

The ECatsBridge Summer Pairs Friday 11th July 2025



Thank you so much for joining us for our Summer Charity Pairs in aid of Kidney Research UK and the British Heart Foundation both of which are charities that need as much funding as possible in order to continue their work.

We hope you enjoyed the hands and that they weren't too challenging – and whether or not you did well at least you can at least rest assured that you are helping to support two great charities.

The results are at <https://www.ecatsbridge.com/sims/default.asp> and the link to make donations to the charities is : <https://www.ecatsbridge.com/sims/donations.asp> - they are done through JustGiving and you will be able to see how much is raised there.

Board 1	♠ KQJ3 ♥ K6 ♦ QJ32 ♣ K54	Dealer N Vul: None
♠ 9542 ♥ 984 ♦ 764 ♣ AQ6	♠ 87 ♥ QJ10753 ♦ K5 ♣ J82	
	♠ A106 ♥ A2 ♦ A1098 ♣ 10973	

West	North	East	South
Pass	1♠ 3NT	Pass All Pass	2♦

Playing a weak no-trump opening, North is too strong for that and makes a suit opening. After the two level response, I play a 2NT rebid as forcing, which means 3NT is a 'fast arrival' bid showing 15-16 with only four cards in the major opened.

East might happily make a weak jump overcall of 2♥ but over a 1♠ opening it would be necessary to bid 3♥ for the bid to be a jump.

With both the ♦K and the ♣A onside, declarer a no-trump contract will normally emerge with eleven tricks (four in each pointed suit, two in hearts and one in clubs). After a heart lead there would be no point trying to run the ♣10 since declarer cannot afford to lose the lead twice.

Declarer might make a third overtrick in 3NT if West discards a club on the fourth round of diamonds and East has discarded a club too. A third overtrick would also be possible if East discards two clubs while dummy still has a re-entry and West plays the ace on the first round of clubs.

Makeable Contracts	♣	♦	♥	♠	NT
	=	=	=	=	=
N	5	5	1	5	5
S	5	5	1	5	5
E	-	-	-	-	-
W	-	-	-	-	-

Board 2	♠ K42 ♥ 105 ♦ K5432 ♣ A108	Dealer E Vul: N-S
♠ A10 ♥ KQJ732 ♦ 108 ♣ 643	♠ J8 ♥ 986 ♦ A976 ♣ KJ92	
	♠ Q97653 ♥ A4 ♦ QJ ♣ Q75	

West	North	East	South
2♥ Pass	Dble 3♠	Pass 3♥ All Pass	1♠ Pass

With all those queens and jacks, South does not have the best of opening bids. Playing four-card major openings and holding too much strength for a simple raise to 2♠ to be suitable, North does not show the three-card support at once but starts with a negative double. South has an easy decision not to go to game.

After the normal lead of a heart honour, the defenders should make a trick in each suit to restrict a spade contract to nine tricks. Declarer has a chance of making ten tricks if West fails to switch to a club after coming in with the ♠A and cashing a heart. This is because

by conserving the ♠3 while drawing trumps, declarer can set up the diamonds for two discards – here only West can attack dummy's club entry effectively but East is the one with the ♥A.

West would probably find the club switch anyway but East can help by playing as low as possible on the second round of hearts as a suit preference signal for a club switch.

In a heart contract the defenders should make two tricks in clubs and one in each other suit to hold declarer to eight tricks.

Makeable Contracts

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

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Board 3

♠ A6	Dealer S
♥ 3	Vul: E-W
♦ AJ109843	
♣ 653	
♠ KJ1097543	♠ 82
♥ Q5	♥ QJ1098762
♦ KJ7	♦ 6
♣ KJ7	♣ 104
♠ Q	
♥ AK54	
♦ K72	
♣ AQ982	

West	North	East	South
4♠	5♦	Pass	6♦
All Pass			

The long suits that three players have is bound to lead to some lively bidding. Holding an eight-card spade suit and some strength on the side, West overcalls 4♠ despite the unfavourable vulnerability. North, looking at two aces and a singleton, might double in 4♠ in the hope of collecting 500, which would be a decent score unless the field is bidding and making a slam. Most people, with the seven-card diamond suit, will bid 5♦. South could hardly have more and, even allowing for the fact that North might have stretched, raises 5♦ to 6♦.

Given the heart void, West might double 6♦ to ask for an unusual lead – but for many this would be for a club lead (South's suit) rather than the unbid suit.

