

**British Winter  
Sim Pairs  
in memory of  
Peter Jordan**



**Tuesday  
10<sup>th</sup> January 2023**

**2022 Winners:**



**Graham Arnold**



**Paul Morris**

Welcome to the British Winter Simultaneous Pairs, whether you are playing online or Face to Face. I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is John Williams. Please note that the Tuesday event will be in memory of Peter Jordan, the EBU's widely-known and much-loved Competitions department member who for many years was also responsible for running our overseas congresses. Barbara Jordan will be donating trophies for the winners on that day.

This is the start of the 2023 Simultaneous Pairs season, so it's a new year for prizes. Every host club will be entered in to a prize draw made at the AGM in November. So the club at which you have played today has a chance to win one of eight cash prizes of £200. The prize for the overall winners of each Sim Pairs is £100, and we wish you luck in trying to win it.

You can find all the full details, results and last year's prize winners at [www.ebu.co.uk/sims/](http://www.ebu.co.uk/sims/)

You can earn Blue points and they are awarded to the top third of the field. Don't be too impatient for the results! Provisional results will appear quickly but they won't be finalised and nor will the Master Point awards until all results are in and score corrections have been made. This can take up to three weeks. It really helps us if you can keep your scorecard for that period.

Coming up in February (6<sup>th</sup> to 9<sup>th</sup>) is the Junior Squad Simultaneous Pairs which raises money to help Junior Bridge. I hope you will support this event and look forward to you playing.

