

British Autumn Virtual Sim Pairs



**Thursday
8th October 2020**

Welcome to the 2020 British Autumn Virtual Simultaneous Pairs.

Thank you for playing.

As the return of face to Face Bridge continues to be delayed, I hope that our Sims continue to provide an entertaining diversion. I also hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Michael Byrne.

If you are playing this SIM at a virtual club other than your normal one encourage the committee at your main club to consider running a SIM or two.

You can find the full details and results at www.ebu.co.uk/sims/. You can earn Blue points in these Sim Pairs (in England) and they are awarded to the top third of the field. Provisional master points are shown but the event is not finalised until all results are in and score corrections have been made. This usually takes about three weeks.

Ian Payn, Chairman EBU

<p>♠ 83 ♥ K73 ♦ QJ72 ♣ 9862</p> <p>♠ AQJ10 ♠ K765 ♥ 542 ♥ AQJ9 ♦ 93 ♦ 654 ♣ K1074 ♣ Q5</p> <p>♠ 942 ♥ 1086 ♦ AK108 ♣ AJ3</p> <table border="1" data-bbox="71 1243 191 1422"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>6</td><td></td></tr> <tr><td>10</td><td>12</td></tr> <tr><td>12</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="231 1243 478 1422"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>1</td><td>4</td><td>4</td><td>2</td></tr> <tr><td>W</td><td>2</td><td>1</td><td>4</td><td>4</td><td>2</td></tr> </tbody> </table>	HCP		6		10	12	12		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	1	4	4	2	W	2	1	4	4	2	<p>Board 1 : Dealer North : Love all</p> <p>A seemingly innocuous deal to start with as no-one has a singleton, but playing in the right strain will be worth a lot for EW.</p> <p>The most common auction will also be the most inaccurate, being that of P – 1NT – all pass, no-one having anything to say. An easy way to miss your 4-4 major suit fit, but as the saying goes, “you pay your money you take your choice”.</p> <p>Playing in 1NT South will lead a diamond and North will do whatever he can to get him to play another one (the queen under the ace I suppose, although that would not be a winner if declarer had 10xxx) after 4 rounds of those the defence will come to the ace of clubs but no more, East can take the heart finesse in safety.</p> <p>Instead if EW are playing a strong no trump then East will open 1♣, 1♦ or 1♥ to taste and raise the 1♠ response to 2♠.</p> <p>With trumps 3-2 and every finesse right there is no defence to 4♠ and everyone will make ten tricks. (I did say everyone, please don't prove me wrong!)</p> <p>If nothing else this hand will provide an accurate measure of how many of the evening's participants play a strong no trump – did you reach the spade fit?</p>
HCP																																													
6																																													
10	12																																												
12																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	-	-	-																																								
S	-	-	-	-	-																																								
E	2	1	4	4	2																																								
W	2	1	4	4	2																																								
<p>♠ 853 ♥ 652 ♦ KQ ♣ J7543</p> <p>♠ 1074 ♠ AJ ♥ A10974 ♥ K83 ♦ 875 ♦ AJ10963 ♣ Q6 ♣ 98</p> <p>♠ KQ962 ♥ QJ ♦ 42 ♣ AK102</p> <table border="1" data-bbox="71 1904 191 2083"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>6</td><td></td></tr> <tr><td>6</td><td>13</td></tr> <tr><td>15</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="231 1904 478 2083"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>3</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>S</td><td>3</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>3</td><td>3</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>-</td><td>3</td><td>3</td><td>-</td><td>1</td></tr> </tbody> </table>	HCP		6		6	13	15		Makeable contracts							♣	♦	♥	♠	NT	N	3	-	-	3	-	S	3	-	-	3	-	E	-	3	3	-	1	W	-	3	3	-	1	<p>Board 2 : Dealer East : NS vulnerable</p> <p>A more competitive deal now, as both sides have a fit (NS spades and EW diamonds) and can make 9 tricks in their respective denominations.</p> <p>Most Easts will start with 1♦ (some will open 1NT, whatever strength that might be, I would judge the hand to be worth about 15) and South will overcall 1♠. West should dredge up a negative double now (few values but an ace, a 5th heart and partial fit with partner is always good for competing) and North must make a courtesy raise to 2♠.</p> <p>East is well worth a competitive bid of 3♦ (which is not as strong as jumping to 3♦ if North had passed) and to score well South will have to take the push to 3♣, which is not obvious at adverse vulnerability.</p> <p>The play in diamonds is completely straightforward, South will cash two clubs and switch to the KS, declarer will subsequently be disappointed to find out he had no heart loser all along.</p> <p>In spades declarer is forced into the right line, he uses his one entry to dummy to lead a spade to the king, he has little choice but to try and drop the ace on the next round, with clubs coming in as well that is 9 easy(!) tricks.</p>
HCP																																													
6																																													
6	13																																												
15																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	3	-	-	3	-																																								
S	3	-	-	3	-																																								
E	-	3	3	-	1																																								
W	-	3	3	-	1																																								

<p>♠ J942 ♥ Q93 ♦ K1065 ♣ A7</p> <p>♠ Q107 ♠ A853 ♥ K74 ♥ AJ82 ♦ J7432 ♦ AQ8 ♣ 106 ♣ Q2</p> <p>♠ K6 ♥ 1065 ♦ 9 ♣ KJ98543</p> <table border="1" data-bbox="70 566 193 752"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>17</td> </tr> <tr> <td>6</td> <td>7</td> </tr> </tbody> </table> <table border="1" data-bbox="229 566 475 752"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>3</td> <td>3</td> <td>3</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>3</td> <td>3</td> <td>3</td> <td>-</td> </tr> </tbody> </table>	HCP		10	17	6	7	Makeable contracts							♣	♦	♥	♠	NT	N	2	-	-	-	1	S	2	-	-	-	-	E	-	3	3	3	-	W	-	3	3	3	-	<p>Board 3 : Dealer South : EW vulnerable</p> <p>Whatever contract EW would reach under their own steam they will have to contend with a more exciting start, as South kicks off the ball with a bold 3♣ opening. (Those that pass as dealer, claiming they don't have 2 of the top 3 honours need to go back to the drawing board for pre-empting lesson #1, "looking at the vulnerability"). After 3♣ – P – P East has a choice between double and a rather "out-there" 3NT, those that exercise their imagination will get a rude awakening as they lose the first 7 club tricks.</p> <p>West will bid a simple 3♦ over the double and East does best to pass, although this could work terribly if partner has as little xx Qxx Kxxx Kxx, sadly there is always a lot of guesswork involved when the opponents pre-empt.</p> <p>After they have cashed two rounds of clubs South has no convenient exit, the 9♦ might tip off the position. The best defence is probably a ruff and discard some South's might figure this out.</p> <p>West might get trumps wrong under his own steam (low to the queen then cash the ace) but he can try and recover if he picks up hearts and throws North in with a trump....not so fast – it is South with the K♠ and that leads to one down.</p>
HCP																																											
10	17																																										
6	7																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	2	-	-	-	1																																						
S	2	-	-	-	-																																						
E	-	3	3	3	-																																						
W	-	3	3	3	-																																						
<p>♠ KQ85 ♥ AJ6 ♦ K72 ♣ KQ10</p> <p>♠ 9 ♠ 732 ♥ 7432 ♥ KQ109 ♦ Q1063 ♦ AJ84 ♣ J764 ♣ 82</p> <p>♠ AJ1064 ♥ 85 ♦ 95 ♣ A953</p> <table border="1" data-bbox="70 1232 193 1417"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>18</td> <td>10</td> </tr> <tr> <td>3</td> <td>9</td> </tr> </tbody> </table> <table border="1" data-bbox="229 1232 475 1417"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>5</td> <td>5</td> </tr> <tr> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>4</td> <td>3</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		18	10	3	9	Makeable contracts							♣	♦	♥	♠	NT	N	3	-	-	5	5	S	3	-	-	4	3	E	-	2	2	-	-	W	-	2	2	-	-	<p>Board 4 : Dealer West : All vulnerable</p> <p>No mysteries on this hand (well not in the auction at any rate) as holding 27 high card points between them ("27 high" as it is now becoming trendy to say) and a 9 card fit 4♠ will surely be the contract at nearly every table.</p> <p>Possible auctions include 1♣ – 1♠ – 3♠ – 4♠, 1♠ – 4♠, 1♠ – 3♠ – 4♠, but all roads lead to game, the key thing is who plays it.</p> <p>With North as declarer (good old 4 card majors) East will lead the K♥ which North should duck. If East continues hearts or switches to diamonds, then that is 11 tricks. If East switches to a club (or West throws one away) that gives North 4 club tricks but the discard is of no use, he will still lose two diamonds.</p> <p>The only legitimate way to make 11 tricks as North is win the first heart, draw trumps and play a club to the ten, cash all the black winners and throw East in with the J♥ to lead a diamond round to our king, and if your opponents are having that kind of day I would stop playing.</p> <p>Played by South a heart lead through the Ace-Jack gives nothing away, East can continue hearts safely and there isn't much danger of anything going wrong.</p>
HCP																																											
18	10																																										
3	9																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	3	-	-	5	5																																						
S	3	-	-	4	3																																						
E	-	2	2	-	-																																						
W	-	2	2	-	-																																						
<p>♠ Q10853 ♥ A75 ♦ AQ ♣ 654</p> <p>♠ A42 ♠ KJ97 ♥ J983 ♥ 42 ♦ K ♦ J10542 ♣ AKQJ9 ♣ 32</p> <p>♠ 6 ♥ KQ106 ♦ 98763 ♣ 1087</p> <table border="1" data-bbox="70 1895 193 2080"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>12</td> <td>5</td> </tr> <tr> <td>18</td> <td>5</td> </tr> </tbody> </table> <table border="1" data-bbox="229 1895 475 2080"> <thead> <tr> <th colspan="6">Makeable contracts</th> </tr> <tr> <th></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>1</td> <td>1</td> <td>2</td> <td>2</td> </tr> <tr> <td>W</td> <td>3</td> <td>1</td> <td>1</td> <td>2</td> <td>2</td> </tr> </tbody> </table>	HCP		12	5	18	5	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	3	1	1	2	2	W	3	1	1	2	2	<p>Board 5 : Dealer North : NS vulnerable</p> <p>North has the age old problem for Acol players once more, open 1♠ or 1NT? It might not look crucial as partner doesn't have a fit, but it will certainly have a big effect on the auction.</p> <p>Those that do open 1NT will see it go P P (South can hardly bid garbage stayman with a singleton spade) and West will double. When that runs back to South he will bid 2♦ and West can double for take-out (or pass it round to East who can double for penalties). That will be two down, 500 beating even the score for a game that EW can't make and wont bid anyway.</p> <p>If instead South sticks 1NT then even a disastrous looking J♦ lead doesn't let North make more than 5 tricks, again 500.</p> <p>After a more sedate 1♠ opening South will bid 1NT (automatic) and West might well double (ostensibly take out of spades) East will bid 2♦ and now West can try 3♣, that should make 9 tricks on various lines of play. A final possibility is West doubling and then bidding 2NT (19-20ish), if East raises to 3 and North leads a spade then that is a not unfortunate +400!</p>
HCP																																											
12	5																																										
18	5																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	-	-	-	-																																						
S	-	-	-	-	-																																						
E	3	1	1	2	2																																						
W	3	1	1	2	2																																						

