

Tuesday 24th January 2023

Our January Charity Pairs, raises funds for UNICEF to help children in danger through the world.

They need so much help now, not just because of war, famine, the need for medicines, clean water but now there is the added threat from the coronavirus. Please help us raise as much money as we can – send your donations to us and we will gather them together and pass them on to UNICEF from bridge players all over the world.

Just go to : <https://www.ecatsbridge.com/sims/donations.asp> and you will see how to do it ... there is no specified amount but we do suggest £3 per player if you can manage that !

Help us to help these children who are in such need. Please.

Board 1. Love All. Dealer North.

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

A test of one's bidding methods. There are only 26 points yet slam is excellent – 75% on a club lead and cold otherwise. After North opens 1♠ South is too good to raise to game directly. Perhaps Swiss or better the game forcing 2NT showing a four-card fit and leaving more room for exploration is your choice. Over 2NT West bids 3♥ improving North's hand. Some North's will bid 4♥ and over the 4♠ sign off continue with 4NT. This is best played as Voidwood, i.e. the heart suit is excluded from the responses because of the previous cue-bid. If North had wanted to use ordinary Blackwood he could have done so straight away.

Board 2. N/S Vul. Dealer East.

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

After South opens 1♥ and North raises 4♥ becomes the final contract. The ♣8 is covered by the 9 and 10 and won in hand. Declarer draws trumps, cashes a second club and plays ace other diamond. After taking their 4 winners E/W are endplayed, and South escapes for one down.

Board 3. E/W Vul. Dealer South.

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

After South opens 1♦, North does best to raise to 2♦. After the lead of the ♥A and a trump switch South plays a second heart. West wins to play another diamond to South. He ruffs a

heart and leads a club from table. If East ducks he will eventually make 2 spade tricks holding declarer to 9 tricks. If he wins, a spade switch concedes 10 tricks. On an initial trump lead South has to take great care to make 8 tricks. If West protects with 2♥, as he surely should, and is allowed to play there he should make 7 tricks for a good score.

Board 4. Game All. Dealer West.

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

West opens 1♥ and over East's raise bids 2NT. East continues with 4♥. West covers the spade lead and draws trumps before playing a diamond. 10 tricks, losing 2 diamonds and 1 heart. 4♠ is not such a comfortable contract but careful play succeeds. Draw two trumps via the finesse and then play on the red suits.

Board 5. N/S Vul. Dealer North.

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

A simple hand after North opens 1♥, South responds 1♠ and North rebids 4♥. This sequence shows a hand improved by the response and allows South some options to remove to 4♠ on an appropriate hand. The defence should have no problem in leading a minor suit and cashing 2 aces. Although North doesn't have 8 playing tricks, some will open 2♥. The sequence will continue with a 2♠ positive and a 3♥ rebid. South continues with

4♦, a cue-bid, and N/S are fortunate that the five level is safe.

Board 6. E/W Vul. Dealer East.

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

Those Easts who open will play in 2♠, which makes 6 tricks on a diamond lead. -200 will not score well. After a pass South opens 1NT. If North raises no-trumps the spade lead allows South to make 9 tricks because East is strip squeezed. He has to throw a club on the fourth diamond. Now South cashes the king queen of hearts and plays a club, forcing East to lead into the heart tenace. However, where North bids Stayman East doubles for a club lead and declarer is held to 7 tricks.

Board 7. Game All. Dealer South.

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

It is not easy for N/S to bid the slam against an E/W barrage. North opens 1♣ in third seat and East overcalls 1♠. South doubles and West bids 4♠. North does best to bid 4NT and follow South's 5♣ with 5♥ – a slam try. South with a fifth heart and the working king of clubs, just has enough to accept the slam try. There are 13 tricks in hearts and only 12 in clubs. If West opens 2♠, North doubles and East bids 4♠. North doubles again and South bids 5♥ which will surely end the auction.

Board 8. Love All. Dealer West.

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

E/W are likely to reach the thin game after 1♣-1♥-INT-3NT. On a diamond lead East wins in dummy to play a club, the nine. If South wins to continue diamonds East has an easy way to 9 tricks. To give declarer a chance of going wrong South must duck the club.

Board 9. E/W Vul. Dealer North.

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

South opens 1♣, West overcalls 1♥ and North doubles. East bids 4♥ and South 4♠. Does West double, expecting an outside defensive trick from East? West leads the ♥A. Perhaps he should switch to a diamond, playing his partner for a minor suit ace. However, if that is the case, repeated heart leads will force declarer to lose two trump tricks. 4♥ is cold and will score very well.

Board 10. Game All. Dealer East.

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

If South passes West opens 2NT and plays there. North leads a heart and declarer plays the ♦A and another diamond. North wins, and puts his partner in to cash 2 spades and play a heart through for 3 down. If South opens 2♠ West doubles and East bids 2NT to sign off in 3♦ (Lebensohl), though West may overbid with 3NT. In 3♦ on the lead of ♠A-K-other declarer throws a club from dummy, North ruffs but the defence have only the ♥A to come.