Ian Payn, Chairman EBU

<p>♠AQ1063 ♥6 ♦1094 ♣J987</p> <p>♠K987                      ♠J542 ♥9754                      ♥J3 ♦82                      ♦AKQ3 ♣KQ6                      ♣432</p> <p>♠- ♥AKQ1082 ♦J765 ♣A105</p>		<p>Board 1 : Dealer North : Love all</p> <p><b>West            North            East            South</b></p> <p>Pass            1♦            1♥</p> <p>All Pass</p>																																													
<p>Who could resist opening 1♦ with the East cards? Well, a fair few, I suppose, though it has a clear lead-directing message and has a second suit of sorts available, in case of need. The opening bid also poses something of a problem for South, whose hand has enormous potential apart from the self-same diamond suit. However, particularly opposite a passed partner, caution seems advisable, hence the modest overcall: after all, there's plenty of time still available, isn't there? Well no, actually, as there's no good reason for any further bidding.</p>		<p>1♥ proves to be a comfortable and trouble-free spot for South. Four rounds of diamonds give West a trump winner he wouldn't otherwise have, and a switch to King of clubs secures a fifth defensive trick (a spade switch would be poor, though declarer might not take full advantage).</p>																																													
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<p>♠87 ♥832 ♦Q2 ♣AJ10432</p> <p>♠K42                      ♠Q10953 ♥KQ654                  ♥A109 ♦986                      ♦A10 ♣Q5                        ♣K98</p> <p>♠AJ6 ♥J7 ♦KJ7543 ♣76</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1NT</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>2♥</td><td>All Pass</td></tr></table> <p>Those who choose to treat the East hand as a balanced minimum and open 1NT might live to regret it here: after a 2♦ transfer bid there's really no excuse to do more than correct to 2♥, which West will probably pass. Had he opened 1♠ instead his partner would surely respond 2♥, leading to a raise to 3♥, most likely. By modern standards, West is minimum for his first bid but he will like his spade holding and may well be tempted to push on to a tight game. Now everything depends on playing spades for one loser, whichever major is played in game. Many will get this wrong, which tilts the balance in favour of NS, provided they defend accurately. This is an excellent hand with mixed results possible (anywhere between +420 and -50 to EW, with +140 looking like a worthwhile result after a 1NT opening).</p>	West	North	East	South			1NT	Pass	2♦	Pass	2♥	All Pass				
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<p>♠Q6532 ♥J ♦J9542 ♣63</p> <p>♠J107                      ♠AK4 ♥A7653                  ♥9842 ♦76                        ♦Q10 ♣J74                        ♣A1098</p> <p>♠98 ♥KQ10 ♦AK83 ♣KQ52</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♣</td></tr><tr><td>Pass</td><td>Pass</td><td>1NT</td><td>Dbl</td></tr><tr><td>2♥</td><td>2♠</td><td>3♥</td><td>All Pass</td></tr></table> <p>A 1♣ opening on the South hand always seems preferable (at least to me) on the grounds of flexibility. As it happens, a 1♦ opening here would make little difference, as EW would still probably wind up contesting the auction with 3♥ over 3♦. However, the 1♣ opening might result in a club lead against 3♥, resulting in a mega 200 to NS unless declarer can conjure up a coup. A coup is still just possible provided declarer doesn't panic and rise with the Ace. South has to switch and, whatever he chooses, declarer can win now or later to cash Ace of trumps and switch to three rounds of spades. South will end up being end-played to give a ruff and discard or lead away from King of clubs. As NS can make +110 in spades or diamonds, -100 should score OK.</p>	West	North	East	South				1♣	Pass	Pass	1NT	Dbl	2♥	2♠	3♥	All Pass
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<p>♠84 ♥854 ♦A ♣KJ97542</p> <p>♠3                            ♠KQJ76 ♥AKQ1092                ♥- ♦K863                      ♦QJ1074 ♣103                        ♣Q86</p> <p>♠A10952 ♥J763 ♦952 ♣A</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>2♣</td><td>Dbl</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>3♦</td><td>All Pass</td></tr></table> <p>Absolutely anything could happen here. It's very difficult for a commentator with a sight of all four hands to bid honestly. 1♥ and 2♣ look reasonable and whilst 2♠ is attractive for East on the surface he might well be pushing partner into 3♥, which leaves him uncomfortably placed (can he really bid 3♠ or 4♦ now with confidence?). All things considered, a takeout double promising spades and diamonds is perhaps a preferable option. But will this deflect partner from re-bidding his lovely heart suit? Possibly not: however, 2♦ may not end the auction so it's not stupid...</p> <p>The winning bid for EW is 3NT. Anyone who finds this will fully deserve his top. It seems unlikely but there are those among us who bid 3NT, given the chance, at the drop of the most ill-shapen hat. Here it can't be touched. There'll be a very mixed bag of results otherwise....</p>	West	North	East	South	1♥	2♣	Dbl	Pass	2♦	Pass	3♦	All Pass				
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<div><div><div>♠ Q</div><div>♥ AJ87</div><div>♦ 1096</div><div>♣ A9632</div></div><div><div>♠ 43</div><div>♥ Q932</div><div>♦ AJ5</div><div>♣ J1075</div></div><div><div>♠ J1072</div><div>♥ 105</div><div>♦ KQ87432</div><div>♣ -</div></div><div><div>♠ AK9865</div><div>♥ K64</div><div>♦ -</div><div>♣ KQ84</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>11</td><td>6</td></tr><tr><td>8</td><td>15</td></tr></table><table><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>6</td><td>-</td><td>5</td><td>6</td><td>-</td></tr><tr><td>S</td><td>6</td><td>-</td><td>5</td><td>6</td><td>-</td></tr><tr><td>E</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td></tr></table></div>	HCP		11	6	8	15	Makeable contracts							♣	♦	♥	♠	NT	N	6	-	5	6	-	S	6	-	5	6	-	E	-	2	-	-	-	W	-	1	-	-	-	<div>Board 5 : Dealer North : NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>3♦</td><td>3♠</td></tr><tr><td>Pass</td><td>4♠</td><td>All Pass</td><td></td></tr></table></div> <div><p>We're taught at a young age not to pre-empt when holding a 4-card major outside, but rules are made to be broken (and mostly are these days!). Another rule is to always have a good hand when bidding over pre-empts. If East indeed opens 3♦, South has a choice between double and 3♠ and many of us will prefer the good 6-card suit to the takeout double. Providing South has obeyed the rules to his partner's satisfaction the latter should have no difficulty raising to 4♠, which is likely to bring an end to the proceedings. A few may open the North hand 1♣ – and if they do, they can be sure of playing in a slam (1♣-2♠-3♣-4♦-4♥-6♣ looks eminently sensible). Otherwise those in 4♠ will be mildly irritated to have missed out, despite racking up 12 tricks. No disgrace, though.</p></div>	West	North	East	South		Pass	3♦	3♠	Pass	4♠	All Pass									