<p>♠ J82 ♥ KJ95 ♦ Q74 ♣ 1096</p> <p>♠ 964 ♥ 86 ♦ 1082 ♣ A8742</p> <p>♠ A103 ♥ AQ1074 ♦ 9 ♣ KJ53</p> <p>♠ KQ75 ♥ 32 ♦ AKJ653 ♣ Q</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>7</td> <td></td> <td>N</td> <td>-</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>4</td> <td>14</td> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>15</td> <td></td> <td>E</td> <td>4</td> <td>-</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>-</td> <td>2</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	7		N	-	3	-	1	-	4	14	S	-	3	-	-	-	15		E	4	-	2	-	1			W	4	-	2	-	1	<p>Board 6 : Dealer East : EW vulnerable</p> <p>EW are outgunned on points but their fit just give them ownership of the hand, will this translate to them winning the auction in real life though? Let's find out.</p> <p>Every East will open 1♥ and most Souths will overcall 2♦. (An alternative method of which I am not fond is to double and then convert clubs to diamonds, this works well at the two level, less so at the five level!)</p> <p>Where South bids 2♦ North should raise (although the heart honours look to be of little value) regardless East should double for take-out. Whether or not South presses on with 3♠ (over 3♦) or 2♠ (over 2♦ – P – P – X) West should compete in clubs and EW are in their best possible strain.</p> <p>The play to make ten tricks in clubs is not routine, after two rounds of diamonds West must ruff and cross to the AC, when the queen appears he must steel himself and take the heart finesse, then ace and a ruff, back to the A♠ and a ruff, back to the top clubs to draw trumps and claim, effectively a dummy reversal.</p> <p>Playing in diamonds the 3-3 spade break means EW can only get their top tricks, there is no urgency to cash out as there is nowhere for the losers to go.</p> <p>Well done if you bought the contract in 4♦, a small minus will have to do!</p>
HCP		Makeable contracts																																													
		♣	♦	♥	♠	NT																																									
7		N	-	3	-	1	-																																								
4	14	S	-	3	-	-	-																																								
15		E	4	-	2	-	1																																								
		W	4	-	2	-	1																																								
<p>♠ A ♥ K103 ♦ AJ72 ♣ Q10943</p> <p>♠ K43 ♥ 54 ♦ Q1098 ♣ A752</p> <p>♠ 10762 ♥ Q982 ♦ 64 ♣ KJ6</p> <p>♠ QJ985 ♥ AJ76 ♦ K53 ♣ 8</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>14</td> <td></td> <td>N</td> <td>3</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td>9</td> <td>6</td> <td>S</td> <td>3</td> <td>4</td> <td>4</td> <td>3</td> <td>3</td> </tr> <tr> <td>11</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	14		N	3	4	4	3	3	9	6	S	3	4	4	3	3	11		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 7 : Dealer South : All vulnerable</p> <p>NS can have a free run now, as EW have little to contribute to the hand.</p> <p>South will start proceedings with 1♠, and North respond 2♣, South has an easy 2♥ rebid. Now most Norths will shut their eyes and blast 3NT, even if they selflessly try a 4th suit 3♦ bid then South will bid 3NT instead of North.</p> <p>Played by North a heart might be led (dummy's second suit is often an attractive choice) which will be a disaster - running around to the ten; in contrast a diamond gives nothing away but isn't that attractive from only a doubleton. A spade has potential for disaster if West puts the king up.</p> <p>Certainly on a diamond lead the play does not look easy, a possible line of play is for North to win and go after spades, cashing the ace, leading the ten of hearts (covered all round) and then the Q♠. If West wins and carries on diamonds it does look as if North will fail.</p> <p>I think to make it legitimately North has to play on clubs, just giving EW their 3 club tricks and either the long diamond if they pursue that suit or spade if they play those.</p> <p>Not easy, well done if you made 600 or got handed a bonus trick and scored 630.</p>
HCP		Makeable contracts																																													
		♣	♦	♥	♠	NT																																									
14		N	3	4	4	3	3																																								
9	6	S	3	4	4	3	3																																								
11		E	-	-	-	-	-																																								
		W	-	-	-	-	-																																								
<p>♠ 7 ♥ KQ964 ♦ K532 ♣ A104</p> <p>♠ K6 ♥ A1082 ♦ 1086 ♣ K765</p> <p>♠ Q98432 ♥ J5 ♦ 4 ♣ QJ93</p> <p>♠ AJ105 ♥ 73 ♦ AQJ97 ♣ 82</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> <td>N</td> <td>-</td> <td>5</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td>10</td> <td>6</td> <td>S</td> <td>-</td> <td>5</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td>12</td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	12		N	-	5	3	-	3	10	6	S	-	5	3	-	3	12		E	1	-	-	1	-			W	1	-	-	1	-	<p>Board 8 : Dealer West : Love all</p> <p>NS have two possible games, and no doubt the pairs tactics will influence everyone to play in the more traditional 3NT – or will it?</p> <p>West will pass, North will open 1♥ and East has a choice of how many spades to bid. 1♠ doesn't seem to achieve much, 2♠ seems a fair shot facing a passed hand although this will attract the wrong lead to 3NT (more on that later..).</p> <p>If East bids 1♠ then South has an easy 2♦ bid North will raise and South try 3NT. (West will wonder where everyone got all these points from but does best not to double with no surprises in diamonds).</p> <p>If East does bid 2♠ South should dismiss thoughts of a penalty (With the double fit in clubs, it is easy for East to arrive at 7 tricks) and a direct jump to 3NT has a lot to recommend it. The alternative of 3♦ will leave North endplayed into going past the most likely game, he might bid 4♦, 5♦ or even a 4♠ splinter.</p> <p>Playing in 3NT on the K♠ lead South should duck smoothly. West will surely continue and then declarer has time to lead hearts up twice to make ten tricks. A club lead or switch at any time holds South to 9 tricks. (6♦ looks cold on a non club lead, but appearances can be deceptive, in fact slam is no play at all!)</p>
HCP		Makeable contracts																																													
		♣	♦	♥	♠	NT																																									
12		N	-	5	3	-	3																																								
10	6	S	-	5	3	-	3																																								
12		E	1	-	-	1	-																																								
		W	1	-	-	1	-																																								