6♦ is easy to make on a spade lead. Declarer can win, draw trumps and, knowing that one club is going away on the second round of hearts, take the club finesse for the overtrick. The play is trickier on a heart lead. Covering results in defeat because West ruffs and has a club trick to come. Ducking the first heart blows an overtrick if the club finesse is working and costs the contract if West is void in clubs – so it is quite tough play to find even if West has doubled 6♦.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	6	-	-	5
S	5	6	-	-	5
E	-	-	1	2	-
W	-	-	1	2	-

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Board 4

♠ J86	Dealer W
♥ 82	Vul: Both
♦ Q10874	
♣ A97	
♠ K10542	♠ 3
♥ Q763	♥ A1094
♦ 65	♦ AKJ9
♣ 105	♣ Q862
♠ AQ97	
♥ KJ5	
♦ 32	
♣ KJ43	

West	North	East	South
Pass	Pass	1♦	Dble
1♠	Pass	INT	Pass
2♥	All Pass		

With three four card suits and a spade singleton, the usual opening is 1♦. Here, since East has the strength to rebid INT (if a weak no-trump opening is in use), it would be possible to open 1♥. When East opens 1♦, East-West are in danger of missing their heart fit, though typically West tries 2♥ over INT hoping that East has either three spades or four hearts. If East rebids 2♣, West gives preference back to 2♦ – not the ideal spot!

Making nine tricks with hearts as trumps is possible, losing two tricks in clubs and one in each major. There is a bit of work to do if South leads a club and North switches to a trump because South can lead another trump when in with the ♠A. If this happens, declarer can still make nine tricks either by finessing the ♦9 or by leading the ♣Q on the third round of clubs to pin the ♣9.

The lead of either black suit should enable the defenders to defeat 1NT, scoring three tricks in each black suit and one in hearts. 2♦ should go two down, assuming the defenders do not allow dummy to score a club ruff.

Makeable Contracts

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

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Board 5		♠ K432 ♥ J742 ♦ 5 ♣ 9852	Dealer N Vul: N-S
♠ 109 ♥ Q53 ♦ QJ109 ♣ J1076		♠ 865 ♥ AK1096 ♦ A3 ♣ KQ4	
		♠ AQJ7 ♥ 8 ♦ K87642 ♣ A3	
West	North	East	South
2♥	Pass	1♥	2♦
3♥	Pass	3♣	Pass
	All Pass		

With the South cards most players will prefer the 2♦ overcall to a takeout double. On many auctions it will be possible to show the spades later. West, with three-card heart support and a ruffing value, normally finds a raise to 2♥ even if four-card major openings are in use.

Since if East did not make a game try after West's raise, South would reopen, it is unlikely that East-West will buy the contract at the two level.

South is quite likely to lead a diamond against 3♥. Although superficially this blows the defensive diamond trick, declarer cannot draw trumps (to stop North from ruffing a diamond) without exposing three fast spade losers. If South leads a spade (unlikely unless North has bid the suit), North will in theory need to switch to a diamond after getting in with the ♠K to stop ten tricks. In practice a third round of spades will probably suffice because declarer would have to take an unmarked finesse against the ♥J to play the trumps for no loss.

A spade contract plays pretty well for North-South. While declarer has only three obvious losers, the defenders can stop ten tricks either with appropriately timed heart forces or, perhaps more easily, with trump leads.

Makeable Contracts

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

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Board 6		♠ 852 ♥ Vul: E-W ♦ AQJ8 ♣ AQ8742	Dealer E
♠ AJ64 ♥ AKQ72 ♦ 73 ♣ J9		♠ K97 ♥ J10863 ♦ K1062 ♣ 3	
		♠ Q103 ♥ 954 ♦ 954 ♣ K1065	
West	North	East	South
1♥	2♣	Pass	Pass
Pass	4NT	4♥	Pass
Dble	All Pass	Pass	5♣

With North's side suit a minor, it is a clear-cut decision to prefer an overcall this time. How high should East raise the hearts? Some will bid 4♥, especially if playing five-card major openings. I think that a 4♣ splinter is going overboard. Some will bid 3♥ or 3♣. Given the vulnerability, North is unlikely to sell out to 4♥. It is a close call whether to bid 4NT (here to show clubs with longer diamonds) or to double

(which could work better if South has five spades or good hearts). When in fact South has club support, it will not matter much. East-West probably go along with the maxim 'the five level belongs to the opponents.'