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<div><div><div>♠ QJ754</div><div>♥ 10873</div><div>♦ K87</div><div>♣ 10</div></div><div><div>♠ A63</div><div>♥ 96</div><div>♦ J4</div><div>♣ QJ8752</div></div><div><div>♠ K10</div><div>♥ AKQ</div><div>♦ Q109632</div><div>♣ K3</div></div><div><div>♠ 982</div><div>♥ J542</div><div>♦ A5</div><div>♣ A964</div></div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>6</td><td>17</td></tr><tr><td>8</td><td>9</td></tr></table><table><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>1</td><td>1</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr><tr><td>E</td><td>4</td><td>3</td><td>-</td><td>-</td><td>4</td></tr><tr><td>W</td><td>4</td><td>3</td><td>-</td><td>-</td><td>4</td></tr></table></div>	HCP		6	17	8	9	Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	1	-	S	-	-	1	1	-	E	4	3	-	-	4	W	4	3	-	-	4	<div>Board 10 : Dealer East : All vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♦</td><td>Pass</td></tr><tr><td>1NT</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table></div> <div><p>The bidding is mama-papa stuff so it's all about the play. Can EW make an overtrick in 3NT? The answer is yes, but it comes in an unlikely fashion. Maybe North will lead a low spade rather than the Queen. That means declarer is safe to attack diamonds after winning with the 10 and will lose no more than two diamonds and a club. However, that can't be assumed. On the Queen of spades lead there will be a spade winner to go with two diamonds and a club, if the defence is careful. The answer is a little fanciful and relies on declarer winning the Queen of spades lead and attacking clubs, not diamonds. The fall of the 10 and a subsequent finesse of the 8 allows declarer two spades, three hearts and five clubs. Will that happen? Probably not, so any 630s will be comparatively rare.</p></div>	West	North	East	South			1♦	Pass	1NT	Pass	2NT	Pass	3NT	All Pass		
HCP																																																											
6	17																																																										
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<p>♠K43 ♥854 ♦1084 ♣Q873</p> <p>♠Q865            ♠J102 ♥Q96            ♥KJ32 ♦K9762        ♦AQ5 ♣6            ♣AK2</p> <p>♠A97 ♥A107 ♦J3 ♣J10954</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>5</td><td></td></tr><tr><td>7</td><td>18</td></tr><tr><td>10</td><td></td></tr></table> <table><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>-</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>4</td><td>4</td><td>3</td><td>4</td></tr><tr><td>W</td><td>1</td><td>4</td><td>4</td><td>3</td><td>4</td></tr></table>	HCP		5		7	18	10		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	1	4	4	3	4	W	1	4	4	3	4	<p>Board 11 : Dealer South : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>Pass</td><td>Pass</td><td>1♥</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>2NT</td><td>Pass</td></tr><tr><td>3♥</td><td>Pass</td><td>3NT</td><td>All Pass</td></tr></table> <p>For most of us nowadays, a 1NT rebid shows 15-17 HCPs and 2NT 18-19. So here, West will be confident that there are just about enough points to justify a raise to game, provided diamonds come in and East has two club stops. Worth a shot, knowing that any failure will be matched regularly elsewhere. There's nothing to the play, as it happens. Declarer can win the opening club lead, test that diamonds are breaking and knock out the Ace of hearts in great comfort, making three hearts, five diamonds and two clubs, whilst the opponents can make no more than two spades and a heart. 630s all round, then? Not quite: some may play 4♥ or 4♠ and a few might miss game altogether.</p>	West	North	East	South				Pass	Pass	Pass	1♥	Pass	1♠	Pass	2NT	Pass	3♥	Pass	3NT	All Pass
HCP																																																																	
5																																																																	
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<p>♠AKJ754 ♥965 ♦QJ9 ♣9</p> <p>♠8            ♠Q96 ♥AQJ4        ♥832 ♦864        ♦72 ♣107532    ♣AKQJ8</p> <p>♠1032 ♥K107 ♦AK1053 ♣64</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>11</td><td></td></tr><tr><td>7</td><td>12</td></tr><tr><td>10</td><td></td></tr></table> <table><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>-</td><td>2</td><td>-</td></tr><tr><td>S</td><td>-</td><td>2</td><td>-</td><td>2</td><td>-</td></tr><tr><td>E</td><td>4</td><td>-</td><td>2</td><td>-</td><td>-</td></tr><tr><td>W</td><td>4</td><td>-</td><td>2</td><td>-</td><td>-</td></tr></table>	HCP		11		7	12	10		Makeable contracts							♣	♦	♥	♠	NT	N	-	2	-	2	-	S	-	2	-	2	-	E	4	-	2	-	-	W	4	-	2	-	-	<p>Board 12 : Dealer West : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♠</td><td>2♣</td><td>2♦</td></tr><tr><td>4♣</td><td>4♠</td><td>All Pass</td><td></td></tr></table> <p>Spade contracts above the two level are doomed against best defence, so it comes down to this: will North go 2 down in 4♠ or 1 down in 3♠? The braver souls in the North seat will blast game immediately when they hear of decent values and a 5-card diamond suit opposite. Slightly more timid ones might venture a 3♠ rebid and get raised to game. And even craven cowards, after 2♦ from partner, will surely rebid 2♠ and go on to game after a 3♠ raise. If West bids 4♣ boldly, it just serves to push NS into the spade game. All in all, perhaps -200 won't be the absolute kiss of death. Perhaps... Can anything go wrong? It shouldn't do: after King of clubs draws an odd-number response from partner, a heart switch (the 3) should be automatic and with the King in dummy West will win cheaply and rely on East's trump trick to get another heart through. NS will feel there's no justice. EW will disagree!</p>	West	North	East	South	Pass	1♠	2♣	2♦	4♣	4♠	All Pass									
HCP																																																																	
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<p>♠9753 ♥J8642 ♦10843 ♣-</p> <p>♠106            ♠AQ ♥KQ            ♥A973 ♦965            ♦KJ72 ♣K87432       ♣QJ5</p> <p>♠KJ842 ♥105 ♦AQ ♣A1096</p> <table><tr><th colspan="2">HCP</th></tr><tr><td>1</td><td></td></tr><tr><td>8</td><td>17</td></tr><tr><td>14</td><td></td></tr></table> <table><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>1</td><td>3</td><td>-</td></tr><tr><td>S</td><td>-</td><td>-</td><td>1</td><td>3</td><td>-</td></tr><tr><td>E</td><td>3</td><td>1</td><td>-</td><td>-</td><td>1</td></tr><tr><td>W</td><td>3</td><td>1</td><td>-</td><td>-</td><td>-</td></tr></table>	HCP		1		8	17	14		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	1	3	-	S	-	-	1	3	-	E	3	1	-	-	1	W	3	1	-	-	-	<p>Board 13 : Dealer North : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>1♥</td><td>1♠</td></tr><tr><td>2♣</td><td>3♠</td><td>3NT</td><td>All Pass</td></tr></table> <p>Life doesn't have to be this cruel. West may not tempt fate with his sub-minimum 2♣ bid, North doesn't have to raise the bar so high with his pre-emptive (and how!) 3♠ raise but, after all, EW do have 25 HCPs between them and a double spade stop, so we're not in fairy-land. On another more normal day, clubs will be 3-1 or even 2-2 and 3NT will roll home. Not today, however: South merely has to be diligent and not rise with his Ace of clubs immediately if a low one is led by declarer at trick 2. Then he can score +200 without even breathing hard. The best EW can do is play 3♣, which makes comfortably. But so does 3♠ by NS! Silly game...</p>	West	North	East	South		Pass	1♥	1♠	2♣	3♠	3NT	All Pass								
HCP																																																																	
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♠ Q1072