<p>♠ KQJ9643 ♥ 10 ♦ J ♣ 7653</p> <p>♠ 8 ♥ K543 ♦ 98 ♣ AKJ982</p> <p>♠ A2 ♥ AQJ87 ♦ Q6542 ♣ 4</p> <p>♠ 1075 ♥ 962 ♦ AK1073 ♣ Q10</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td>7</td><td>13</td></tr> <tr><td>11</td><td>9</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>2</td><td>5</td><td>-</td><td>5</td></tr> <tr><td>W</td><td>4</td><td>2</td><td>5</td><td>-</td><td>5</td></tr> </table>	HCP		7	13	11	9	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	3	-	S	-	-	-	3	-	E	4	2	5	-	5	W	4	2	5	-	5	<p>Board 9 : Dealer North : EW vulnerable</p> <p>North will open with a pre-empt – how high will it be and will EW be able to overcome it?</p> <p>The North hand fulfils all the classic requirements for a 3♣ opener and that is the perfect bid – if it was 1985. The strong suit, powerful shape, vulnerability and position at the table all mean that 4♣ is automatic and anyone that has competitive aspirations should choose it. This will really give EW a problem, indeed one they might not solve at all. East might overcall 4NT (any two suits after a 4♣ opener, minors over a 4♥ opener) but West will probably drive to a slam (if he leaps to 6♣ and East converts to 6♦ South will double, when West bids 6♥ North will lead a diamond and South should work out to overtake).</p> <p>If instead East passes 4♣ then West might protect with 5♣, who knows what East is supposed to bid over that. (Indeed on any lead but a diamond West can make a slam in clubs!)</p> <p>Spades makes 9 tricks, even on a diamond lead EW can prevent a club ruff, so the traveller will be littered with scores on both sides – make sure you get a plus!</p>
HCP																																											
7	13																																										
11	9																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	-	-	3	-																																						
S	-	-	-	3	-																																						
E	4	2	5	-	5																																						
W	4	2	5	-	5																																						

<p>♠ AJ1082 ♥ 76 ♦ 8642 ♣ A2</p> <p>♠ KQ3 ♥ K543 ♦ 109 ♣ 10875</p> <p>♠ 9754 ♥ J1098 ♦ KQ3 ♣ Q6</p> <p>♠ 6 ♥ AQ2 ♦ AJ75 ♣ KJ943</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td>9</td><td>8</td></tr> <tr><td>8</td><td>15</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>4</td><td>5</td><td>1</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>4</td><td>5</td><td>1</td><td>3</td><td>4</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		9	8	8	15	Makeable contracts							♣	♦	♥	♠	NT	N	4	5	1	3	2	S	4	5	1	3	4	E	-	-	-	-	-	W	-	-	-	-	-	<p>Board 10 : Dealer East : All vulnerable</p> <p>NS should have a free run here, as EW are both too weak and too balanced to make any significant input to the auction.</p> <p>South will open 1♣ and North respond 1♠, South has a choice of rebids, 2♣, 2♦ and 1NT are all in the mix. 2♣ suggest a poorer hand and will often be a longer suit, 1NT suggests a balanced hand and 2♦ suggests a better hand so all options are flawed. The 2♣ bidders will be left to play there, the 1NT bidders will be raised to game and the 2♦ bidders will also be pushed into game via 4th suit forcing, a continuation of 2♥ – 2NT – 3NT being the most likely.</p> <p>In clubs West should lead the K♠ (don't fall for that un-bid suit nonsense and lead a heart) ten tricks can still be made with the lucky diamond position.</p> <p>The popular contract of 3NT will fall on its feet as every card is lying well, on a heart lead South will surely play on clubs and clear the suit, West will knock out the second heart stopper and South will win and.... go down. Did I say declarer will fall on their feet? It looks as if the only way to succeed is by playing on diamonds, aiming to make 3 diamonds, 3 clubs, 2 hearts and 1 spade. In order to do that declarer needs to cross to the A♣ at trick two and lead a diamond, then play the Jack out of hand, this all looks horribly messy. I think a lot of declarers will go down, well done if you (over) bid to game and made it.</p>
HCP																																											
9	8																																										
8	15																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	4	5	1	3	2																																						
S	4	5	1	3	4																																						
E	-	-	-	-	-																																						
W	-	-	-	-	-																																						

<p>♠ Q832 ♥ KQ7643 ♦ 4 ♣ K6</p> <p>♠ K105 ♥ 95 ♦ 9876 ♣ AQ53</p> <p>♠ 976 ♥ J8 ♦ AKQJ1052 ♣ J</p> <p>♠ AJ4 ♥ A102 ♦ 3 ♣ 1098742</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="2">HCP</th></tr> <tr><td>10</td><td>12</td></tr> <tr><td>9</td><td>9</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>3</td><td>-</td><td>3</td><td>2</td><td>-</td></tr> <tr><td>S</td><td>3</td><td>-</td><td>3</td><td>2</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		10	12	9	9	Makeable contracts							♣	♦	♥	♠	NT	N	3	-	3	2	-	S	3	-	3	2	-	E	-	4	-	-	-	W	-	4	-	-	-	<p>Board 11 : Dealer South : Love all</p> <p>Even Stephens here, with the points 19/21 and both sides having a fit.</p> <p>South will start by passing (opening 1M light is a good tactic, opening a light 1♣ never gets you anywhere), so will West and North can open 1♥ or 2♥ to taste. East will bid diamonds, South will raise hearts (for the 5 card major players) or do something else (if loyally wedded to Acol) and West will support diamonds.</p> <p>When the music stops your side wants to buy the contract but not too high, as neither side can quite make game.</p> <p>Playing in hearts East will lead a diamond and switch to the J♣, ace and a ruff follow and that is 9 tricks, West coming to the K♠...but wait! If EW have taken their club ruff then North can win the A♠, cash the A♥ and take a ruffing finesse in clubs, getting back to dummy with the 10♥. To beat 4♥ EW must lead spades early.....nope! That doesn't work either.</p> <p>The way to beat 4♥ is to take a club ruff then lead a low diamond to West's 6, and lead a low club through, killing a discard, North still has to lose a spade at the end and if you found that I'm afraid you were just peeking.</p> <p>Diamonds makes ten easy tricks, East can ruff out the K♣ for a spade discard.</p>
HCP																																											
10	12																																										
9	9																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	3	-	3	2	-																																						
S	3	-	3	2	-																																						
E	-	4	-	-	-																																						
W	-	4	-	-	-																																						

