

British Summer Sim Pairs



**Thursday
29th July 2021**

Welcome to the 2021 British Summer Simultaneous Pairs.

Thank you for playing. I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Michael Byrne. 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

♠ KJ987 ♥ K732 ♦ 92 ♣ K8 ♠ 62 ♥ AQJ10 ♦ 108654 ♣ 93 ♠ AQ53 ♥ 86 ♦ AJ7 ♣ QJ72		Board 1 : Dealer North : Love all A 9 card fit and 24 points suggest game will be easy for NS, will they start the event in comfortable fashion with a painless +420? North has a very light opening bid, both majors and points in the long suits it's true, but dull 5422 shape is not quite as attractive as if there was for example a singleton diamond and Kxx clubs. If North <i>does</i> open then game will be reached easily (South employing 2NT as a Jacoby raise perhaps) so let's assume he passes. South will open 3 rd in seat, 1NT will be the mainstream choice and North can bid stayman, upon finding a spade fit he is worth a leap to game. The play in spades looks very straight forward, played by North, East will lead the ♦K and declarer can win and play on clubs, East will need to cash the diamond winner when he wins the ♣A, otherwise it will run away and 11 tricks will be made. With trumps 2-2 and the ♥ A onside I don't expect anyone to have any problems with this one, and 11 tricks will be possible if the defenders lead a trump, club, or a heart (and fail to find the switch).
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<p>♠ 1076 ♥ A953 ♦ K10 ♣ A975</p> <p>♠ A853 ♠ KJ92 ♥ KQ87 ♥ 4 ♦ AJ5 ♦ 9843 ♣ K10 ♣ QJ86</p> <p>♠ Q4 ♥ J1062 ♦ Q762 ♣ 432</p> <table border="1" data-bbox="51 571 183 761"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> </tr> <tr> <td>17</td> <td>7</td> </tr> <tr> <td>5</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="215 571 478 761"> <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>2</td> <td>1</td> <td>4</td> <td>3</td> </tr> <tr> <td>W</td> <td>2</td> <td>2</td> <td>1</td> <td>4</td> <td>3</td> </tr> </tbody> </table>	HCP		11		17	7	5		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	2	2	1	4	3	W	2	2	1	4	3	<p>Board 2 : Dealer East : NS vulnerable</p> <p>EW get their own back immediately, the 4-4 fit and good point count giving them a fighting chance to make game.</p> <p>I would think most EW pairs will have a free run, something like 1♥-1♠-3♠-4♠ is probably going to be common. Those playing a strong NT may well play there, although East might argue his hand is very playable for spades and risk stayman, he can raise 2♠ to 3♠ and West will go on to game.</p> <p>North has a difficult hand to lead from and a trump might well be chosen, this picks up the queen and gives West a fighting chance. He can knock out the club, draw trumps and discard his diamond losers, that looks like ten tricks.</p> <p>By contrast if East declares (on the Acol auction) a diamond might well be the lead, the best East can do is duck the first round (if he rises with the Ace North can unblock the king and get a ruff) and knock out the club. Declarer will still need to get trumps right though, which means going against the odds.</p> <p>I would expect most declarers to fail on a diamond lead so +420 will be a great score, if anyone makes +450 then expect to be dancing with the angels!</p>
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<p>♠ J7542 ♥ J6 ♦ K87 ♣ 952</p> <p>♠ AQ10983 ♠ K ♥ A4 ♥ K873 ♦ AQ102 ♦ 64 ♣ 6 ♣ AQ10873</p> <p>♠ 6 ♥ Q10952 ♦ J953 ♣ KJ4</p> <table border="1" data-bbox="51 1243 183 1433"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>5</td> <td></td> </tr> <tr> <td>16</td> <td>12</td> </tr> <tr> <td>7</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="215 1243 478 1433"> <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>4</td> <td>2</td> <td>2</td> <td>5</td> <td>3</td> </tr> <tr> <td>W</td> <td>4</td> <td>2</td> <td>2</td> <td>5</td> <td>3</td> </tr> </tbody> </table>	HCP		5		16	12	7		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	-	-	-	S	-	-	-	-	-	E	4	2	2	5	3	W	4	2	2	5	3	<p>Board 3 : Dealer South : EW vulnerable</p> <p>EW have plenty of points but no fit, so must be careful not to get too carried away on this hand.</p> <p>West will open 1♠ and East respond 2♣, West should then rebid 2♦, but a lot of players will (incorrectly) rebid 3♠, no doubt explaining how you should ignore minor suits at pairs. If West does rebid 3♠ then East can raise to 4♣, this might miss 6♣ on a bad day, but you don't really need to bid pie-in-the-sky slams at duplicate pairs, just play in game and make plenty of tricks.</p> <p>If West rebids 2♦ then East should use 4th suit forcing (many will jump to 3NT, bleugh) West can jump to 3♠ to show a good 6-4 and again East can raise, aces and kings belonging in a suit contract.</p> <p>The play in NT is very painful, communication is awkward and the spades don't break. 9 tricks are there on best defence and 10 possible on normal defence, but despite the hideous break 4♠ is the winning contract. West can start by ruffing a few clubs, then when he discovers the bad trump break North will end up being thrown in to lead a diamond into the tenace – sounds easier than it is though!</p>