♥ AQJ93

♦ K

♣ A86

♠ A4

♥ 52

♦ AQJ863

♣ 1092

♠ K3

♥ K764

♦ 9542

♣ K54

♠ J9865

♥ 108

♦ 107

♣ QJ73

HCP

16

11

4

9

Makeable contracts

	♣	♦	♥	♠	NT
N	1	-	1	2	-
S	1	-	1	2	-
E	-	4	-	-	3
W	-	4	-	-	3

Board 14 : Dealer East : Love all

West

North

East

South

Pass

Pass

1♦

Dbl

3♦

Pass

4♦

All Pass

One or two bullish Wests may open 1NT and after a double by North a 2♦ take-out by East (lower of two 4-card suits) will get the auction back on track (or he may prefer a pass, which lets South in with a weakness 2♠ to steal the auction and a +110 result). However, after 1♦-dbl, East has a choice between 2♦ and 3♦ and this is a matter of partnership style and agreement. 2♦ works out best because partner can make a barrage bid of 3♦ to steal the auction for his own side. After a 3♦ raise, however, he may well make the same barrage a level higher.

In 4♦ it's obviously critical to drop the singleton King of trumps offside. Some will, some won't. A variety of results possible here.

♠ K84

♥ AKJ64

♦ Q1084

♣ 7

♠ 10963

♥ 83

♦ J92

♣ Q983

♠ J2

♥ Q1072

♦ K7653

♣ 64

♠ AQ75

♥ 95

♦ A

♣ AKJ1052

HCP

13

3

18

6

Makeable contracts

	♣	♦	♥	♠	NT
N	6	3	5	5	5
S	6	3	5	5	5
E	-	-	-	-	-
W	-	-	-	-	-

Board 15 : Dealer South : NS vulnerable

West

North

East

South

1♣

Pass

1♥

Pass

2♠

Pass

2NT

Pass

3♣

Pass

3♦

Pass

3NT

Pass

4NT

All Pass

This is a horrid hand to bid, for North in particular. Following the obvious start, 2♠ is game forcing, after which North is too strong for 3NT, so 2NT is the obvious waiting bid. South can emphasise his long, strong clubs and North can offer a further waiting bid with 3♦. His subsequent raise of 3NT to 4NT is NOT Ace-asking but quantitative, suggesting that the values may be there for slam somewhere. South can't really go the extra mile, it would seem, and has to give up in the highest-scoring non-slam contract. The play is straightforward, the likely diamond lead being ducked all round to the Ace, followed by three rounds of clubs. Declarer luckily can now cover West's next diamond card and claim 11 tricks for a fine score. The computer suggests slam is there in clubs, which involves ruffing a second round of diamonds and then taking a ruffing finesse on the third round. It's difficult to see 6♣ being bid, let alone made!

♠ 8

♥ K842

♦ J10762

♣ A104

♠ A1065

♥ A107

♦ A43

♣ J86

♠ K942

♥ J963

♦ Q9

♣ 975

♠ QJ73

♥ Q5

♦ K85

♣ KQ32

HCP

8

13

13

6

Makeable contracts

	♣	♦	♥	♠	NT
N	2	3	1	1	1
S	2	3	1	1	2
E	-	-	-	-	-
W	-	-	-	-	-

Board 16 : Dealer West : EW vulnerable

West

North

East

South

1NT

All Pass

Passing 1NT is the safe option for South. Some play double in fourth seat as less than full-blown (which is clearly an option) and may lead to a worthwhile penalty or a handy partscore in diamonds. However, not everyone will have that understanding and many will avoid possible risk anyway.