<p>♠ A654 ♥ J6 ♦ K32 ♣ KQ72</p> <p>♠ KQ72 ♠ J103 ♥ - ♥ A10754 ♦ J8754 ♦ AQ9 ♣ 9853 ♣ A4</p> <p>♠ 98 ♥ KQ9832 ♦ 106 ♣ J106</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>13</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>6</td> <td>15</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td>6</td> <td>E</td> <td>2</td> <td>4</td> <td>-</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>2</td> <td>4</td> <td>-</td> <td>3</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	13		N	-	-	1	-	6	15	S	-	-	1	-		6	E	2	4	-	3			W	2	4	-	3	<p>Board 12 : Dealer West : NS vulnerable</p> <p>Another part-score deal here, and will be interesting to see who gets to the hearts first.</p> <p>North will open 1NT and East might well double (2♥ is hideous, if anyone over-called that it's extra homework) South will run to hearts and West will want to do something. It might work well to double for take-out, East will pass and the contract should go down depending what the defenders do.</p> <p>Alternatively, if East passes 1NT then South will transfer out to 2♥, this time West might double for take-out or simply pass.</p> <p>Beating 2♥ does not look routine, if West leads the K♠ then South should win and start on clubs, When East plays the J♠ back will it be obvious for West to overtake and put a diamond through? It's quite possible East will get put in late on in the day with his long heart to give dummy the K♦, although this looks to be double dummy in fact South will have a good idea of where all the high cards (and hearts) are if East has doubled 1NT and West has shown out of trumps.</p> <p>Well done if you made anything – no contract looks easy...</p>
HCP		Makeable contracts																																									
		♣	♦	♥	♠	NT																																					
13		N	-	-	1	-																																					
6	15	S	-	-	1	-																																					
	6	E	2	4	-	3																																					
		W	2	4	-	3																																					
<p>♠ K7654 ♥ 10942 ♦ AK ♣ J4</p> <p>♠ AQ ♠ 10 ♥ AJ5 ♥ K6 ♦ Q1032 ♦ J98754 ♣ AQ102 ♣ 8653</p> <p>♠ J9832 ♥ Q873 ♦ 6 ♣ K97</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>19</td> <td>4</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td>6</td> <td>E</td> <td>4</td> <td>4</td> <td>1</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>4</td> <td>1</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	11		N	-	-	-	1	19	4	S	-	-	-	1		6	E	4	4	1	-			W	4	4	1	-	<p>Board 13 : Dealer North : All vulnerable</p> <p>West holds a powerhouse and will be looking forward to playing the contract – not so fast - the opponents have ten spades between them!</p> <p>A common start to the auction will be 1♠ – P – 4♣ and West will wonder if everyone is playing with the same pack. I imagine all Wests will double in the real world, and then shout loudly if partner takes it out:</p> <p><i>"Wasn't it obvious that I held a balanced 19 count?"</i> Actually, no it wasn't and East has a tough problem over the double. The 6-4 shape and singleton spade suggest taking it out, the K♥ (high card in a short holding) and the fact you have to bid at the 5 level suggests leaving it in.</p> <p>Playing in spades there are 6 inescapable losers, so the passers have it, chalking up +800 on any lead, whilst the J♣ means that game can't make for EW, sad times.</p> <p>If instead South raises 1♠ to 3♣ then West will bid 3NT, similarly if North doesn't open EW will probably bid to 3NT as well.</p> <p>On a spade lead West doesn't have time to knock both top diamonds and has to go one down.</p>
HCP		Makeable contracts																																									
		♣	♦	♥	♠	NT																																					
11		N	-	-	-	1																																					
19	4	S	-	-	-	1																																					
	6	E	4	4	1	-																																					
		W	4	4	1	-																																					
<p>♠ QJ2 ♥ Q87 ♦ 9832 ♣ A62</p> <p>♠ 9854 ♠ 763 ♥ 93 ♥ AKJ62 ♦ A654 ♦ KQ ♣ Q75 ♣ J84</p> <p>♠ AK10 ♥ 1054 ♦ J107 ♣ K1093</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="5">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>6</td> <td>14</td> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td>11</td> <td>E</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts							♣	♦	♥	♠	NT	9		N	-	-	-	-	6	14	S	-	-	-	-		11	E	1	1	1	1			W	1	1	1	1	<p>Board 14 : Dealer East : Love all</p> <p>What an interesting hand – EW can make 1 of any contract! (1♥ seems a more natural resting spot than 1♣!!)</p> <p>East might well kick things off with 1NT (whatever strength that might be) and no-one will have anything to say, alternatively 1♥ – 1♠ – 1NT will lead to the same final contract.</p> <p>South should lead the A♠ (to get an attitude signal from partner) and does best to switch to diamonds. East can play simply by winning the A♦ and taking the heart finesse or he can win in hand and play more spades, after another diamond he can exit a 3rd spade and endplay the defence. Not so fast! South can win the 3rd spade and exit the 10♣ round to the Jack, now East has lost their entry to dummy, the best he can do is exit with a club, the defence now have 6 black winners.</p> <p>Alternatively, many will lead the 10♣ at trick one, East can win and overtake in diamonds for 8 tricks and a tasty score.</p> <p>This hand really sums up the beauty of pairs, both sides scrabbling for every trick they can get their hands on.</p>
HCP		Makeable contracts																																									
		♣	♦	♥	♠	NT																																					
9		N	-	-	-	-																																					
6	14	S	-	-	-	-																																					
	11	E	1	1	1	1																																					
		W	1	1	1	1																																					

<p>♠ A10532 ♥ AJ74 ♦ KJ8 ♣ 3</p> <p>♠ QJ86 ♠ 74 ♥ 92 ♥ 8 ♦ AQ94 ♦ 732 ♣ J96 ♣ KQ87542</p> <p>♠ K9 ♥ KQ10653 ♦ 1065 ♣ A10</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <td></td> <td></td> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>13</td> <td></td> <td>N</td> <td>-</td> <td>2</td> <td>6</td> <td>4</td> <td>3</td> </tr> <tr> <td>10</td> <td>5</td> <td>S</td> <td>-</td> <td>2</td> <td>6</td> <td>4</td> <td>3</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table>	HCP		Makeable contracts									♣	♦	♥	♠	NT	13		N	-	2	6	4	3	10	5	S	-	2	6	4	3			E	1	-	-	-	-			W	1	-	-	-	-	<p>Board 15 : Dealer South : NS vulnerable</p> <p>A low point count slam for NS now, can they find a way there? Every South in the country will open 1♥ and every North in the country will choose a different response! 4♣ as a splinter bid is ok, 1♠ for some or perhaps 2NT (Jacoby GF raise) for others. The 1♠ response gets them nowhere, partner will rebid 2♥ and that will be raised to 4♥. Over the 4♣ splinter bid South is worth a look at slam, if he gets out Blackwood (hardly classical with 3 losing diamonds) they will fall into 6. If instead he tries a trendy 4♦ “last train” cue bid then West might double (oops) and tell North where the A♦ is, now NS can bid a slam with slightly less trepidation. A 2NT response will get 3♥ (extra length, no shortage, non-minimum) and North might pootle around for a little while and then guess how many tricks his side can make. Slam is so so, on a non diamond lead you will need spades 3-3 anyway to avoid the diamond guess, if they are 4-2 you will still need to lead one towards the KJ and hope you are still standing at the end of it. Those that got the Q♠ lead remember to thank West for making your life easier!</p>
HCP		Makeable contracts																																															
			♣	♦	♥	♠	NT																																										
13		N	-	2	6	4	3																																										
10	5	S	-	2	6	4	3																																										
		E	1	-	-	-	-																																										
		W	1	-	-	-	-																																										

<p>♠ J72 ♥ 1092 ♦ AJ52 ♣ AJ3</p> <p>♠ Q1064 ♠ 985 ♥ A8763 ♥ KJ ♦ 84 ♦ Q10963 ♣ Q10 ♣ K74</p> <p>♠ AK3 ♥ Q54 ♦ K7 ♣ 98652</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <td></td> <td></td> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>11</td> <td></td> <td>N</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td>8</td> <td>9</td> <td>S</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> <td>-</td> </tr> </table>	HCP		Makeable contracts									♣	♦	♥	♠	NT	11		N	2	1	-	-	2	8	9	S	2	1	-	-	2			E	-	-	-	-	-			W	-	-	1	1	-	<p>Board 16 : Dealer West : EW vulnerable</p> <p>A return to the part-score hands now, as NS have the majority but only just, and their strength in points is more than matched by their terrible flat shape. If the first 3 players can avoid any nonsense then South will get to open in 4th, the rule of 15 (add points to your spades) just about lets you open 1NT, North does best to pass but most will raise to 2. West has a nice 5 card suit to lead and East will continue and West clear the suit. South will probably cross to the K♦ to try a club, if West follows with the ten then declarer puts the jack on and the rest is plain sailing for 9 tricks. West should actually fly in with the Queen, now South will have to guess to continue with the Jack (or burn an important entry back to hand). It does look as if +150 will be a popular score, perhaps some West players might overcall Landy and get their fingers burnt though. After P – P – P – 1NT – (2♣) North can double and then double again whatever East chooses, both 2♥ and 2♠ are one off, and a very juicy score to NS. +200 is known as the Kiss of death at pairs, and this hand will be a stark reminder why!</p>
HCP		Makeable contracts																																															
			♣	♦	♥	♠	NT																																										
11		N	2	1	-	-	2																																										
8	9	S	2	1	-	-	2																																										
		E	-	-	-	-	-																																										
		W	-	-	1	1	-																																										