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<p>♠ A105 ♥ A98643 ♦ K94 ♣ 4</p> <p>♠ J7 ♠ Q8643 ♥ 75 ♥ K102 ♦ A10865 ♦ Q ♣ K853 ♣ QJ102</p> <p>♠ K92 ♥ QJ ♦ J732 ♣ A976</p> <table border="1" data-bbox="51 1915 183 2107"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td></td> </tr> <tr> <td>8</td> <td>10</td> </tr> <tr> <td>11</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="215 1915 478 2107"> <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>2</td> <td>4</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>2</td> <td>4</td> <td>1</td> <td>2</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>	HCP		11		8	10	11		Makeable contracts							♣	♦	♥	♠	NT	N	-	2	4	1	2	S	-	2	4	1	2	E	1	-	-	-	-	W	1	-	-	-	-	<p>Board 4 : Dealer West : All vulnerable</p> <p>With only 22 high between them NS might be forgiven for stopping in part-score but the hands fit well and game has a fighting chance.</p> <p>North will open 1♥ second in, and East might overcall 1♠ (it's not very sound but some people just like bidding), South can make a negative double and then raise hearts when North rebids them, implying 6 cards.</p> <p>I doubt whether NS will get to game, but looking at all 4 hands it's not obvious ten tricks can be made, so that's not a huge problem. The ♣Q will be a popular lead and declarer might start by running the ♥Q. East does best to duck this (as then North will waste one of his entries to dummy doing it again) but most East players will win and carry on with clubs. Now North can draw trumps and lead a diamond to the King for 9 tricks.</p> <p>10 tricks can be made double dummy but the play is extremely complicated (involving ruffing clubs and endplaying the defenders to open spades) and most declarers that actually make 10 tricks will have been recipient of a defensive accident.</p>
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<p>♠ 64 ♥ KQJ2 ♦ KJ873 ♣ 106</p> <p>♠ A1093 ♠ QJ872 ♥ 10643 ♥ 987 ♦ 952 ♦ Q ♣ 97 ♣ KQJ3</p> <p>♠ K5 ♥ A5 ♦ A1064 ♣ A8542</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <p>A more traditional deal now, as NS have 25 points and two balanced hands (well more or less) so game can be made – but only if played from the right hand. If North opens 1♦ then South will end up jumping to 3NT at some stage after East overcalls 1♣, whether or not he bids his clubs first. If instead North passes (as he should) then East might open 1♠, South can overcall 1NT (he has to do something and the 5 card suit and well placed king mean this hand is worth about 16 points) and game will be reached that way. (West might throw a spanner in the works by jumping to 3♠ pre-emptive over the 1NT overcall. If he does then North should double and South will be doing well to bid 3NT, hoping his aces will let 9 tricks be run).</p> <p>There are ten easy tricks available in NT, and many will make 11 tricks if West leads one. If East has opened 1♠ then there is a good case for West leading something else, South might have KJx, Kx, KQx, in each case leading the ace gives up a trick.</p>																																														
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<p>♠ 103 ♥ A1062 ♦ 43 ♣ AK842</p> <p>♠ QJ8 ♠ K97 ♥ 3 ♥ 975 ♦ K97 ♦ AQJ1065 ♣ QJ10765 ♣ 9</p> <p>♠ A6542 ♥ KQJ84 ♦ 82 ♣ 3</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <p>East has a perfectly respectable 1♦ opening here, the semi solid suit and outside king making the hand too strong for a weak 2 opening. South has a classical Michaels Cue bid, overcalling 2♦ to show both majors and a light opening bid or upwards, this will get instant gratification when North leaps to 4♥. Lest we are in danger of forgetting the 4th player at the table there are other routes the bidding can take, West might bid 3♣ (non forcing) over 2♦, if West later supports diamond then their partner will then have to play 5♦ which won't be a garden of roses.</p> <p>5♦ doubled has 3 top losers but few will find the low spade lead that threatens a ruff and gets it 2 down. In fact on a club lead to the ace and a low club back East can ruff high, draw trumps ending in dummy and set up clubs to throw hearts, which looks like an impressive +750 to me!</p> <p>Back on planet earth there are three top losers in a heart contract, although 11 tricks are possible on a singleton club lead. North will need to draw 3 rounds of trumps and then take a discard before ruffing the spades good. Slightly fanciful and I suspect ten tricks will be made at most tables.</p>																																														