5♣ doubled fails by two tricks. The defenders can make three tricks in spades and one in diamonds. After the normal heart lead, declarer will have visions of making the contract (if West has the ♦K and either the ♦10 comes down in three rounds or East has H-10-x in spades). On the actual layout, with both the ♦K and ♠J offside, down two should be normal.

With both the ♠Q and ♦A onside for declarer, 5♥ is a lucky make East-West.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-	1	5	3	-
W	-	1	5	4	-

=====

Board 7 ♠ AJ872 Dealer S
 ♥ 105 Vul: Both
 ♦ A64
 ♣ 976

♠ K	♠ Q963
♥ AK96	♥ J732
♦ KQ9875	♦ J2
♣ A2	♣ QJ8

♠ 1054
♥ Q84
♦ 103
♣ K10543

West	North	East	South
1♦	1♠	Dble	Pass
4♥	All Pass		2♠

After North overcalls 1♠, East has a three-way choice between INT (showing the spade stopper), double (showing the four hearts) and pass (it is not a great hand – no aces or kings). The majority choice should be the double, which will make it easy for West to bid the heart game. If East passes, West doubles 2♠ (or

1♠ if South does not raise) and there is a further chance to find the heart fit.

At equal vulnerability, North-South should not be sacrificing in 4♠. East-West should not bid 5♥ with their eight-card fit and either player would double.

In a heart contract declarer is almost certainly going to lose to both pointed suit aces. Unless the defenders switch to trumps, avoiding a trump loser involves the inspired view of leading the jack to pin the ten. Playing instead for a doubleton queen (thus losing a third trick) seems more normal.

4♠ doubled, if bid, should go down a lot. The defenders should score one trick in diamonds and two in each other suit for a whopping 1,100 penalty. Even if they drop a trick, 800 exceeds the value of game.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	5	5	1	4
W	1	5	5	1	4

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Board 8 ♠ QJ102 Dealer W
 ♥ 92 Vul: None
 ♦ A872
 ♣ 1064

♠ 986	♠ A
♥ 10863	♥ AKQJ5
♦ K103	♦ J9654
♣ J52	♣ A8

♠ K7543
♥ 74
♦ Q
♣ KQ973

West	North	East	South
Pass	Pass	1♥	2♥
Pass	3♠	Dble	Pass
4♥	All Pass		

After East opens 1♥ in third seat, South will probably choose to show the hand as two-suited rather than just show the spades. Apart from the fact that the clubs are better than the spades, the Michaels cue bid will put East on lead against a spade contract, which could be

beneficial given South's two tiny hearts. Holding four-card spade support, North bounces to 3♠. East is strong enough not to be shut out. The advantage doubling has over bidding 4♦ is that West would (with a suitable hand) have the option to leave in the double. East is not planning to pass 4♣ if West bid that.

South probably leads a high club against a heart contract. Declarer can win at once, draw trumps and play on diamonds. This way the defenders score one trick in each minor. If South started instead with a diamond, the defenders could score a diamond ruff – but because two of dummy's clubs go away on the fourth and fifth diamonds, they would still make only two tricks.

If North-South declare a spade contract, the defenders just have four top winners to take (two in hearts and the black aces). This makes a sacrifice in 4♠ doubled cheap even compare to a part-score. Perhaps North should have bid 4♠...

Makeable Contracts

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

=====

Board 9

	♠ Q6	Dealer N
	♥ J63	Vul: E-W
	♦ AQJ102	
	♣ 1075	
♠ AK		♠ 98732
♥ K1087		♥ AQ9
♦ K8754		♦ 963
♣ K8		♣ J4
	♠ J1054	
	♥ 542	
	♦	
	♣ AQ9632	

West	North	East	South
	Pass	Pass	3♣
Dble	Pass	3♠	All Pass

While South would not dream of opening 3♣ in first or second seat when holding such good support for spades (including two first-round

controls), anything goes in third seat. Holding only a doubleton spade, an inflexible club stopper and a moderate diamond suit, none of the options (double, 3NT and 3♦ respectively) carry great appeal for West. I have gone with the double on the basis that it is the most flexible of the choices. North might bid 3♦ over the double as a lead-directing effort or perhaps raise to 4♣. East would be doing very well not to bid 4♠ if North did raise to 4♣.