<p>♠ A752 ♥ A109542 ♦ J76 ♣ -</p> <p>♠ - ♠ KQ43 ♥ J873 ♥ Q ♦ A10982 ♦ Q53 ♣ AKQ3 ♣ J10984</p> <p>♠ J10986 ♥ K6 ♦ K4 ♣ 7652</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <td></td> <td></td> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>9</td> <td></td> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>3</td> <td>-</td> </tr> <tr> <td>14</td> <td>10</td> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>3</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>E</td> <td>4</td> <td>3</td> <td>-</td> <td>-</td> <td>2</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>4</td> <td>4</td> <td>-</td> <td>-</td> <td>2</td> </tr> </table>	HCP		Makeable contracts									♣	♦	♥	♠	NT	9		N	-	-	1	3	-	14	10	S	-	-	1	3	-			E	4	3	-	-	2			W	4	4	-	-	2	<p>Board 17 : Dealer North : Love all</p> <p>A far more exciting deal here with NS having a 9 card fit that is 4-0 offside and EW having exactly the same! The North hand has no easy solutions when choosing what to open, the hand is completely flawed for 2♥ (too many controls, 4 cards in the other major) and not quite strong enough for 1♥, many will compromise with a pass. East likewise was dealt a pass (for the more prosaic reason of not having enough points) and some South players will give a passing thought to 2♠. (“I was 3rd in hand partner” they will cry after their hand is disclosed). If West is left to open 1♦ then North will bid 1♥, East will double to show 4 cards in spades and South will again have to decide whether or not to show his suit. West will press on with clubs, East will raise...where will the music end? Playing in spades South can’t avoid a ruff, two spades and the A♦, so 9 tricks are the limit. Playing in clubs West only has two losers and in practice most will make 11 tricks if they guess diamonds right, North will have to give some help with the opening lead.</p>
HCP		Makeable contracts																																															
			♣	♦	♥	♠	NT																																										
9		N	-	-	1	3	-																																										
14	10	S	-	-	1	3	-																																										
		E	4	3	-	-	2																																										
		W	4	4	-	-	2																																										

<p>♠ A103 ♥ KJ6 ♦ 872 ♣ J865</p> <p>♠ 542 ♠ K987 ♥ 4 ♥ Q1093 ♦ A1095 ♦ KQJ6 ♣ A10743 ♣ Q</p> <p>♠ QJ6 ♥ A8752 ♦ 43 ♣ K92</p> <table border="1" data-bbox="71 571 191 750"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>9</td><td></td></tr> <tr><td>8</td><td>13</td></tr> <tr><td>10</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="231 571 478 750"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>3</td><td>-</td><td>2</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>3</td><td>-</td><td>2</td><td>-</td></tr> </tbody> </table>	HCP		9		8	13	10		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	-	-	S	-	-	1	-	-	E	1	3	-	2	-	W	1	3	-	2	-	<p>Board 18 : Dealer East : NS vulnerable</p> <p>Another exciting part-score once more, EW will have to be careful not to get too high. The East hand represents a problem for Acol, the book bid is 1♥ then diamonds, this will often get you preference back to a 4-2 heart fit. There's a lot to be said for shutting you eyes and opening 1NT, at least it only hurts for a short while. Today that would work fine, as South will lead a heart to the king and the jack will come back, covering with the queen gives you 7 easy tricks and the K♠ will make 8.</p> <p>Those that do open 1♥ will have to pass a 1NT response, North will lead a club and the play is far worse, many will go off.</p> <p>The 1♦ openers will catch a raise and make 9 easy tricks. Is there any chance of ten, after all you only have 3 top losers? (I am assuming that South overcalls 1♥ and North raises to 2 by the way)</p> <p>Some will make 130, (Q♣ lead to the ace, small heart switch etc) but if the defence get around to trumps in time then 9 should be the limit.</p>
HCP																																													
9																																													
8	13																																												
10																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	1	-	-																																								
S	-	-	1	-	-																																								
E	1	3	-	2	-																																								
W	1	3	-	2	-																																								
<p>♠ J10975 ♥ Q5 ♦ A9 ♣ Q972</p> <p>♠ - ♠ Q8632 ♥ J8432 ♥ AK ♦ KQJ107 ♦ 852 ♣ K105 ♣ AJ8</p> <p>♠ AK4 ♥ 10976 ♦ 643 ♣ 643</p> <table border="1" data-bbox="71 1232 191 1411"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>9</td><td></td></tr> <tr><td>10</td><td>14</td></tr> <tr><td>7</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="231 1232 478 1411"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>6</td><td>5</td><td>2</td><td>2</td></tr> <tr><td>W</td><td>2</td><td>6</td><td>5</td><td>2</td><td>2</td></tr> </tbody> </table>	HCP		9		10	14	7		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	6	5	2	2	W	2	6	5	2	2	<p>Board 19 : Dealer South : EW vulnerable</p> <p>EW can make 8 tricks in 3 denominations and a slam in their best fit! This hand deserves a closer look.</p> <p>After South passes West can open 1♥, as although the hearts are poor the void spade suggests its now or never. North will overcall and East will probably bash 3NT, the spade pips being poor for a penalty pass. West should carry on with 4♦ and now East is worth a drive to slam (surely he is facing a void spade?) with those enormous heart honours and the A♣.</p> <p>Digressing slightly, 3NT is actually very tough to beat, you need to lead Ace, King and another spade (a good hand for reverse attitude as North must not waste any of his pips) if you do that then EW will go off in game with slam cold!</p> <p>Back to 6♦, hard to bid but easy to make, West will need to cash both hearts and when the queen falls knock out the AD and cash a second round before taking his heart ruff. Oh yes, and he also needs to guess the Q♣ as well, maybe it's not so easy after all.</p> <p>Well done if you bid and made anything here – it is far easier on paper.</p>
HCP																																													
9																																													
10	14																																												
7																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	-	-	-																																								
S	-	-	-	-	-																																								
E	2	6	5	2	2																																								
W	2	6	5	2	2																																								
<p>♠ AK108 ♥ Q873 ♦ K82 ♣ 106</p> <p>♠ 6 ♠ QJ753 ♥ KJ5 ♥ 942 ♦ J10765 ♦ AQ3 ♣ AJ73 ♣ K2</p> <p>♠ 942 ♥ A106 ♦ 94 ♣ Q9854</p> <table border="1" data-bbox="71 1892 191 2074"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>12</td><td></td></tr> <tr><td>10</td><td>12</td></tr> <tr><td>6</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="231 1892 478 2074"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>3</td><td>1</td><td>1</td><td>3</td></tr> <tr><td>W</td><td>1</td><td>3</td><td>1</td><td>1</td><td>3</td></tr> </tbody> </table>	HCP		12		10	12	6		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	1	3	1	1	3	W	1	3	1	1	3	<p>Board 20 : Dealer West : All vulnerable</p> <p>EW can make 3NT – but in practice the results will be much different to what exists in theory.</p> <p>The most common auction will also be the shortest, P – 1NT – all pass. East has no business at all over-calling (though that won't stop some people) and although West will want to bid the singleton spade augurs against it (either NS have missed a spade fit or partner has the spades and it is a misfit).</p> <p>Playing in 1NT the traditional lead is the 5♠, North can try the 9 from the dummy and perk up considerably when it holds. Now he can play the hearts in textbook fashion (leading low to the queen then low to the ten) which brings his total up to 6 tricks.</p> <p>In practice West will often go in with the K♥ and switch to the J♦, North will duck the first and put his king up on the second round, if East has been counting points he can cash the diamonds then switch to King and another club which will result in 3 off. If West instead switches to a low diamond then North might scrape home, East will assume his partner has Kxxxx and play queen, ace and another, very costly indeed.</p>
HCP																																													
12																																													
10	12																																												
6																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	-	-	-																																								
S	-	-	-	-	-																																								
E	1	3	1	1	3																																								
W	1	3	1	1	3																																								