Board 11. Love All. Dealer South.

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

South opens 1♠ and West overcalls 3♥ giving North a problem. He does best to bid 4♦ which East passes. South bids 4♥ but North has no co-operative bid to make. However, even if he signs off South is unlikely to stop below a small slam.

Board 12. N/S Vul. Dealer West.

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

A thin game for E/W with perfectly fitting cards and a 3-2 spade break. The bidding will start with 1♠ from West and 1NT from East. Will West rebid 3♠, reaching game, or 2♠ and play in a part score?

Board 13. Game All. Dealer North.

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

If south shows diamonds over 1NT then West bids 3♠ and over North's 3NT East bids 4♠. On the other hand if South raises to 3NT West bids 4♠ which North is happy to double,... or is he? If North leads a club, West wins and plays a club back. His third round heart loser will be discarded on the jack of clubs - 10 tricks. If North leads a heart then the defence have to play a club before West discards a club on the fourth heart.

Board 14. Love All. Dealer East.

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

N/S may play in 1♠, just making. But if West opens 1♣, N/S may do better. North doubles and East redoubles. South bids 1♥, North 1♠ and East 2NT. West removes to 3♣ and North doubles. South bids 3♦ and North 3♥ ending the bidding. West leads ♣A and switches to the ♥Q. Declarer wins, cashes the high diamonds followed by the ♠A and cross-ruffs. In dummy at the end he lead a spade and his 10-7 hearts over East K-J is the ninth trick. The lead of the ♥Q defeats 3♥ provided East wins the ♣Q to play more trumps. 3♣ doubled is expensive if N/S take all their spade ruffs.

Board 15. N/S Vul. Dealer South.

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

North is likely to play in 1♠ on the ♣K lead. North wins the ace in dummy and as long as he plays a heart to the 9 he will make 7 tricks losing 4 spades and 2 hearts. Any E/W pairs who play in 1NT with a spade lead will do well as North comes under pressure to find discards on the clubs.

Board 16. E/W Vul. Dealer West.

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

West opens 1NT and South bids 2♥ in 4th seat, though anyone bidding 3♥ and silencing E/W will do well. East competes with 2NT - some pairs will play this as natural and others as showing the minors. In NT West makes 9 tricks with a successful diamond guess. South will show up with 2 clubs, a probable 6 hearts and at least 3 spades when he discards two of them on the clubs giving him the shorter diamond holding. If E/W bid 3 of a minor they will make 11 tricks for the same score, although 3♣ is easier because the diamond guess can be postponed.

Board 17. Love All. Dealer North.

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

East opens 1♣ and rebids 1NT over the 1♦ response. West raises to 3NT. A spade lead is won in dummy. East plays the ♣A-K in case North has a singleton honour. He continues with the queen and nine. South has an inconvenient discard to make, surely a spade. If declarer continues with a small diamond from dummy he will make 11 tricks unless North plays the jack and he subsequently misguesses the position.

Board 18. N/S Vul. Dealer East.

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

East opens 1♥ and when the 2♦ overcall is passed back to him he doubles for take-out. West bids 2♥ and East passes. Some Easts will bid 2NT which fails by at least 1 trick on a diamond lead. In 2♥ East will play ♠A-K and another on winning the diamond. North wins and plays a club for South to cash 2 tricks. A diamond ruffed by North's jack promotes 2 heart tricks for South - 1 down. If North plays the fourth spade, instead of a club, South gets a cheap ruff and exits with a diamond but East ruffs and plays ♥A - other forcing South to give a ruff and discard or lead a club. Contract made.

Board 19. E/W Vul. Dealer South.

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

A tricky decision for East when West's 1NT is overcalled by North with 3♦. West will pass a take-out double for 300 which is inadequate compensation for the missed game. However, many Easts will bid 4♦ and do worse. There is no safe place to play with 4NT beaten on almost any lead. 3NT is the winning, if improbable bid; it will make 9 tricks even if West misguesses spades. A 2♦ overcall, system permitting, allows East to bid 3♦ and pass 3NT.

Board 20. Game All. Dealer West.

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

If East is permitted to open 1♥ game will be reached via 3♥ - 4♥. South leads the ♦3 and if declarer wins in dummy to finesse the heart (its pairs) South wins and plays the ♠A and another for a ruff and a diamond ruff by South is one down. Declarer needs to play ♥A and another, as he surely will if North opens the unsound 3♦. East may bid 3NT over a 3♦ opening which fails on a club lead.

Board 21. N/S Vul. Dealer North.

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

After South opens 1♣ West overcalls 1♠. East bids 2♣ and West bids 2♠. North leads the ♣K won in dummy. East plays a spade and South continues clubs. North switches to a heart to South's ace and a club return. West ruffs high, draws trumps, unblocks the heart and plays a diamond for 8 tricks, 9 tricks if South discards poorly. If East bids again over 2♠ then 2NT is best but there are only 8 tricks on good defence.

Board 22. E/W Vul. Dealer East.