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<p>♠ A102 ♥ QJ3 ♦ KQ105 ♣ A96</p> <p>♠ K9743 ♠ Q86 ♥ 1072 ♥ K654 ♦ 964 ♦ AJ8 ♣ 103 ♣ KJ7</p> <p>♠ J5 ♥ A98 ♦ 732 ♣ Q8542</p>	<p>Board 7 : Dealer South : All vulnerable</p> <p>This time NS belong in No Trumps, and with no-one at the table holding a singleton that shouldn't too tough a target to achieve. North will have a free go 3rd in seat and he will either open 1♦ or 1NT depending on which system is being employed. If he opens 1NT then that will end things, more news on that later. If instead he starts with 1♦ then East will be tempted to double on his flat hand (he should, it's an easy and cheap way to get into the auction) now South might bid 1NT, or pass and let West bid 1♠, perhaps competing with 2♣ when it comes round to him (if North doesn't bid 1NT ahead of him!) ...on second thoughts maybe this isn't such an easy hand after all!</p> <p>Those in 1NT by North who get a heart lead will have no trouble wrapping up at least 9 tricks (3 heart tricks, 4 clubs, 1 diamond and 1 spade) and may make ten if East switches to spades upon winning the ♣K. Those who get a spade lead should win the first round to ensure two spade tricks, they can also get 9 tricks. If EW buy the hand at any level they are too high already, and if NS play in clubs they will make 9 tricks, but +110 will not be enough with most people wrapping up 110 or 120.</p>																																														
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<p>♠ J752 ♥ J76 ♦ 1065 ♣ A53</p> <p>♠ 843 ♠ AQ9 ♥ 1032 ♥ AQ854 ♦ KJ7 ♦ 32 ♣ J1084 ♣ Q96</p> <p>♠ K106 ♥ K9 ♦ AQ984 ♣ K72</p> <table border="1" data-bbox="51 571 183 761"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>6</td><td>14</td></tr> <tr><td>5</td><td>15</td></tr> </tbody> </table> <table border="1" data-bbox="215 571 478 761"> <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>1</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>1</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>-</td><td>2</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>1</td><td>-</td><td>1</td></tr> </tbody> </table>	HCP		6	14	5	15	Makeable contracts							♣	♦	♥	♠	NT	N	-	1	-	1	-	S	-	1	-	1	-	E	2	-	2	-	1	W	1	-	1	-	1	<p>Board 8 : Dealer West : Love all</p> <p>The points are split slightly in favour of NS but the hand belongs to EW in their 8 card major suit fit.</p> <p>East will have a free kick after the first two players pass and his choice is between 1♥ (for those playing Acol) and 1NT for those not. A 1NT opening will surprise South but in the absence of a wild penalty double he will have to pass.</p> <p>Meanwhile a 1♥ opening will see South take some action, many will bid 2♦ (even though that is an awful bid) others will bid 1NT or double (both sensible). A double may bring the 4-3 spade fit into the game, a 1NT overcall will be passed out. If South does bid 2♦ then West might bid 2♥ and North should raise to 3♦ (but in my experience the partners of players bad enough to overcall 2♦ don't tend to be brave enough to support them).</p> <p>1NT has no chance by South but should make by East (although the play is not trivial if declarer plays a heart to the queen, now he might lose 3 diamonds, 2 hearts and 2 top clubs) whilst a spade contract is 7 tricks only. Those in diamonds can't make anything, so even a modest plus score will be enough today.</p>
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<p>♠ AKJ9 ♥ K54 ♦ QJ52 ♣ 107</p> <p>♠ 853 ♠ Q106 ♥ AJ9 ♥ 10732 ♦ K74 ♦ A108 ♣ QJ63 ♣ 982</p> <p>♠ 742 ♥ Q86 ♦ 963 ♣ AK54</p> <table border="1" data-bbox="51 1243 183 1433"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>14</td><td>6</td></tr> <tr><td>11</td><td>9</td></tr> </tbody> </table> <table border="1" data-bbox="215 1243 478 1433"> <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>1</td><td>-</td><td>1</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>-</td><td>2</td><td>1</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </tbody> </table>	HCP		14	6	11	9	Makeable contracts							♣	♦	♥	♠	NT	N	-	1	-	1	1	S	-	2	-	2	1	E	-	-	-	-	-	W	1	-	1	-	-	<p>Board 9 : Dealer North : EW vulnerable</p> <p>This hand seems to offer less scope for adventure, with EW both being 4333 surely NS will have a free run.</p> <p>I imagine the shortest auction will also be the most common, being that of 1NT all pass, which will take place at any table playing 12-14 or 13-15 NT. If instead North opens 1♦ or a short club then South will respond 1NT and get to declarer it, likewise if any Norths open 1♠.</p> <p>If North declarers then East will lead the 2♥ and it's not obvious where to go for tricks. Perhaps North might play a club to dummy and a diamond to the queen, then another club to dummy and a diamond up, that looks like it will go well, except that the declarer has to guess hearts. After the first heart has gone 2, 6, Jack, King, if East gets in again and leads another heart North must play low from the dummy on the second round to block the suit, which won't be obvious at all.</p> <p>If South declares then a spade lead causes less pressure but the same sort of guess might still be required to scramble home.</p>