<p>♠ A ♥ AQ53 ♦ A87632 ♣ A3</p> <p>♠ J873 ♠ K10 ♥ K1076 ♥ 84 ♦ KQ9 ♦ J1054 ♣ 105 ♣ KQ642</p> <p>♠ Q96542 ♥ J92 ♦ - ♣ J987</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">18</td><td style="text-align: center;">9</td></tr> <tr><td style="text-align: center;">9</td><td style="text-align: center;">4</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>3</td><td>1</td><td>4</td><td>3</td><td>-</td></tr> <tr><td>S</td><td>3</td><td>1</td><td>4</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		18	9	9	4	Makeable contracts							♣	♦	♥	♠	NT	N	3	1	4	3	-	S	3	1	4	3	-	E	-	-	-	-	1	W	-	-	-	-	-	<p>Board 21 : Dealer North : NS vulnerable</p> <p>North holds a decent hand with good controls, so it's no surprise to see his partner has a load of rubbish and the hand is a total misfit.</p> <p>After 1♦ – P some South players will respond 1♠, some will bid 2♠ (weak jump shift, a method becoming more popular by the day) and some old timer stuck in the muds will say no bid (Sorry, but it's just not bridge to pass 1♦, if I am off your Christmas card list as a consequence then that is just a cross I will have to bear)</p> <p>After 1♦ – 1♠ – 2♥ South will be feeling a little uncomfortable, he might well choose to pass now, since he is in a higher scoring strain in which his side has more trumps than his opponents. (If he bids on with 2♠ now then North will surely head for game)</p> <p>So looking at all 4 hands what were the winning actions?</p> <p>1♦ will be passed out and limp home for 7 or 8 tricks, the best thing I can say is that +70 is a rare score.</p> <p>Those in spades should make 9 tricks, losing two clubs and two spades, South have to guess whether East has J10 or K10, he should get it right due to the principle of restricted choice.</p> <p>Those in game will probably go minus, you will have to hope the defenders are kind with the under-tricks!</p>
HCP																																											
18	9																																										
9	4																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	3	1	4	3	-																																						
S	3	1	4	3	-																																						
E	-	-	-	-	1																																						
W	-	-	-	-	-																																						

<p>♠ Q98 ♥ KJ83 ♦ K4 ♣ KQ54</p> <p>♠ 652 ♠ 1043 ♥ A6 ♥ Q94 ♦ J1097653 ♦ AQ ♣ 9 ♣ A10732</p> <p>♠ AKJ7 ♥ 10752 ♦ 82 ♣ J86</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">14</td><td style="text-align: center;">12</td></tr> <tr><td style="text-align: center;">5</td><td style="text-align: center;">9</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> </table>	HCP		14	12	5	9	Makeable contracts							♣	♦	♥	♠	NT	N	1	-	1	-	-	S	1	-	1	-	-	E	-	3	-	-	-	W	-	3	-	-	-	<p>Board 22 : Dealer East : EW vulnerable</p> <p>The under-dogs rule the day here, as despite their modest assets EW own the part-score with their powerful diamond fit.</p> <p>If East starts with 1NT then West should transfer to diamonds in whatever fashion he can, 2NT for those playing 4 suit transfers and 2S for others. North will pass but if he gets another go he will consider backing in with a double, that doesn't have to be the bloodbath it will end up as.</p> <p>In a diamond contract the cards lie well for EW (and the hands fits well) and they can easily make 7 diamonds and two aces for a pleasant +110. (It should be clear to North to switch to spades if West plays ace and another heart)</p> <p>Playing in Hearts (as South) West will lead a club and get a club ruff, then a diamond through the king and two more trumps to come is 7 tricks to NS and only +100 to EW. If instead South guesses to choose spades (and why shouldn't he?) then West has more trumps to ruff with so gets another club ruff, that is at least 3 down and maybe more.</p>
HCP																																											
14	12																																										
5	9																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	1	-	1	-	-																																						
S	1	-	1	-	-																																						
E	-	3	-	-	-																																						
W	-	3	-	-	-																																						

<p>♠ 54 ♥ AK10 ♦ 98532 ♣ AK2</p> <p>♠ AQJ10962 ♠ 73 ♥ J ♥ 743 ♦ Q107 ♦ AJ ♣ 76 ♣ QJ10983</p> <p>♠ K8 ♥ Q98652 ♦ K64 ♣ 54</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th></tr> <tr><td style="text-align: center;">14</td><td style="text-align: center;">8</td></tr> <tr><td style="text-align: center;">10</td><td style="text-align: center;">8</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>2</td><td>3</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>3</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>1</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> </table>	HCP		14	8	10	8	Makeable contracts							♣	♦	♥	♠	NT	N	-	2	3	-	-	S	-	2	3	-	-	E	1	-	-	3	-	W	1	-	-	3	-	<p>Board 23 : Dealer South : All vulnerable</p> <p>Once more the long suit rules supreme although this time it is West with spades that will buy the contract.</p> <p>South should pass (a grim suit and two kings outside is not a game all weak 2♥) in which case West will open 3♠ and often buy it, North might double however, in which case South will bid 4♥ and play there.</p> <p>If South does open 2♥ then West will overcall 2♠ (not 3♠ which would be a stronger hand, similar to that which would have opened 1♠ and jumped to 3♠ over a 1NT response) and North bid 4♥, East might double and West can convert to 4♠.</p> <p>Surprisingly neither side should make game, but that doesn't mean everyone will go down.</p> <p>Playing in spades North must avoid cashing his 3 tricks, if so West can win the diamond switch with the Ace at trick 4 and play the Q♣, over-ruffing South's 8 with the 9 they can bang down the Ace of trumps and cross to the 7 to discard two diamonds!</p> <p>In hearts East just has to put a spade through when they win the A♦, West of course must avoid leading the suit. Easier said than done and many will make game.</p>
HCP																																											
14	8																																										
10	8																																										
Makeable contracts																																											
	♣	♦	♥	♠	NT																																						
N	-	2	3	-	-																																						
S	-	2	3	-	-																																						
E	1	-	-	3	-																																						
W	1	-	-	3	-																																						