Let's suppose that NS defend 1NT, whether doubled or not, and North leads the Jack of diamonds. This is highly promising and is sure to lead to at least 8 defensive tricks – possibly 9.

Those who find the double and leave it in will reap a rich harvest, whilst those who don't manage a double will still score reasonably well at this vulnerability. Those EWs playing a strong NT may fare marginally better – but not much, unless they can stop in 1♠ – unlikely! Very difficult to estimate results across the board, which is the essence of pairs, of course.



<p>♠ J63 ♥ A762 ♦ Q875 ♣ 52</p> <p>♠ A9 ♥ 98 ♦ K2 ♣ AKJ10986</p> <p>♠ 1085 ♥ KQJ43 ♦ J103 ♣ Q3</p> <p>♠ KQ742 ♥ 105 ♦ A964 ♣ 74</p>	<p>Board 17 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1♠</td></tr><tr><td>Dbl</td><td>2♠</td><td>3♥</td><td>Pass</td></tr><tr><td>3NT</td><td>All Pass</td><td></td><td></td></tr></table> <p>Those playing Lucas Twos will be able to open 2♠ third in hand (perfect: 6-10 points with 5 spades and a four-card side-suit). Those who don't have this luxury will certainly consider a light 1♠ opening (only just short of the rule of 19): risky, but probably too tempting to resist. West than has a problem: he looks to be a tad strong for 2♣ and may settle for a takeout double, prepared to go to 4♣ over 3♥ from partner. In practice, however, 3♥ will tempt him to try 3NT – which nearly works but not quite: an opening spade lead yields 8 quick tricks but the moment he goes for a ninth the opponents can cash out. So a modest 2♣ stands a good chance of scooping the pool, yielding an unbeatable +130. So often at pairs, caution pays off!</p>	West	North	East	South		Pass	Pass	1♠	Dbl	2♠	3♥	Pass	3NT	All Pass																																																												
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<table><tr><th colspan="3">HCP</th></tr><tr><td>7</td><td></td><td></td></tr><tr><td>15</td><td>9</td><td></td></tr><tr><td>9</td><td></td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td><td></td></tr><tr><td>E</td><td>4</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr><tr><td>W</td><td>4</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr></table>	HCP			7			15	9		9			Makeable contracts								♣	♦	♥	♠	NT		N	-	1	-	1	-		S	-	1	-	1	-		E	4	-	3	-	2		W	4	-	3	-	2		<p>Board 18 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>1♦</td><td>1♠</td><td>2♦</td><td>2♥</td></tr><tr><td>3♦</td><td>4♥</td><td>5♦</td><td>Dbl</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>This time we'll suppose that only the Lucas Two bidders will be allowed the luxury of a 2♥ opener, yielding a quick game contract. No matter: North will certainly intervene over a 1♦ opening, a 1♠ overcall being the “book” bid with some opting for a takeout double (again, no matter: all roads seem to lead to 4♥). There are two clubs and a diamond to lose – no more and no less. However, at favourable vulnerability EW can save profitably in 5♦, if they dare. The defence can start with three rounds of spades to hold declarer to 9 tricks but, even if they don't, there's no entry to dummy to pick up the King of trumps. So, there are only two likely results: +300 or +620 to NS. (Unless NS go overboard in 5♥ – surely not!)</p>	West	North	East	South			Pass	Pass	1♦	1♠	2♦	2♥	3♦	4♥	5♦	Dbl	All Pass			
HCP																																																																											
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<p>♠ AK982 ♥ K10642 ♦ J ♣ J6</p> <p>♠ 1054 ♥ 7 ♦ AQ1063 ♣ AKQ3</p> <p>♠ QJ3 ♥ 98 ♦ 98754 ♣ 954</p> <p>♠ 76 ♥ AQJ53 ♦ K2 ♣ 10872</p>	<p>Board 19 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1NT</td></tr><tr><td>Pass</td><td>2♥</td><td>Dbl</td><td>Pass</td></tr><tr><td>Pass</td><td>3♠</td><td>Pass</td><td>4♠</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>It's no mistake to open 1♦ with the South hand, with a view to re-bidding 2♣. However, some Souths may appreciate the pre-emptive value of a 1NT opening, which happens to work well here. North's 2♥ transfer bid will be doubled for the lead by East and South will pass to deny 3-card support in spades. West is more likely to also pass than to find a vulnerable heart raise, leaving the way open for North to bid an invitational 3♠ (though he would have found the same bid over 3♥, of course). South may or may not go on to game but he's facing a 6-card suit with no wasted values in hearts, so it's probably with the odds. There are no problems in the play and the diamond suit provides an easy overtrick. So it would appear that the only results on the traveller will be +200 or +450 to NS.</p>	West	North	East	South				1NT	Pass	2♥	Dbl	Pass	Pass	3♠	Pass	4♠	All Pass																																																									
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<table><tr><th colspan="3">HCP</th></tr><tr><td>10</td><td></td><td></td></tr><tr><td>4</td><td>13</td><td></td></tr><tr><td>13</td><td></td><td></td></tr></table> <table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>5</td><td>4</td><td>-</td><td>5</td><td>1</td><td></td></tr><tr><td>S</td><td>5</td><td>4</td><td>-</td><td>5</td><td>1</td><td></td></tr><tr><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr></table>	HCP			10			4	13		13			Makeable contracts								♣	♦	♥	♠	NT		N	5	4	-	5	1		S	5	4	-	5	1		E	-	-	1	-	-		W	-	-	1	-	-																						
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♠9752