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<p>♠ 74 ♥ 109 ♦ AKJ1076 ♣ 964</p> <p>♠ K10985 ♠ AQ2 ♥ A7 ♥ K6542 ♦ 9 ♦ 42 ♣ J10852 ♣ Q73</p> <p>♠ J63 ♥ QJ83 ♦ Q853 ♣ AK</p> <table border="1" data-bbox="51 1915 183 2107"> <thead> <tr><th colspan="2">HCP</th></tr> </thead> <tbody> <tr><td>8</td><td>11</td></tr> <tr><td>8</td><td>13</td></tr> </tbody> </table> <table border="1" data-bbox="215 1915 478 2107"> <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>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>-</td><td>2</td><td>3</td><td>-</td></tr> <tr><td>W</td><td>3</td><td>-</td><td>2</td><td>3</td><td>-</td></tr> </tbody> </table>	HCP		8	11	8	13	Makeable contracts							♣	♦	♥	♠	NT	N	-	3	-	-	-	S	-	3	-	-	-	E	3	-	2	3	-	W	3	-	2	3	-	<p>Board 10 : Dealer East : All vulnerable</p> <p>The points seem to be split evenly here and a good fit means both sides will be in the bidding, competing hard to win the auction.</p> <p>East has a marginal opening hand, some will try 1♥, perhaps intending to raise to 2♠ if partner responds in that suit, North will surely overcall 2 or 3♦, South must be careful not to over-compete.</p> <p>If East passes then South will open, 1NT for most and 1♦ (or 1♣) for some. This time it will be West that overcalls, he will say 1♠, or if the opening bid was 1NT he might bid 2♠, to show either a single suited spade hand or spades and a minor (in the popular "Multi-Landy" style). North will then show his diamonds (or raise diamonds if that was the opening bid) and East will (should!) raise spades, and the music will end...where?</p> <p>EW can make 3♠ easily enough, in fact ten tricks look straight forward on a diamond lead, NS losing the club ruff, while NS can make 9 tricks in diamonds, and ten only if the defence is really poor (they do have AK of both majors to take!). Well done if you bid and made a part-score – in either direction!</p>
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<p>♠ K3 ♥ KJ632 ♦ 5432 ♣ K4</p> <p>♠ Q64 ♠ A1082 ♥ Q984 ♥ - ♦ J6 ♦ KQ987 ♣ A1082 ♣ QJ93</p> <p>♠ J975 ♥ A1075 ♦ A10 ♣ 765</p> <table border="1" data-bbox="51 571 183 761"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>10</td> <td></td> </tr> <tr> <td>9</td> <td>12</td> </tr> <tr> <td>9</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="215 571 478 761"> <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>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>2</td> <td>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>W</td> <td>4</td> <td>2</td> <td>-</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	HCP		10		9	12	9		Makeable contracts							♣	♦	♥	♠	NT	N	-	-	2	-	-	S	-	-	2	-	-	E	4	2	-	2	1	W	4	2	-	1	1	<p>Board 11 : Dealer South : Love all</p> <p>Another nip and tuck deal here, as the points are split relatively evenly, although East has magic distribution which lets his side win the auction.</p> <p>South will deal and pass, as will West. North might consider a light opening bid of 1♥, which is a perfectly sensible tactic when you are 3rd in seat, since (amongst other things) you will be able to indicate a lead to your partner. If North does bid 1♥ then East has an easy take out double, South can bid 2NT (a good raise to 3♥ or better) and West might pass or bid 3♣ depending on what mood he's in, EW can either go plus from beating 3H (doubled if West is feeling keen) or bid up to 4♣, which looks fairly easy to make on careful play.</p> <p>Alternatively EW might have a free run, 1♦-1♥-1♠-1NT-P? The club suit often gets lost on these hands and 1NT doesn't play that well on a heart lead, as the defence can duck the 2nd or 3rd round and hold it to 7 tricks.</p> <p>EW should be going plus on this hand, it's a question of how big the plus score is though!</p>
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<p>♠ J10 ♥ K854 ♦ 2 ♣ AKJ764</p> <p>♠ 964 ♠ AK87 ♥ A106 ♥ QJ973 ♦ KJ74 ♦ A95 ♣ 982 ♣ 5</p> <p>♠ Q532 ♥ 2 ♦ Q10863 ♣ Q103</p> <table border="1" data-bbox="51 1915 183 2107"> <thead> <tr> <th colspan="2">HCP</th> </tr> </thead> <tbody> <tr> <td>12</td> <td></td> </tr> <tr> <td>8</td> <td>14</td> </tr> <tr> <td>6</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="215 1915 478 2107"> <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>1</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> <td>-</td> </tr> </tbody> </table>	HCP		12		8	14	6		Makeable contracts							♣	♦	♥	♠	NT	N	2	-	-	-	1	S	2	-	-	-	1	E	-	2	3	2	-	W	-	2	3	2	-	<p>Board 13 : Dealer North : All vulnerable</p> <p>NS are outgunned on high cards but the powerful club suit will help them compete and I don't think they will go quietly.</p> <p>After 1♣ from North, East has a classic dilemma of whether to double or overcall 1♥, traditional theory suggests you overcall 1♥ and then double later, but many experts prefer to double and get the hand off their chest at their first go.</p> <p>If East does overcall 1♥ then South will double (or bid 1♠ for those not playing negative doubles) and West will raise to 2♥, North can compete with 3♣ and East must be careful just to bid 3♥, a game try of 3♦ would surely see West accept and with hearts breaking 4-1, 9 tricks are the limit.</p> <p>If instead East doubles 1♣ then South might bid 1♦ (or 1♠) and North will rebid 2♣, it might not be obvious for EW to bid over this, but they will have to as 2♣ is an easy make (and in fact 3♣ might make in practice).</p>
