card suit is another possibility). Now North might try 2♠, ending the auction.

If West starts with 1♥ North can overcall 1NT. If East decides to bid 2♣ South will probably pass when North might try 2♠.

If West passes initially and North opens 1NT that will probably be the final contract.

If NS play in spades ideally declarer would like to lead towards the ♠QJ983, playing a honour each time which gives a 46.18% chance of three tricks. The lack of entries to dummy prevent that here, so on a heart lead declarer might win with dummy's ace and play a spade to the nine. East wins and plays a second heart, declarer winning and playing the ♠Q. West wins and gives East a heart ruff, but after a diamond exit to the ace, declarer takes the club switch with the ace, draws the outstanding trump and plays the ♣J. East wins, but is endplayed, having to give dummy a club or lead into the diamond tenace.

If North plays in 1NT and East leads a heart declarer has all sort of options. Winning in hand and playing the ♦K is reasonable, as if West ducks declarer can

play a second diamond, win the heart return in dummy and play a spade to the nine when nine tricks are in sight.

If East leads a club declarer's best shot is to put up dummy's queen and play a diamond (a spade is too slow). The ten will see West take the ace and return a club, but declarer can get up to seven tricks by taking a diamond finesse when in dummy with the ♥A.

Board 29. Dealer North. Vulnerability All

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

There may be players who can open the North hand 2NT to show both minors. That might not make life easy for South unless 3♠ is forcing and even then reaching a grand slam may not be easy even after North raises to 4♠.

Opening a weak 2♦ is another possibility with the North hand. If South can locate the first round heart control then 7♦ might be reached. One key issue here is how you play the introduction of a new suit - if 2♠ is forcing you are fine, but otherwise you have to start your investigations with 2NT.

If South does respond 2NT should North rebid 3♣ or 4♣? If the latter then South will want 4♦ to be forcing. If North then bids 4♥ is it safe to assume it shows a first round control? Keep in mind South knows nothing about North's ownership of the ♠Q.

Assuming North passes and South opens 1♠ West probably overcalls 2♥. If North doubles, East can raise to 3♥ and now it's unclear how the auction will proceed. If South rebids 3♠ should North do more than raise to 4♠? Of course, a raise will probably see South press on with 5♣ but although you can see 6♠ being reached I don't see an obvious route to a grand slam.

If South starts with a Precision 1♣ and West overcalls, North can bid diamonds and then clubs. A sequence like 1♣-(2♥)-3♦-3♠-4♣-4♦-4♥*-4♠-5♣-6♣ might see North go on to 7♦.

This strikes me as a very tough deal where bidding a grand slam will be a fine achievement.

Board 30. Dealer East. Vulnerability None

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

If South opens 1♦ West overcalls 2♣. North is a bit light for a negative double but South might compete with 2♦. If East decides to double that West will probably retreat to 3♣.

If NS play in diamonds and West leads a club declarer will probably duck, win the next club and play a third round, ruffing in dummy. East can overruff, but declarer should lose only two trumps after that for +110.

If West plays in clubs and North leads the ♦J declarer might win in dummy and play a club. If South takes the ace and tries to give North a diamond ruff declarer will be able to score nine tricks.

The same thing might happen if declarer wins the opening lead in hand and plays a club to the ten. Otherwise, if South switches to a spade after taking the ♣A a spade ruff will restrict declarer to eight tricks.

Board 31. Dealer South. Vulnerability N/S

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

If South has a bid available to show both majors North will have an easy 3♠ bid, possibly enough to keep East quiet. However, that won't happen very often and it will usually be West who opens, either with a weak 2♥ or a Multi 2♦. I doubt East will bid over 2♥ and a pass or correct 2♥ over a Multi will get back to North, who might protect with 2♠. If that happens East might try 3♣ when South is sure to bid 3♠.

If EW play in hearts West should manage eleven tricks, but East can be restricted to ten by a spade lead, as if declarer does not allow North to score a trick with the ♠A on the second round of spades NS will get trump control.

If NS are in spades declarer wins a heart lead and runs the jack of spades, East winning and returning a spade. Say declarer wins and plays a diamond - East wins and exits with a trump. Now declarer can win, cash the ♦K, ruff a heart, ruff a diamond and play a club to the ten, endplaying East, who will have to surrender a ninth trick to the ♣K.

Board 32. Dealer West. Vulnerability E/W

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

If West opens 1♠ and East responds 2♦ South might butt in with 2♥ after which East will probably forget any slam ambitions. It is not impossible that East will bid 3NT, hoping to protect the ♥KJ.

In a spade contract a heart lead leaves declarer to negotiate the spade suit for eleven tricks. It would not be unreasonable to play the overcaller to be short in spades.

The situation will be similar in 3NT, although if South does not lead a heart declarer might be inclined to run the ♠10 on the first round of the suit, not wanting to lose a trick to North.

Board 33. Dealer North. Vulnerability None

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

If East opens 1♣/1♦ South might venture a double of the latter with North bidding hearts (if West jumps to 3♦ North can bid 3♥).

If the auction starts 1♣-1♦-2♦ South can double and North has enough to compete up to 3♥.

If East starts with 1NT (10-12/12-14) and South bids 2♣ for the majors North has enough to bid at least 3♥.

If East is on lead against a heart contract declarer is odds on to score ten tricks, as it looks natural to start with a top diamond after which the defenders will only score three tricks.

Board 34. Dealer East. Vulnerability N/S

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

If East opens 1♠ and South overcalls 2♥ a re-opening double will present West with a decision of sorts - but passing is a very dangerous option and my guess is that West will bid 3♣.

In the very unlikely event that EW defend a heart contract, a spade lead allows declarer to play three rounds of the suit. If West discards declarer ruffs in dummy, unblocks the ♣AK and plays another spade, well on the way to nine tricks.

If West is in 3♣ and North leads a heart declarer wins with dummy's ace and will probably try a trump. South wins and may return a top heart, declarer winning with the king and playing a spade for the jack, queen and king. At this point South can do anything (even a low heart allowing declarer to win with the ten!) and the defenders will be a racing certainty to hold declarer to seven tricks.

Board 35. Dealer South. Vulnerability E/W

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

If West opens 1NT (13-15/14-16/15-17) East will insist on a slam opposite the latter two ranges and at the very least invite one opposite the first.

On some layouts if both missing kings are onside declarer might have a squeeze for all the tricks - here the ♣K ensures a trick for the defenders.

Board 36. Dealer West. Vulnerability All

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

If North opens 1NT South transfers to hearts and then bids 3NT.

If East opts for the modern style of making passive leads against notrumps a spade will see declarer win and perhaps try running the ♥J. West wins and must now choose between returning a spade or switching to diamonds. A low diamond will probably pass off peacefully, but if declarer literally rises to the occasion and puts up the king a vital overtrick will be secured.

If West returns a spade, declarer wins in hand, unblocks the ♥K, crosses to dummy with a spade and lays down the ♥A. Depending on how EW discard on the hearts, declarer may elect to play a diamond to the king for an overtrick or be able to cross to the ace of clubs, cash the ♠Q and then exit with a club at worst having a diamond guess for the overtrick.

An initial diamond lead and a second diamond will hold declarer to nine tricks - and declarer must win the second diamond to be sure - otherwise East might just find a low club switch at trick three.