♥KQ3

♦K3

♣AJ106

♠K1064

♥J1052

♦6

♣KQ84

♠AJ83

♥7

♦A10542

♣753

♠Q

♥A9864

♦QJ987

♣92

HCP

13

9

9

Makeable contracts

	♣	♦	♥	♠	NT
N	-	1	3	-	1
S	-	1	3	-	1
E	1	-	-	2	-
W	1	-	-	2	-

♠QJ875

♥QJ107

♦107

♣104

♠AK3

♥A964

♦K82

♣AJ2

♠94

♥53

♦AQ96

♣Q9763

♠1062

♥K82

♦J543

♣K85

HCP

6

19

8

7

Makeable contracts

	♣	♦	♥	♠	NT
N	-	-	-	-	-
S	-	-	-	-	-
E	5	5	3	1	5
W	5	5	3	1	5

♠2

♥852

♦86

♣AKQ8732

♠KQJ54

♥K104

♦KJ53

♣9

♠973

♥J76

♦Q942

♣1065

♠A1086

♥AQ93

♦A107

♣J4

HCP

9

13

3

15

Makeable contracts

	♣	♦	♥	♠	NT
N	5	-	3	-	5
S	5	-	3	-	5
E	-	1	-	2	-
W	-	1	-	2	-

Board 20 : Dealer West : All vulnerable

West

North

East

South

Pass

1NT

Pass

2♦

Pass

2♥

All Pass

2♥ will be a well-nigh universal contract and +140 a well-nigh universal result for NS.

The defence can start with Ace of diamonds and a diamond ruff but that costs them a trump trick they would have won anyway. They do best to keep leading spades but even that fails to sink a heart contract below the water line.

Even if EW find their spade fit, it won't give them a plus score against 3♥ – and 3♠ is likely to be punished. For NS, they just need to avoid overbidding slightly to 4♥, which fails unluckily.

Sometimes one has to go with the flow and hope the traveller will be kind...

Board 21. Dealer North. Love all

West

North

East

South

Pass

Pass

Pass

1♥

Pass

1NT

Pass

3NT

All Pass

This is just a question of how many tricks declarer can make in 3NT.

Low from Jxxx is a notoriously unlucky lead and so it proves here if declarer takes it at face value and finesses ♦8 on the second round. Trouble is, whilst clubs can be played for 5 tricks by starting with the Queen, South can gum the works by refusing to cover, thus blocking the suit. This all means 11 easy tricks, but not 12. Indeed, it's impossible to envisage a route to 12 tricks without divine intervention – and we all know how rare that is...

+460 should at least score a mite above average for EW.

Board 22 : Dealer East : EW vulnerable

West

North

East

South

Pass

1♥

1♠

2♣

Pass

2NT

Pass

3NT

All Pass

The search for overtricks is on once again. If West kicks off with King of spades, partner showing three cards, it looks harmless to continue with the Queen. Not so! Declarer can pounce on this with the Ace and continue with the 10, pinning the 9 and promoting the 8. That's the easy way.

What if declarer holds up the the Spade Ace once, wins a diamond switch and then rattles off 7 club tricks? His aim will be to throw West in with a spade eventually, to force a heart exit into the AQ. This works: needing to find 6 discards, West can let go three diamonds, a heart and a spade, but the sixth discard must bare the King of hearts or QJ of spades, so Ace and another spade achieves the endplay for 11 tricks. Those who find this will have deserved their (shared) top.