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<p>♠ 54 ♥ K84 ♦ Q53 ♣ AQJ65</p> <p>♠ QJ97 ♠ 862 ♥ 52 ♥ AQ93 ♦ KJ10 ♦ 9872 ♣ 10843 ♣ K2</p> <p>♠ AK103 ♥ J1076 ♦ A64 ♣ 97</p>	<p>Board 14 : Dealer East : Love all</p> <p>NS might well have game values but the cards lie in awkward fashion and even game might prove to be a struggle.</p> <p>The simplest auction will surely be the most common, that of 1NT P 3NT, North being well worth a raise to game with a 5 card suit and useful high cards in long suits. Alternatively South might open 1♣, 1♦, or 1♥, North will respond 2♣ and again 3NT will be reached.</p> <p>West will surely lead the ♠Q and East must make sure to discourage, playing the 2 if standard or the 8 if reverse. Why all this worry about attitude on the ♠Q? Imagine South ducks the opening lead, it is vital for West to know to switch, if instead he carries on with spades then that gives declarer another trick.</p> <p>If instead South wins the spade lead and plays a club to the queen then East can win and return a spade, South's cause is hopeless.</p> <p>I would be amazed if anyone got close to making 3NT on this lay out, but I'm sure there will be one clever soul who (with a little help from his friends no doubt) claims the top score.</p>																																										
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<p>♠ AK2 ♥ Q1074 ♦ A54 ♣ J103</p> <p>♠ J109865 ♠ Q3 ♥ 965 ♥ J32 ♦ 92 ♦ K10763 ♣ 54 ♣ Q87</p> <p>♠ 74 ♥ AK8 ♦ QJ8 ♣ AK962</p>	<p>Board 15 : Dealer South : NS vulnerable</p> <p>NS have a slam now, can they reach the right level and will they make the correct number of tricks?</p> <p>For those playing Acol South will open 1♣ and then have to decide whether to rebid 1NT (15-17) or 2NT (18-19). Whilst the hand is only worth 17 in high cards the club suit (and fantastic holding in partner's heart suit) makes it worth an upgrade to 18-19 in my view. If he does that North might give him 6, but some will only raise to 4NT (a natural invitational call) and South can't bid on over that.</p> <p>Is slam a good contract? Essentially it needs the clubs to come in for 5 tricks (5 clubs, 2 spades, 3 hearts and 2 diamonds) OR if the club finesse loses then you need the hearts to come in AND the diamond finesse. The combined chances add up to about 60-65% (that's only a rough calculation, I can show you the working if you really like) so it's a reasonable gamble.</p> <p>Well done if you went for the jackpot and rolled in 1440 – you only live once.</p>																																										
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<p>♠ K87 ♥ K6 ♦ K87653 ♣ AK</p> <p>♠ 65 ♠ Q943 ♥ AQ74 ♥ 982 ♦ 10 ♦ AJ942 ♣ Q109764 ♣ 5</p> <p>♠ AJ102 ♥ J1053 ♦ Q ♣ J832</p>	<p>Board 16 : Dealer West : EW vulnerable</p> <p>NS have game values, but not for the first time the cards lie in such poor fashion that the likely 3NT contract is doomed – or is it?</p> <p>North will open 1♦ (a strong NT would be perfect, the diamonds are too poor to jump rebid 3♦) and South respond 1♥, if West overcalls 2♣ (reasonably enough, he is a passed hand) North will have a tricky rebid, a simple 2♦ would not be wild, this will probably end the auction. Possibly North might stretch to rebid 2NT (the range for which is ambiguous but starts at about 17) and South will give him game, checking on a spade fit if North can hold 4.</p> <p>Alternatively those who do open a strong NT will no doubt get stayman from their partner (doubled by West maybe?) and then 3NT by South.</p> <p>With the spades lying well 8 tricks are straight forward (4 spades, 2 clubs, 1 diamond and 1 heart) but there is no chance of a 9th trick if EW are on the ball.</p> <p>If North does end up in diamonds then he can make 9 tricks double dummy but in practice will surely lose 4 diamonds and the ♥A, hopefully he's stopped at the two level though!</p>																																										
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<p>♠ 1094 ♥ K972 ♦ J1073 ♣ AQ</p> <p>♠ A85 ♠ Q762 ♥ 65 ♥ J ♦ 9542 ♦ AKQ8 ♣ 9652 ♣ K1084</p> <p>♠ KJ3 ♥ AQ10843 ♦ 6 ♣ J73</p>	<p>Board 17 : Dealer North : Love all</p> <p>NS may only just have the balance but South's powerful shape means the auction firmly belongs to him no matter what fanciful ideas East might have.</p> <p>After North starts with a pass East has an awkward 4144 shape, 1♦ is the popular choice but regardless South will overcall 1♥. West should pass and North show a constructive raise, 2♦ for most (UCB) or 2NT for the scientists (2♦ as an UCB can be used as a 3 card raise and 2NT as a 4 card raise). East can double either as take out of hearts.</p> <p>Regardless, South should make a try for game and North will accept, resulting in a good final contract. With East having opened the bidding the Q♠ rates to be right, and if not you have the club finesse to fall back on, ten tricks should be made at every table.</p> <p>420 will be a decent score for NS but not the top score as no doubt some East players won't be able to resist doubling for take out (oops!) now West has the choice between passing for -590 and bidding 5♦ for -800, sadly not a nice choice to make.</p>																																										