<p>♠ AKJ8 ♥ J96 ♦ 1072 ♣ K62</p> <p>♠ 3 ♠ 97654 ♥ AK108754 ♥ - ♦ K8 ♦ A963 ♣ AQ3 ♣ 9874</p> <p>♠ Q102 ♥ Q32 ♦ QJ54 ♣ J105</p> <table border="1" data-bbox="70 568 193 748"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>12</td><td></td></tr> <tr><td>16</td><td>4</td></tr> <tr><td>8</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="229 568 475 748"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>1</td><td>3</td><td>1</td><td>1</td></tr> <tr><td>W</td><td>2</td><td>1</td><td>3</td><td>1</td><td>1</td></tr> </tbody> </table>	HCP		12		16	4	8		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	1	3	1	1	W	2	1	3	1	1	<p>Board 24 : Dealer West : Love all</p> <p>West will open 1♥ with high hopes, alas he will end disappointed once more. After North passes (some might be tempted to double for take-out, which is foolhardy but makes the game a bit more exciting I must admit) East will respond 1♠ (see board 21 for my comments) and West will bid 4♥.</p> <p>West only has three losers but sadly he doesn't have enough entries to take two club finesses (running the 9♣ and then the 8 if it is covered) so he should go one down. Actually a few players will sneak home as some South players will switch to the J♣ after winning the 3rd heart, now West can cover and then run the 9♣ when he is in dummy with the A♦.</p> <p>Even if South avoids the hazard and exits with a spade the defence must still be careful with their discards later on, if South lets a club go he will soon regret it! Those that play in 1♥ will make 9 or 10 tricks and have missed all of the fun – and isn't that the main purpose of an exciting deal?</p>
HCP																																													
12																																													
16	4																																												
8																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	-	-	-																																								
S	-	-	-	-	-																																								
E	2	1	3	1	1																																								
W	2	1	3	1	1																																								
<p>♠ Q7 ♥ 2 ♦ AK652 ♣ K9763</p> <p>♠ 10984 ♠ KJ63 ♥ K983 ♥ AQ1065 ♦ J83 ♦ Q107 ♣ Q5 ♣ A</p> <p>♠ A52 ♥ J74 ♦ 94 ♣ J10842</p> <table border="1" data-bbox="70 1234 193 1413"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>12</td><td></td></tr> <tr><td>6</td><td>16</td></tr> <tr><td>6</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="229 1234 475 1413"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>4</td><td>2</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>4</td><td>2</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>3</td><td>2</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>3</td><td>2</td><td>-</td></tr> </tbody> </table>	HCP		12		6	16	6		Makeable contracts							♣	♦	♥	♠	NT	N	4	2	-	-	-	S	4	2	-	-	-	E	-	-	3	2	-	W	-	-	3	2	-	<p>Board 25 : Dealer North : EW vulnerable</p> <p>Another sedate deal, but at least both sides will be in the auction and get to have their two pence worth.</p> <p>North will start things off with 1♦ and East should bid 1♥, in days of old double would be right but these days double then a suit is more like 18 points than 16. South doesn't really have a good call over 1♥ so will have to pass, West will raise to 3♥ in the modern pre-emptive style and North might be bullied into 4♣. East will surely carry to 4♥ (whether or not he should with that modest diamond holding is another matter) and South will now join in with 5♣, which would be right if North had a void heart.</p> <p>Of course 5♣ can't make...or can it? If East leads Ace and another heart North can ruff, ruff out the diamonds (3-3 break, hurrah!) and run the J♣. East is welcome to win and play another heart but the King will draw the last trump and the diamonds are good for two spade discards.</p> <p>The killing defence? Why a low heart to West's 9 and then a spade switch of course! By contrast 4♥ is beaten by a diamond ruff, that seems pretty clear when partner has opened the suit.</p>
HCP																																													
12																																													
6	16																																												
6																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	4	2	-	-	-																																								
S	4	2	-	-	-																																								
E	-	-	3	2	-																																								
W	-	-	3	2	-																																								
<p>♠ A10742 ♥ AK1043 ♦ 93 ♣ 2</p> <p>♠ - ♠ KQ963 ♥ 85 ♥ Q76 ♦ KQ10642 ♦ A8 ♣ AQ653 ♣ K109</p> <p>♠ J85 ♥ J92 ♦ J75 ♣ J874</p> <table border="1" data-bbox="70 1897 193 2076"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>11</td><td></td></tr> <tr><td>11</td><td>14</td></tr> <tr><td>4</td><td></td></tr> </tbody> </table> <table border="1" data-bbox="229 1897 475 2076"> <thead> <tr><th colspan="6">Makeable contracts</th></tr> <tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> </thead> <tbody> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>5</td><td>5</td><td>1</td><td>-</td><td>4</td></tr> <tr><td>W</td><td>5</td><td>5</td><td>1</td><td>-</td><td>4</td></tr> </tbody> </table>	HCP		11		11	14	4		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	5	5	1	-	4	W	5	5	1	-	4	<p>Board 26 : Dealer East : All vulnerable</p> <p>Finally a legitimate game deal, EW have 25 points between them and stopper in every suit, and can actually make 3NT.</p> <p>If East opens 1♠ then West will respond 2♦ and North probably chip in with 2♥. East should pass now (it is fine to open 1♠ and rebid 2♠ over a 2 level response from partner but not freely, when the bid promises 6 cards) and West will bid 3♣, East will probably try 3NT since he can expect one of both of the minors to run and he has enough points to suggest the AK hearts will be with North. The clubs don't run but the diamonds do, so game is straight forward.</p> <p>Alternatively, East might open 1NT (strong - hopefully, those East cards are worth closer to 15 than 14 with a 5 card suit and the 109 of clubs backing up the king) if so West will show the minors in whatever fashion he can, North might be tempted by some two suited overcall, if so EW do best to get the axe out and defend.</p> <p>3♥ will be 800, although best defence requires perfect timing (Two spade ruffs and a trump promotion for East).</p>
HCP																																													
11																																													
11	14																																												
4																																													
Makeable contracts																																													
	♣	♦	♥	♠	NT																																								
N	-	-	-	-	-																																								
S	-	-	-	-	-																																								
E	5	5	1	-	4																																								
W	5	5	1	-	4																																								

<p>♠ QJ109872 ♥ Q ♦ A103 ♣ 32</p> <p>♠ A6 ♠ K ♥ J98732 ♥ K1064 ♦ 974 ♦ KQ865 ♣ K10 ♣ QJ6</p> <p>♠ 543 ♥ A5 ♦ J2 ♣ A98754</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>9</td><td></td><td>N</td><td>2</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td>8</td><td>14</td><td>S</td><td>2</td><td>-</td><td>-</td><td>3</td><td>-</td></tr> <tr><td></td><td>9</td><td>E</td><td>-</td><td>2</td><td>3</td><td>-</td><td>1</td></tr> <tr><td></td><td></td><td>W</td><td>-</td><td>2</td><td>3</td><td>-</td><td>1</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	9		N	2	-	-	3	-	8	14	S	2	-	-	3	-		9	E	-	2	3	-	1			W	-	2	3	-	1	<p>Board 27 : Dealer South : Love all</p> <p>The spade suit rules supreme once more, as with a ten card fit and just under half the deck between them NS will come buy the hand and go plus – or maybe not?... This time West should open 2♥ (hardly classical but non vulnerable you've got to have an occasional flutter) and North can overcall 2♠, when East bounces to 4♥ South will probably take the push and bid 4♠, if he doubles instead North will bid it instead.</p> <p>There doesn't seem to be any way to make 4♠ legitimately, but a heart lead from East is enough to give North the help he needs, he can run the lead round to the bare queen and now suddenly he has no club loser. That gives him ten tricks including a diamond ruff in dummy which the defence can't stop – indeed if he next ducks a diamond it wouldn't be so silly for West to bang out ace and another trump, fortunately East will go in with the Q♦ to prevent such a calamity.</p> <p>Playing in hearts there are ten easy tricks, the only way to beat it is a low diamond lead (or club lead and J♦ switch which North ducks) so once again deep finesse prove unreliable.</p> <p>9 tricks the limit for both sides? Not in the real world me thinks!</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
9		N	2	-	-	3	-																																									
8	14	S	2	-	-	3	-																																									
	9	E	-	2	3	-	1																																									
		W	-	2	3	-	1																																									

<p>♠ A109 ♥ - ♦ A932 ♣ AJ8743</p> <p>♠ K42 ♠ Q ♥ KJ10 ♥ AQ5432 ♦ Q4 ♦ KJ8765 ♣ 109652 ♣ -</p> <p>♠ J87653 ♥ 9876 ♦ 10 ♣ KQ</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>13</td><td></td><td>N</td><td>4</td><td>-</td><td>-</td><td>6</td><td>-</td></tr> <tr><td>9</td><td>12</td><td>S</td><td>4</td><td>-</td><td>-</td><td>5</td><td>-</td></tr> <tr><td></td><td>6</td><td>E</td><td>-</td><td>4</td><td>4</td><td>-</td><td>1</td></tr> <tr><td></td><td></td><td>W</td><td>-</td><td>4</td><td>4</td><td>-</td><td>1</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	13		N	4	-	-	6	-	9	12	S	4	-	-	5	-		6	E	-	4	4	-	1			W	-	4	4	-	1	<p>Board 28 : Dealer West : NS vulnerable</p> <p>The joy of the simultaneous pairs is rarely seen as much as it is here, since East picks up a 6-6 opening hand and yet can't stop his opponents making a slam! West will pass, North open 1♣ and East can bid 2NT (red suits) if feeling generous or 1♥ if feeling selfish. South will probably bid spades regardless, (3♠ over 2NT should be non forcing since stronger hands bid 3♥, the higher of the two cue bids) and then West can bid hearts if the auction isn't too high.</p> <p>At the tables where South bid 1♠ to show 5 North might blast game (that is a bit much really) and at the tables where South bid 3♠ to show 6 then North might just blast 6♠ (also a bit much) and see what happens.</p> <p>Both sides can make a lot of tricks, if EW play in hearts then NS have only two aces, plus either a diamond ruff or another diamond trick (West has no late entry to play a diamond to the 8 even if he sniffs out the position). If South plays in spades then West must lead a club to beat a slam, otherwise South can cash the A♠ and the hand plays itself for 12 tricks.</p> <p>As usual buying the contract will be half the battle won – but only half.</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
13		N	4	-	-	6	-																																									
9	12	S	4	-	-	5	-																																									
	6	E	-	4	4	-	1																																									
		W	-	4	4	-	1																																									