<p>♠ 108742 ♥ 973 ♦ Q7 ♣ 1086</p> <p>♠ A95                      ♠ QJ ♥ K4                        ♥ QJ1085 ♦ 86                         ♦ 10532 ♣ AQJ942                ♣ 53</p> <p>♠ K63 ♥ A62 ♦ AKJ94 ♣ K7</p>	<p>Board 23 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♦</td></tr><tr><td>2♣</td><td>Pass</td><td>Pass</td><td>Dbl</td></tr><tr><td>Pass</td><td>2♠</td><td>All Pass</td><td></td></tr></table> <p>This is hair-trigger stuff. 2♣ is an easy make for EW so NS are right to compete. Can they justify their optimism by making 2♠? The answer is yes – by a hairsbreadth. The defence will start with three rounds of clubs, probably which East does best to ruff, forcing the trump King. Then three rounds of diamonds force West to ruff. Declarer can over-ruff, cross to Ace of hearts and play a fourth round of diamonds. The result of all this give and take is 8 tricks. If West persists with 3♣, can he make it? The answer is no – by a hairsbreadth. The defence will start with three rounds of diamonds, promoting a trump trick, and the lack of quick entries to dummy means that, if the defence stays calm, they are going to take a spade, a heart, two diamonds and a trump. Black-suit contracts will sometimes make – and sometimes fail.</p>	West	North	East	South				1♦	2♣	Pass	Pass	Dbl	Pass	2♠	All Pass					
West	North	East	South																		
			1♦																		
2♣	Pass	Pass	Dbl																		
Pass	2♠	All Pass																			
<p>♠ 64 ♥ J10976 ♦ A1063 ♣ KJ</p> <p>♠ Q1083                      ♠ AJ9752 ♥ 53                         ♥ 4 ♦ QJ75                       ♦ 942 ♣ 752                        ♣ 983</p> <p>♠ K ♥ AKQ82 ♦ K8 ♣ AQ1064</p>	<p>Board 24 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>2♠</td><td>Dbl</td></tr><tr><td>3♠</td><td>4♥</td><td>Pass</td><td>4NT</td></tr><tr><td>Pass</td><td>5♦</td><td>Pass</td><td>6♥</td></tr><tr><td>All Pass</td><td></td><td></td><td></td></tr></table> <p>There’s nothing to the play in 6♥ (or 6♣) so all the match-points depend on the bidding. There’s an easy +500 waiting for any who defend 4♠ doubled -which beats all the game scores – so slam will be top and game will be bottom. Lucas-Two pairs will have it easy if they decide this is a 2♥ opener (which it isn’t really – poor hearts and 4 points outside the main suits – but hey, who’s counting?). 6♥ should still prove biddable anyway after an initial pass by North, as per the auction shown. South is risking the position of King of clubs – but it’s a fair risk to take, with a possible winning club finesse in reserve.</p>	West	North	East	South	Pass	Pass	2♠	Dbl	3♠	4♥	Pass	4NT	Pass	5♦	Pass	6♥	All Pass			
West	North	East	South																		
Pass	Pass	2♠	Dbl																		
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Pass	5♦	Pass	6♥																		
All Pass																					
<p>♠ K976 ♥ J9 ♦ A5 ♣ AQ973</p> <p>♠ J10542                      ♠ Q3 ♥ AK7                        ♥ Q108654 ♦ 104                         ♦ K8632 ♣ K62                        ♣ -</p> <p>♠ A8 ♥ 32 ♦ QJ97 ♣ J10854</p>	<p>Board 25 : Dealer North : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♣</td><td>2NT</td><td>3♣</td></tr><tr><td>3♥</td><td>4♣</td><td>All Pass</td><td></td></tr></table> <p>East is worth his two-suited overcall showing the red suits (usually played as either weak or strong) but has no excuse for bidding on over 4♣, as 4♥ is likely to be doubled and will cost a ruinous 200 unless North rashly starts with Ace of clubs (in which case the ruin is all his own!) So maybe 4♥ isn’t so daft after all, as -200 is the only really bad possible outcome: -100 for 1 down undoubled is better than conceding 130 defending 4♣, and 4♥ (whether doubled or not) might prove to be a major killing. This is what makes the game so enticing but also so infuriating sometimes: you want to trust your instincts but have no way of judging with complete accuracy how the opponents will react.</p> <p>A fascinating hand with a variety of possible outcomes – some of them very painful potentially!</p>	West	North	East	South		1♣	2NT	3♣	3♥	4♣	All Pass									
West	North	East	South																		
	1♣	2NT	3♣																		
3♥	4♣	All Pass																			