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

East opens 1NT and West transfers into hearts. Best defence of ♦A and low diamond ruffed leads to 2 or 3 down for a fine score. If North protects with 2♠ South will do well to pass. On the lead of the ♥Q declarer wins in hand to play a club to the king and ace. West cashes the ♣J and plays a spade. East wins and gives West a club ruff. West has to play a red suit. North ruffs a diamond to hand and ruffs a club followed by a spade for 8 tricks. If South doubles 1NT North will play 3♠, down on a club lead but home if East leads his high spades.

Board 23. Game All. Dealer South.

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

East opens 1♣ after 3 passes with West responding 1♠. East rebids 2NT and West 3♦. East will be tempted to bid 3NT which is the best game but makes only 9 tricks on the ♥10 lead. 4♠ is a poor game but makes with the heart finesse and the kind diamond distribution, needed after North lead a spade. The unfairness of pairs!

Board 24. Love All. Dealer West.

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

North opens 1♠ and East may well bid a full-blooded 5♣. If South doubles this goes 500 down but maybe South will bid 5♦ and it is hard for North to raise to 6. If East bids only 4♣ South has no option other than to bid 4♦. North will bid 5♣ and South has to decide whether to bid the slam or not – probably is the answer. South wins the ♥Q lead and plays a diamond to the king and one to the ace. A club to dummy and a club ruff giving West his diamond trick is best. South wins the continuation and plays all his diamonds to squeeze West in the majors for 12 tricks

Board 25. E/W Vul. Dealer North.

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

North opens 1♦ and South raises to 2♦ over which West bids 2♥. East makes a game try with 2♠ to show where his values are. South persists with 3♦ and West signs off in 3♥ – 2♠ was forcing to 3♥ – but 10 tricks are made with the well-placed black suits. Those Souths who bid 3♦ initially will either buy the contract, making 8 tricks, or force the opponents into game – a top or a bottom.

Board 26. Game All. Dealer East.

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

South opens 1♥ which West doubles. North responds 2NT, a high-card raise to 3♥ or more, and East competes with 3♠. Further action by N/S will lose 500. Good defence beats 3♠ even if declarer plays well. After 2 rounds of hearts North plays a trump. East wins and finesses the diamond. He wins the spade return and finesses the diamond again and cashes the ace, throwing a club. He plays the ace and another club endplaying South to give a ruff and discard and 9 tricks. To beat the contract South needs to unblock the king of clubs under the ace.

Board 27. Love All. Dealer South.

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

If South opens a light 1♣ West bids 2♠ and North doubles. East tries 4♠ passed round to North who bids 5♣. East has no reason to double and the contract is 1 down – a good save against the making 4♠. If South passes and West opens 2♠ North may not double facing a passed hand and whether E/W bid game or not N/S will score badly.

Board 28. N/S Vul. Dealer West.

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

Another thin game which is hard to bid. West opens 1♥ and East responds 1♠. If West bids 2♠ E/W will play there and if he bids 3♠ East is just worth a raise to four. 4♠ requires care. A heart lead is won by the king and the ♦Q finessed. North returns the ♣Q. Declarer ruffs the second club and cashes the ♠A. He plays ♥A ruffs a heart and leads a diamond to dummy. He ruffs another heart. A club is ruffed in dummy and the ♦J played. This forces North to ruff and East overruffs and makes 10 tricks on a cross-ruff.

Board 29. Game All. Dealer North.

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

South opens 1♥ and North responds 2♦. South rebids a heavy 2♥ which North raises to 3♥ and South is happy to bid 4♥. South throws a spade on the ace of diamonds and cross-ruffs for 11 tricks. If he ruffs a diamond early, risking an overruff, he makes 12 tricks.

Board 30. Love All. Dealer East.

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

Yes another thin game which will be missed if West simply raises East's opening 1♠ to 2♠. If West responds 3♠ then game is reached easily. East is likely to make 11 tricks with the aid of a successful spade guess. On a heart lead he has to ruff two hearts in dummy so it is more convenient to get the spade finesse right. On a diamond lead declarer may cash ♠A-K to avoid any chance of a club ruff. Only on the lead of 2 rounds of clubs does East have the luxury of taking a spade finesse in either direction.

Board 31. N/S Vul. Dealer South.

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

After West opens 1♦ and East responds 1♠ West rebids 2NT, the final contract. North leads a small diamond although the jack does no harm. 7 tricks are the limit on competent play and defence. Without a diamond lead declarer can clear the hearts and later lead towards his ♣A-10 for 8 tricks. If West opens 1♣ then North bids 2♦, East doubles and South raises to 3♦. What will West do now? 3NT has no chance but 4♥ is cold on a cross ruff. 10 tricks are also available in spades although the play is more complicated.

Board 32. E/W Vul. Dealer West.

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

West has poor suits and a singleton king and passes at the vulnerability. Either way North will bid 1♠ and South raises to three. It is difficult to bid game but yet another thin game rolls home. If West passes there is scope for North to get the spades wrong and hold himself to 9 tricks for a very poor score.