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<p>♠ KJ7 ♥ J1083 ♦ K1052 ♣ 93</p> <p>♠ 1093 ♠ AQ85 ♥ 97 ♥ AK65 ♦ Q63 ♦ J8 ♣ AQ875 ♣ 1064</p> <p>♠ 642 ♥ Q42 ♦ A974 ♣ KJ2</p>	<p>Board 18 : Dealer East : NS vulnerable</p> <p>Now it is EW's turn to make a huge amount of tricks with barely half the pack between them, thus proving what we knew all along, that 90% of bridge is down to luck.</p> <p>If EW are playing a weak no trump then the auction will be over with one bid, and South will have to find a lead. A diamond lead will be the popular choice which will go to the ten and jack (those "experts" that select a learned spade lead will have some explaining to do later when North returns the jack and concedes 10 tricks).</p> <p>East does best to start clubs by leading low to the 8, hoping for J9x onside, whilst this doesn't help today losing the trick early is often convenient. Regardless, the defence will get in to cash 3 diamonds, East can then finesse in clubs and subsequently spades to take the rest of the tricks.</p> <p>If EW are playing a strong NT then might play 1NT by West, (1♣ P 1NT perhaps?) now North will surely lead the ♥J. Again West can finesse in clubs and then spades, and make up to ten tricks if he is really greedy.</p> <p>Well done if you score 180 – but no doubt there is someone with good hearing who has bid the game as well!</p>																																										
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<p>♠ Q953 ♥ KQ6 ♦ 76 ♣ A654</p> <p>♠ 742 ♠ J8 ♥ J98 ♥ A7542 ♦ Q9 ♦ 54 ♣ K8732 ♣ QJ109</p> <p>♠ AK106 ♥ 103 ♦ AKJ10832 ♣ -</p>	<p>Board 19 : Dealer South : EW vulnerable</p> <p>After a few sedate deals this is what we need to clean out the cobwebs and wake up NS, slam can be made in 3 strains and is worth bidding as well.</p> <p>South has a powerful distribution and some will be tempted to open a Benjy 2♣, my advice would be simple: don't play Benjy at all, it's an awful system.</p> <p>Assuming a sensible 1♦ is chosen to start with then North will respond 1♠ and South can bid either 4♣ (splinter) or the rarely seen 4♦ to show a raise to game with a running side suit. Either bid should get them to slam, as North has more than enough to bid 4♥ and that is all South needs to hear to drive to 6♠.</p> <p>On a club lead North can win and draw trumps and then guess diamonds (no need to think they are breaking badly when spades are 3-2 and no-one has bid) which will result in 13 tricks.</p> <p>6♦ will also make if declarer guesses trumps, but it is much more tenuous as there is nowhere to put the hearts even if EW don't lead one.</p> <p>Anyone for 6NT? Making 12 tricks if diamonds come in, and going 6 off if they don't!</p>																																										
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<p>♠ A95 ♥ K10532 ♦ 10 ♣ 10762</p> <p>♠ 84 ♠ J10762 ♥ AQ97 ♥ J6 ♦ J853 ♦ A974 ♣ Q54 ♣ AK</p> <p>♠ KQ3 ♥ 84 ♦ KQ62 ♣ J983</p>	<p>Board 20 : Dealer West : All vulnerable</p> <p>A return to earth here as EW have 22 points between them and the highest contract that can be made is a paltry 2♦.</p> <p>East has everyone's 1♠ opener here and will no doubt use it to good effect, keeping out NS in one move. West has to respond 2♦ playing Acol (lest partner passes with 15-16 balanced) and East does best to pass this. If he does raise to 3♦ EW are already too high, but more on that later.</p> <p>If instead West responds 1NT then East can pass (probably right) or bid 2♦, West might raise to 3♦ or give very false preference to 2♠.</p> <p>Playing in diamonds there are 5 top losers (♥K, ♦KQ and ♠ AK) but South will need to lead a heart early, if instead he tries a club then East can take a discard and scramble home on a cross ruff with 9 tricks.</p> <p>In NT there are only 7 winners on accurate defence but a heart lead from North gives declarer the chance to set up spades for 8 tricks, +120, and a top score.</p>																																										
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<p>♠ 8653 ♥ K54 ♦ KQ10 ♣ 1063</p> <p>♠ A ♠ K104 ♥ Q109863 ♥ AJ7 ♦ 982 ♦ 53 ♣ K94 ♣ J8752</p> <p>♠ QJ972 ♥ 2 ♦ AJ764 ♣ AQ</p>	<p>Board 21 : Dealer North : NS vulnerable</p> <p>Another part-score here and NS will have to be careful to restrain themselves, many people won't be able to put on the brakes in time.</p> <p>South will open 1♠ 3rd in seat, and West might be tempted to overcall 2♥ (some might even venture 3♥ if they're feeling fruity) North should just raise to 2♠ and if East raises to 3♥ then South can bid 3♠ to compete holding extra shape.</p> <p>How should the play go in spades – can the defence get all their tricks?</p> <p>Let's imagine West leads the ♥10 which holds the trick and then plays another which South will ruff. He can go to the ♦K and lead a spade to the queen, West will surely win and play another heart. South can ruff this, go to the top diamond and lead a second spade up, East goes in with the King and...? Too late, as South can draw the last trump and throw two clubs on the diamonds. The only defence to beat 4♠ is for East to overtake with the ♥J at trick one and switch to a club, if you found this take a well deserve bow.</p> <p>Hearts might make ten tricks, the only defence to beat 4♥ is to play 3 rounds of diamonds and force the dummy, thus preventing the ♥K from being picked up.</p>																																										