<p>♠ AQ652 ♥ K6 ♦ 10952 ♣ K2</p> <p>♠ J1074 ♠ K983 ♥ AJ1052 ♥ 4 ♦ - ♦ QJ764 ♣ A954 ♣ Q108</p> <p>♠ - ♥ Q9873 ♦ AK83 ♣ J763</p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr><th colspan="2">HCP</th><th colspan="6">Makeable contracts</th></tr> <tr><td></td><td></td><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>12</td><td></td><td>N</td><td>-</td><td>2</td><td>1</td><td>-</td><td>1</td></tr> <tr><td>10</td><td>8</td><td>S</td><td>-</td><td>2</td><td>1</td><td>-</td><td>-</td></tr> <tr><td></td><td>10</td><td>E</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td></td><td></td><td>W</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	12		N	-	2	1	-	1	10	8	S	-	2	1	-	-		10	E	1	-	-	1	-			W	1	-	-	1	-	<p>Board 29 : Dealer North : All vulnerable</p> <p>A return to earth now, as (even with two voids) it is simply a gentle part-score. North will start with 1♠ and South has a choice between a dustbin 1NT response and 2♥ to show his major suit. 1NT is correct if playing a strong no trump (where a 2 level response shows 11+) but 2♥ is very much right in the Acol style, planning a grim 2NT rebid if partner bids 2♠ (as here). The advantage of 2♥ is that it keeps West quiet, after 2♠ from North and 2NT from South, North will give him the dummy and hope something can be salvaged from the wreckage.</p> <p>No Trumps doesn't look like a bed of roses, West can lead clubs and EW have the pips to knock out the jack. South can probably come to 6 tricks (3 diamonds, 1 club, 1 heart, 1 spade) but any more is too tall an order to cope with.</p> <p>If instead South responds 1NT West might bid 2♥, NS can just pass this out and take +200 without any trouble.</p> <p>I suspect whoever plays this hand will simply be too high, if you bid and made any contract, then well done!</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
12		N	-	2	1	-	1																																									
10	8	S	-	2	1	-	-																																									
	10	E	1	-	-	1	-																																									
		W	1	-	-	1	-																																									

<p>♠ 96542 ♥ KQ92 ♦ 765 ♣ 6</p> <p>♠ J10 ♠ Q83 ♥ A106 ♥ 7543 ♦ 1092 ♦ KJ8 ♣ KJ942 ♣ 1053</p> <p>♠ AK7 ♥ J8 ♦ AQ43 ♣ AQ87</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>5</td> <td></td> <td>N</td> <td>1</td> <td>3</td> <td>3</td> <td>5</td> <td>2</td> </tr> <tr> <td>9</td> <td>6</td> <td>S</td> <td>1</td> <td>3</td> <td>3</td> <td>5</td> <td>2</td> </tr> <tr> <td>20</td> <td></td> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	5		N	1	3	3	5	2	9	6	S	1	3	3	5	2	20		E	-	-	-	-	-			W	-	-	-	-	-	<p>Board 30 : Dealer East : Love all</p> <p>Three hands are balanced and the 4th has a weak hand, so straight forward bidding as everyone will be choosing which of two games is the better prospect.</p> <p>I would expect everyone to start with 2NT and North will bid 3♣ (normal stayman I hope, 5 card puppet stayman is a fad that has been and gone) and South show no major. Now North will bid 3♠ if playing standard methods and 3♥ if playing "Smolen", both showing 5♠ and 4♥, South will choose 4♠.</p> <p>Playing in no trumps is definitely not a good idea for South since the best he can do is knock out the spade stopper and force a heart entry to dummy, in the meantime EW have got the clubs going, just 8 tricks.</p> <p>Playing in spades is much better since there are only two losers, the A♥ and the spade trick. Is it that simple? Actually no, South must time it well. On the 10♦ lead he can win and play the J♥, (and another if West ducks). West can win and continue the diamond attack but South can win and cash the two top spades, then ruff a club to dummy and cash two hearts pitching diamonds and ruff a diamond. With East following all the way trick 13 will be the boss trump beating the 9 in dummy.</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
5		N	1	3	3	5	2																																									
9	6	S	1	3	3	5	2																																									
20		E	-	-	-	-	-																																									
		W	-	-	-	-	-																																									
<p>♠ 65 ♥ Q9 ♦ K95 ♣ AJ9754</p> <p>♠ K742 ♠ A1098 ♥ 105432 ♥ AKJ6 ♦ 862 ♦ AQ7 ♣ 2 ♣ Q3</p> <p>♠ QJ3 ♥ 87 ♦ J1043 ♣ K1086</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>3</td> <td>20</td> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>7</td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>4</td> <td>5</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>1</td> <td>4</td> <td>5</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	10		N	1	-	-	-	-	3	20	S	1	-	-	-	-	7		E	-	1	4	5	1			W	-	1	4	5	1	<p>Board 31 : Dealer South : NS vulnerable</p> <p>Another 2NT opening yet again, although this time NS might put up a few roadblocks in between.</p> <p>After two passes North should open 1♣ (the suit is too poor and vulnerability wrong for a fruity 3♣ opening) and East will double. South will no doubt get in the way but East will keep doubling and eventually West will come to play the hand in hearts, hopefully EW will have the momentum to get to game.</p> <p>This hand shows up the old cliché that the 4-4 fit is better than the 5-4 fit, playing in hearts EW must lose one spade, one diamond and one club, no matter what is led (Well the Q♠ lead might help it's true, but that is unlikely).</p> <p>However, playing in spades East can draw two rounds of trumps and run the hearts throwing a diamond from hand, then ruff a club in dummy (or a diamond in hand, whichever is easiest).</p> <p>I suspect just bidding and making game will be a good score, but if you did bid 4♠ and make 450 well done – you get all the marbles!</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
10		N	1	-	-	-	-																																									
3	20	S	1	-	-	-	-																																									
7		E	-	1	4	5	1																																									
		W	-	1	4	5	1																																									
<p>♠ Q973 ♥ 632 ♦ K6 ♣ AQ65</p> <p>♠ 542 ♠ AJ8 ♥ A10987 ♥ KQJ5 ♦ AQ2 ♦ J1093 ♣ J3 ♣ 108</p> <p>♠ K106 ♥ 4 ♦ 8754 ♣ K9742</p> <table border="1"> <thead> <tr> <th colspan="2">HCP</th> <th colspan="6">Makeable contracts</th> </tr> <tr> <th colspan="2"></th> <th>♣</th> <th>♦</th> <th>♥</th> <th>♠</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> <td>N</td> <td>4</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>11</td> <td>12</td> <td>S</td> <td>4</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>6</td> <td></td> <td>E</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td></td> <td></td> <td>W</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>1</td> </tr> </tbody> </table>	HCP		Makeable contracts								♣	♦	♥	♠	NT	11		N	4	-	-	2	-	11	12	S	4	-	-	2	-	6		E	-	1	2	-	1			W	-	1	2	-	1	<p>Board 32 : Dealer West : EW vulnerable</p> <p>The final board of the night, again an exciting contested part-score.</p> <p>West will open 1♥ (well I would, but then I like playing the hands) and then EW will overbid to 4♥ and go down when there isn't Kx/Kxx diamonds onside to rescue them. Hmm, that's not very insightful analysis, let's try again.</p> <p>West will open 1NT and East will bid stayman and then raise to 4♥ going one or two down...</p> <p>3rd time lucky? West will pass and some Norths will open, 1♣ will see East double for take out and West must be careful just to bid 3♥, a doubleton club is the worst holding you can have. If instead North opens 1NT then this will be passed out and East will cash the hearts. The defence can then take two aces though (or switch to diamonds) to beat it by one.</p> <p>The real winners will be those playing strong NT and 4 card majors but still somehow open the lower of two suits, now they can compete up to 4♣ and score a painless +130 by playing the doubler for the J♠.</p> <p>Hard to know what will score well for NS but certainly it will have to be a plus score!</p>
HCP		Makeable contracts																																														
		♣	♦	♥	♠	NT																																										
11		N	4	-	-	2	-																																									
11	12	S	4	-	-	2	-																																									
6		E	-	1	2	-	1																																									
		W	-	1	2	-	1																																									