With spades split 4-2 and, as expected, the ♣A is onside but the ♦A is offside, 3♠ fails by a trick. Declarer does not lose a third diamond trick because dummy's fourth heart takes care of one diamond loser.

Looking at the East-West cards, 3♦ is a more appetising prospect. On many layouts there would be three trumps and a club to lose. On a really good day there would be only two trumps and a club to lose. As it is, with trumps 5-0 and North able to avoid being endplayed, 3♦ fails by a trick.

Assuming the defenders cash out in the majors, 3♣ would go two down.

Makeable Contracts

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

=====

Board 10

	♠ 1063	Dealer E
	♥ QJ87	Vul: Both
	♦ J76	
	♣ J95	
♠ 842		♠ A75
♥ K432		♥ A9
♦ A109		♦ K8432
♣ 742		♣ 1086
	♠ KQJ9	
	♥ 1065	
	♦ Q5	
	♣ AKQ3	

West	North	East	South
Pass	Pass	Pass	1♠
		INT	All Pass

If North-South play a weak no-trump opening, South is too strong for INT. North, who has a huge number of losers, as tends to be the case with flat hands, lacks the values to respond. Being maximum for the initial pass, it is hard to fault East for the reopening INT, this notwithstanding that both sides vulnerable is the best time for defending on part-scores. Lacking a ruffing value and taking account of the vulnerability North does not compete to 2♠ – a double would be a better positive action, which South would be delighted to pass.

Given the advantage of the opening lead, the defenders win the race in an East-West no-trump contract, surely scoring three spades, four clubs and a diamond to defeat INT by two tricks.

If South (playing a strong no-trump) is in INT, a heart lead and a diamond switch puts the defenders, this time East-West, a step ahead. They score four tricks in diamonds to go with their three fast winners in the majors. 2♠ should fail by a trick. The defenders have five top winners and a multitude of opportunities to score a heart ruff as well.

Makeable Contracts

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

=====

Board 11 ♠ KQ1097542 Dealer S
 ♥ K4 Vul: None
 ♦ 2
 ♣ 106

♠	♠ A63
♥ 10985	♥ AJ6
♦ AQJ9764	♦ K8
♣ QJ	♣ A8532

♠ J8
♥ Q732
♦ 1053
♣ K974

West	North	East	South
1♦	4♠	Dble	Pass
5♦	Pass	6♦	All Pass

West, if having a natural 4♦ opening available, has a choice between 1♦ and 4♦. Neither is going to silence North, who holds an eight-card spade suit. If West opens 4♦, East is unlikely to envisage a slam and will just bid 5♦ over 4♠. When, as illustrated, West opens 1♦ and then shows a long diamond suit in a hand too strong for a pre-emptive opening by removing 4♠ doubled to 5♦, East should find the raise to 6♦.

North surely leads the ♠K against a diamond contract. There being no rush to decide what to discard, declarer ruffs. One line is to take the club finesse, hoping to get two hearts on the clubs and one away on the ♠A. The problem is that if diamonds are 3-1 and clubs are 4-2 then the only entry to the last club would be the ♥A – an entry South could dislodge by a heart switch when in with the ♣K. Given that North's spade length makes the presence of four hearts there as well improbable, it seems better to treat the ♣Q-J as low cards and instead rely on something good in hearts. The hearts will play for one loser either if North has both honours or, more likely, one honour in a one- two or three-card holding.

6♠ doubled would go down 500 – cheaper than a slam but costlier than game.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	3	-
S	-	-	-	3	-
E	3	6	5	-	5
W	3	6	4	-	5

=====

Board 12 ♠ 84 Dealer W
 ♥ QJ108 Vul: N-S
 ♦ 754
 ♣ J943

♠ 102	♠ AKJ63
♥ K954	♥ A763
♦ A1063	♦ K9
♣ 876	♣ K2

♠ Q975
♥ 2
♦ QJ82
♣ AQ105

West	North	East	South
Pass	Pass	1♠	Pass
INT	Pass	3♥	Pass
4♥	All Pass		

After the INT response, East does not really have enough to force to game – but a 2♥ rebid hardly does justice to the values – so the choice is between risking losing the heart suit by raising no-trumps or making a fractional overbid.