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<p>♠ J72 ♥ KQ1082 ♦ AQ ♣ 962</p> <p>♠ A8 ♠ K10953 ♥ 976 ♥ AJ ♦ KJ10432 ♦ 65 ♣ 43 ♣ K1085</p> <p>♠ Q64 ♥ 543 ♦ 987 ♣ AQJ7</p>	<p>Board 22 : Dealer East : EW vulnerable</p> <p>No doubt if you told East that his partner had 8 points and Ax spades he would be quite keen to open the bidding, but this deal produces a surprise as NS can actually make 2♠!</p> <p>Back on planet earth East will start with 1♠ and West can stretch to 2♦, (certainly if playing weak NT then the hand is well worth a 2/1) North might now overcall 2♥. South will probably be confused as to why everyone has so many points, but he can afford a single raise without coming to too much harm.</p> <p>Playing in hearts East will surely lead his partner's suit and declarer can cross with a club finesse to lead a heart to the king. That gives EW a second chance to find the spade ruff (East will be wondering where his partner's two level response is) and now North will have to guess to bang out the top trumps to make 9 tricks.</p> <p>Playing in diamonds North will lead the ♥K and West does best to duck, but North can play a club and get a trump switch, then cash two rounds and revert to hearts to kill the entry to the long spades. Only 7 tricks and a potentially painful result for EW.</p>																																										
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<p>♠ 108 ♥ K982 ♦ AJ87 ♣ Q105</p> <p>♠ AQ62 ♠ KJ9 ♥ 7 ♥ AJ1053 ♦ 632 ♦ K5 ♣ AKJ86 ♣ 972</p> <p>♠ 7543 ♥ Q64 ♦ Q1094 ♣ 43</p>	<p>Board 23 : Dealer South : All vulnerable</p> <p>No surprise on this hand, EW have 26 points and stoppers everywhere, so game can be made in a variety of contracts.</p> <p>West will surely open 1♣ and then NS will pass throughout, giving EW a free run. 1♣-1♥-1♠ seems the obvious start, then East should employ 4th suit forcing to initiate a game force and ask for more information. (Whatever 90% of people seem to think, 4th Suit Forcing does not deny a stopper in diamonds)</p> <p>West will now rebid his clubs and East can choose from 3♦, 3♥ and 3NT, all of which are flawed. Perhaps if East does bid 3♥ West can bid 3♠ and East can raise to 4♠, reaching the best match point contract.</p> <p>3NT is likely to make only 9 tricks, the defence lead diamonds and cash them after the club finesse loses. 5♣ will score the same, just losing the ♦A and the ♣Q. 4♠ may seem a bit lucky, but if the ♦A is wrong you might still score a spade ruff to bring you up to ten tricks, and there are lots of options in the play if you need them. Well done if you score 620 – all the marbles to you!</p>																																										
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<p>♠ K987 ♥ J4 ♦ AK8 ♣ K976</p> <p>♠ AJ3 ♠ Q65 ♥ 753 ♥ AK62 ♦ 109642 ♦ QJ753 ♣ Q3 ♣ A</p> <p>♠ 1042 ♥ Q1098 ♦ - ♣ J108542</p>	<p>Board 24 : Dealer West : Love all</p> <p>Both sides will be competing for the part-score here and unusually the competition will feature both minor suits, which are normally relegated to the status of unimportant bystander.</p> <p>West will pass and North will open, where he opens 1NT there will be some excitement. East will double and South bid 2♣, now West can double for take out and East can bid 2♦. Alternatively South might redouble to show a long suit (a method that is becoming increasingly common) and North bid 2♣, now East can double for take out and West will choose diamonds.</p> <p>If instead North opens 1♣ then East will probably double (for take out this time) and South might bid 3♣ pre-emptive, if West passes East can double again and West bid 3♦, devaluing the ♣Q.</p> <p>Playing in diamonds it looks like 9 tricks whatever North does but playing in clubs there is more interest, if North can sneak a spade past West then he can discard two on the ♦AK and make ten tricks.</p> <p>Let's hope you weren't the West player who was caught napping!</p>																																										
