

| Board No 1 None Vul Dealer North |    |    |     |     |     |    |    |
|----------------------------------|----|----|-----|-----|-----|----|----|
| Bid                              | By | Ld | Tks | +Sc | -Sc | +  | -  |
| 3NT                              | N  | ♥5 | +1  | 430 |     | 18 | 2  |
| 3NT                              | N  | ♥5 | -1  |     | 50  | 1  | 19 |
| 3NT                              | N  | ♥6 | +1  | 430 |     | 18 | 2  |
| 3NT                              | N  | ♥5 | =   | 400 |     | 10 | 10 |
| 3NT                              | N  | ♥5 | =   | 400 |     | 10 | 10 |
| 3NT                              | N  | ♥5 | =   | 400 |     | 10 | 10 |
| 3NT                              | N  | ♥5 | =   | 400 |     | 10 | 10 |
| 3NT                              | N  | ♥5 | -1  |     | 50  | 1  | 19 |
| 2NT                              | N  | ♥8 | +1  | 150 |     | 4  | 16 |
| 3NT                              | N  | ♥5 | =   | 400 |     | 10 | 10 |
| 3NT                              | N  | ♥5 | +1  | 430 |     | 18 | 2  |

Dir: North  
Vul: None

♠ A Q 8  
♥ 10 3 2  
♦ A 10 3  
♣ A 8 4 2

♠ J 7 5 4  
♥ K J  
♦ Q 7 4 2  
♣ K 7 3

Optimum  
NS 3N  
430

WEST  
1  
SOUTH

EAST  
3 2  
♥ Q 8 6 5 4  
♦ J 8 5  
♣ J 9 6

14  
10      4  
12

♠ K 10 9 6  
♥ A 9 7  
♦ K 9 6  
♣ Q 10 5

|   |   |   |   |   |   |
|---|---|---|---|---|---|
|   | ♣ | ♦ | ♥ | ♠ | N |
| N | 4 | 3 | 3 | 4 | 4 |
| S | 4 | 3 | 3 | 4 | 4 |
| E | - | - | - | - | - |
| W | - | - | - | - | - |

This hand requires some thought by declarer but there is also a sort of endplay that the defence can avoid.

### Bidding

North opens 1NT or 1C, south now has a couple of choices:

- 1) bid Stayman or bid 1S
- 2) bid either 2 or 3NT depending on your system. *(Personally, I would bid NT straight away rather than mentioning the Spade suit because of the balanced nature of my hand).*

So North plays in 3NT, with the vast majority leading the ♥5. **Now we make a plan.**

Our winners are 3S, 1♥, 2♦, and 1C totalling 7. Where do we look for the extra 2 tricks?

If spades are split 3/3 OR there is a doubleton JS, we have 8 tricks. Clubs could provide 1 or 2 more tricks if the KC or JC is with East. Now let us look at our potential losers. There are serious threats in Hs and Cs and even ♦s. The biggest threat is Hs where we could have four losers if the lead is from 5 cards. We also have to lose at least 1C, that's 6 potential losers.

The first trick is won by West's KH, the JH is returned. **Should declarer take the AH or duck?**

When East plays the 4H on the JH, we know they started with 5H's so ducking this gains nothing.

The first suit to test is C's - as the possible extra Spade trick can wait.

We need W to have the CK and we have to play the first C from N. Come to hand with a S and lead the C2 — when E plays the C6 finesse the C10 is taken by KC. It's looking more hopeful now and an overtrick is a possibility if both Ss and Cs behave. Now west is on the horns of a dilemma, with no H's they have to look for the best way to get partner in to cash hearts, it looks impossible. N/S are known to have 24-26 points, with 10 points in the West hand leaving partner with 2-6 points of which 2 are known (QH).

**Those eternal optimists** amongst you will hope partner has the AD and return a ♦. The danger here is that partner's JD could be caught leaving the Q♦ exposed to a finesse, providing an overtrick.

West is semi-endplayed at this point but the only way to escape is to return a Club.

As declarer, watch E's discards carefully. If East discards 2H's on the clubs and Spades, they can be endplayed by giving up a heart trick. This forces East to open up ♦s. To avoid this, East must discard 1♦ and 1H.

Considering 4 pairs made plus +1, and two went off, you can appreciate this hand presented many possibilities and challenges.

Planning, counting critical suits and updating your information as you go is the key.