<div><div>♠ 1093</div><div>♥ Q6</div><div>♦ 10</div><div>♣ AK108754</div><div>♠ AKQ75</div><div>♥ 8</div><div>♦ KQ74</div><div>♣ 963</div><div>♠ 84</div><div>♥ AJ7543</div><div>♦ AJ92</div><div>♣ J</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>9</td><td>6</td></tr><tr><td>14</td><td>11</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>4</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr><tr><td>S</td><td>4</td><td>-</td><td>3</td><td>-</td><td>2</td><td></td></tr><tr><td>E</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr><tr><td>W</td><td>-</td><td>1</td><td>-</td><td>-</td><td>-</td><td></td></tr></table></div>	HCP		9	6	14	11	Makeable contracts								♣	♦	♥	♠	NT		N	4	-	3	-	2		S	4	-	3	-	2		E	-	1	-	-	-		W	-	1	-	-	-		<div>Board 26 : Dealer East : All vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>Pass</td><td>1♥</td></tr><tr><td>1♠</td><td>2♣</td><td>Pass</td><td>2♥</td></tr></table>All Pass</div> <div>What should East do when given the chance to support partner? He has the values for 2♠ (just about) but looking ahead, his heart suit is more suitable for defence. Better, on balance, to pass: one thing he doesn't want to do is anything to encourage partner to go to the three level, vulnerable. OK, NS can make +140 in hearts easily enough (better than +130 in clubs), but 3♠ on the lead of AK of clubs and a switch to Queen of hearts is not an appetising prospect: he has 5 trump tricks plus a high club ruff and a diamond, but not much prospect of anything more against best defence – and we all know that -200 is the kiss of death at pairs. Another exercise in damage imitation!</div>	West	North	East	South			Pass	1♥	1♠	2♣	Pass	2♥				
HCP																																																																	
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<div><div>♠ 953</div><div>♥ K108752</div><div>♦ 4</div><div>♣ AK6</div><div>♠ AKJ102</div><div>♥ A</div><div>♦ A10</div><div>♣ QJ1085</div><div>♠ 64</div><div>♥ Q6</div><div>♦ 87653</div><div>♣ 9742</div><div>♠ Q87</div><div>♥ J943</div><div>♦ KQJ92</div><div>♣ 3</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>10</td><td>2</td></tr><tr><td>19</td><td>9</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td><td></td></tr><tr><td>S</td><td>-</td><td>1</td><td>2</td><td>-</td><td>1</td><td></td></tr><tr><td>E</td><td>4</td><td>-</td><td>-</td><td>3</td><td>-</td><td></td></tr><tr><td>W</td><td>4</td><td>-</td><td>-</td><td>3</td><td>-</td><td></td></tr></table></div>	HCP		10	2	19	9	Makeable contracts								♣	♦	♥	♠	NT		N	-	-	1	-	-		S	-	1	2	-	1		E	4	-	-	3	-		W	4	-	-	3	-		<div>Board 27 : Dealer South : Love all</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>Pass</td></tr><tr><td>1♠</td><td>2♥</td><td>Pass</td><td>3♥</td></tr><tr><td>3♠</td><td>All Pass</td><td></td><td></td></tr></table></div> <div>Very hard for West at his second turn: he certainly has the values (and the temptation) to bid again - but what? The trouble with a takeout double is that partner may have support for his minor but may (as here) opt for diamonds instead of clubs (and a 4♦ bid will be unwelcome, to say the least). The alternatives are 3♠ or 4♣: both suggest a 6-card suit (oh well!) and it may be that 3♠ offers the best chance of a happy outcome. Declarer is sure to be forced in hearts and that, coupled with the need (if in clubs) to knock out both Ace and King of trumps, is not a comforting prospect. But nothing can be taken for granted. In clubs, at least the 3-3 spade break is a big help, so both contracts are likely to make. Phew!</div>	West	North	East	South				Pass	1♠	2♥	Pass	3♥	3♠	All Pass		
HCP																																																																	
10	2																																																																
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3♠	All Pass																																																																
<div><div>♠ AJ954</div><div>♥ A42</div><div>♦ K853</div><div>♣ A</div><div>♠ 73</div><div>♥ 965</div><div>♦ AJ1097</div><div>♣ 1053</div><div>♠ K1082</div><div>♥ Q8</div><div>♦ 6</div><div>♣ Q98742</div><div>♠ Q6</div><div>♥ KJ1073</div><div>♦ Q42</div><div>♣ KJ6</div></div> <div><table><tr><th colspan="2">HCP</th></tr><tr><td>16</td><td>7</td></tr><tr><td>5</td><td>12</td></tr></table><table><tr><th colspan="7">Makeable contracts</th></tr><tr><th></th><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th><th></th></tr><tr><td>N</td><td>1</td><td>3</td><td>5</td><td>4</td><td>5</td><td></td></tr><tr><td>S</td><td>1</td><td>3</td><td>5</td><td>4</td><td>5</td><td></td></tr><tr><td>E</td><td>-</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><td></td></tr></table></div>	HCP		16	7	5	12	Makeable contracts								♣	♦	♥	♠	NT		N	1	3	5	4	5		S	1	3	5	4	5		E	-	-	-	-	-		W	-	-	-	-	-		<div>Board 28: Dealer West: NS vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>3♦</td><td>Pass</td><td>3NT</td></tr></table>All Pass</div> <div>An intriguing choice between Hearts and NTs, and between game and slam. North's second bid is exploratory, as he could well be too strong for an immediate 4♥ (and too weak for a 4♣ splinter) and needs more information. 3NT isn't quite what he expected to hear from partner but the news of good clubs opposite – in a balanced hand - suggests that NTs will play at least as well as hearts. At pairs, this is important information. Sure enough, those who conduct an exploratory auction will benefit on the traveller: a diamond lead makes things easy (and the suit becomes safe from further attack) and a club doesn't hurt either. 11 tricks will pile up as often as not, given careful play. Meanwhile, anyone making more than 11 tricks in hearts will deserve his fine score. 6♥ is odds against.</div>	West	North	East	South	Pass	1♠	Pass	2♥	Pass	3♦	Pass	3NT				
HCP																																																																	
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