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<p>♠ KQJ ♥ KJ1032 ♦ 9742 ♣ 5</p> <p>♠ 54 ♠ 98763 ♥ Q95 ♥ - ♦ AJ85 ♦ KQ103 ♣ AJ96 ♣ KQ42</p> <p>♠ A102 ♥ A8764 ♦ 6 ♣ 10873</p>	<p>Board 25 : Dealer North : EW vulnerable</p> <p>EW have the majority of values, a good fit and a void, so it is no surprise that the hand belongs to NS in hearts.</p> <p>North has a light opening bid, I might try 1♥ if I was feeling bold (should that be bored?) if so then East should either double or overcall 1♠ (don't quote me some suit quality nonsense, the hand does contain a void) and South will have a pop at 4♥ I'm sure. West will probably double whatever his partner has done, and now East will have to remove it to let EW find their save in 5♦. (If East has overcalled 1♠ then he should remove the double to 4NT, if he has doubled then he should bid 4♠ and West should take that out to 4NT).</p> <p>If instead North passes then East can open 1♠ and West will respond 2♣, now North had better bid 2♥ or else they will be frozen out forever. If he does bid 2♥ then South should give him game, and now West will take the money with a penalty double. Not so profitable as he imagines, "the money" is actually -590.... Oh well, they will at least have given a few match points to the poor EW pairs that found their club fit and went for 500.</p>																																										
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<p>♠ AKJ1054 ♥ J3 ♦ AJ ♣ 963</p> <p>♠ Q987 ♠ 63 ♥ 86 ♥ K1092 ♦ 10975 ♦ 62 ♣ AK2 ♣ Q10754</p> <p>♠ 2 ♥ AQ754 ♦ KQ843 ♣ J8</p>	<p>Board 26 : Dealer East : All vulnerable</p> <p>When North picks up that spade suit he should be thinking he wants it as trumps, and that is an attitude he should keep in mind throughout the whole of this hand. South will start with 1♥, North respond 1♠ and South rebid 2♦. North can either bid 4th Suit Forcing and rebid 3♠ over the 3♦ response, or jump to 4♠ directly. (Some pairs that play 1♥-P-2♠ as weak might be able to jump to 3♠ on the second round as a strong bid, that would suit this hand down to the ground).</p> <p>Whatever the pre-amble, with no club stop every NS pair should come to rest in 4♠ and East will no doubt lead a club to the King. West might be tempted to switch to a trump to stop a possible club ruff in the dummy, but this would allow 11 tricks here, North can finesse and cash red winners with the aid of a heart finesse.</p> <p>Best is for West to play 3 rounds of clubs forcing the dummy, now if North has slightly weaker spades (say AKJ654) then 4♠ would be down, but today it just holds it to ten tricks. If West cashes two clubs and then play a trump that is another way to arrive at ten tricks.</p>																																														
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<p>♠ A1092 ♥ A9 ♦ K76 ♣ J953</p> <p>♠ KJ6 ♠ Q3 ♥ KJ64 ♥ 1087 ♦ AQ852 ♦ J1043 ♣ 4 ♣ AK107</p> <p>♠ 8754 ♥ Q532 ♦ 9 ♣ Q862</p>	<p>Board 27 : Dealer South : Love all</p> <p>EW have a close game here (well not a making one, but you know what I mean) and it will be interesting to see how many pairs chance their arm in 3NT.</p> <p>After West opens 1♦ North will want to bid but can't allowing East to make a traditional limit raise to 3♦, West is entitled to make one try for game and bid 3♥ over that, endplaying his partner into bidding 3NT given that he holds two club stops and something in spades.</p> <p>3NT looks close, it's easy to see that declarer might come to 2 club tricks, 2 spades tricks, 4 diamonds and 2 hearts (that's ten!) so can the defence get 5 first? Not if they lead spades, as then they will only get 2 spade tricks to go with the ♥A and ♦K. Best defence is to lead a club, then North can continue clubs when in with the ♦K, ♥A and ♠A. (After the ♣2 is led to the Jack and Ace North returns the 3 on the second round. East should play the 7 losing to the 8 and now South must switch to a spade, not so easy!)</p> <p>Since people like leading major suits I would expect many declarers to find their way home in this contract – were you one of the lucky ones?</p>																																										
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<p>♠ J1093 ♥ Q65 ♦ Q3 ♣ K632</p> <p>♠ AKQ2 ♠ 764 ♥ AJ ♥ 109 ♦ J75 ♦ 109864 ♣ AQJ4 ♣ 1098</p> <p>♠ 85 ♥ K87432 ♦ AK2 ♣ 75</p>	<p>Board 28 : Dealer West : NS vulnerable</p> <p>A grand slam to end with now, as with the heart finesse right South West can make 7NT! What's that you say? West has to partner with East and have a nought count in the dummy? That doesn't seem very fair to me.</p> <p>Every West will open brightly, 2NT for most (20-22) or 2C then 2NT for some (22-23) depending on what ranges are being used. Every East will pass and then doom and gloom will descend on the table.</p> <p>On the ♠J lead West does well to knock out the ♣K, that brings him up to 7 tricks, but there is no 8th to be found anywhere. If instead West messes around in diamonds then that allows the defence to switch to hearts and make 8 red tricks, very painful.</p> <p>Getting out for one down is hardly the end of the world, in fact it will probably be a good score, NS can make 3♥ and even precision club players won't be able to stop at the one level!</p> <p>A good lesson to end with, if a small minus is the best you can do, then don't be disappointed, you'll beat all of the people that took their eye off the ball, which sums up the beauty of pairs really.</p>																																										
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