Looking at just the East-West cards, 4♥ seems a good spot. If hearts split 3-2 and the black suits are friendly, an overtrick is possible. Even on the actual layout, with the ♣A and ♠Q both offside and trumps 4-1, 4♥ might make. This is because South's natural lead of the ♦Q helps declarer. It is possible to win in hand and play the ♦9 back, taking a quick club discard on the third round of diamonds. Careful play or should I say inspired play is still needed even after that start. The winning continuation is to draw only one round of trumps, with the king, and then tackle the spades. North ends up in the unhappy position of either overruffing, thus allowing East to score a long spade or not overruffing, thus allowing a cross ruff. I suspect that 4♥ will go down more often than it makes.

So long as East-West declare a no-trump contract from the East seat – difficult to achieve I realise – it is possible to make nine tricks because the defenders cannot attack clubs without concede a trick to the king. If need be, declarer sets up the spades and eventually throws South with a diamond.

Makeable Contracts

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

Board 13	♠ A3	Dealer N
	♥ 1086	Vul: Both
	♦ A10	
	♣ KJ9753	
♠ KQ1097		♠ J852
♥ 532		♥ AKQ97
♦ KQ853		♦ J64
♣		♣ 2
	♠ 64	
	♥ J4	
	♦ 972	
	♣ AQ10864	

West	North	East	South
	1♣	1♥	4♣
5♠	All Pass		

Holding five good hearts and four moderate spades, East will almost certainly overcall 1♥ rather than make a takeout double. How high South then raises clubs is difficult to say. If North-South play that 1♣ might be the opening with only a doubleton spade, it will not be very high! A raise all the way to 5♣ might shut West out. We shall see!

The play is not going to be the most interesting that one sees this session.

If East-West declare, they make eleven tricks playing with any of the suits that they might feasibly choose as trumps. The defenders cannot score a ruff anywhere so just make their two aces.

If North-South declare, they will surely have clubs as trumps. The defenders have two fast winners in hearts plus a slow winner in each pointed suit. Losing 500 in 5♣ doubled will score well whereas losing 800 in 6♣ doubled would not.

Makeable Contracts

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

Board 14 ♠ Q2 Dealer E
 ♥ J97 Vul: None
 ♦ AQ8632
 ♣ A3

♠ AJ ♠ 10943
 ♥ KQ8642 ♥ 103
 ♦ K9 ♦ 1054
 ♣ KJ5 ♣ Q1076

♠ K8765
 ♥ A5
 ♦ J7
 ♣ 9842

West	North	East	South
		Pass	Pass
1♥	2♦	Pass	Pass
2♥	Pass	Pass	Dble
Pass	3♦	All Pass	

West's opening and North's overcall should be almost universal. South's spades are too poor to introduce over 2♦. West might rebid 2♥ with a weaker hand than this, though the ♦K has gone down in value now that North has bid diamonds. South's reopening double gives North the option to rebid diamonds or bid one of the black suits. Holding a doubleton spade and six reasonable diamonds, North bids the diamonds again.

Since West has bid hearts, East is likely to lead a heart against 3♦. After putting up dummy's ace and return the suit declarer can make one trick in each of the three side suits together with five natural trump tricks and a heart ruff for nine in all. East does better with an initial trump lead, West covering dummy's card. This way the defenders can stop the heart ruff without losing their trump in the process.

2♥ may fail if North leads either black suit. The defenders can arrange for North to score a ruff or overruff without being endplayed afterwards.

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

=====

Board 15 ♠ 62 Dealer S
 ♥ 1076 Vul: N-S
 ♦ Q987
 ♣ QJ83

♠ Q73 ♠ J54
 ♥ AKQ4 ♥ J982
 ♦ K5 ♦ J10
 ♣ AK106 ♣ 9742

♠ AK1098
 ♥ 53
 ♦ A6432
 ♣ 5

West	North	East	South
			1♠
Dble	Pass	2♥	Pass
4♥	All Pass		

Holding 21 points West is far too strong to overcall 1NT – and for most pairs 2NT would show the minors, not a balanced hand. Accordingly a double is the first move. Even allowing for the fact that the double forced East to do something, West will find it hard to raise to any less than 4♥.

The play does not go too well for declarer in a heart contract. The defenders can start with two top spades and a spade ruff. The bidding (South's opening and North's silence) mean that guessing the diamonds right is normal – and North might switch to a diamond after scoring the spade ruff anyway. There is still the issue of ensuring only one club loser. The thing to do is play on the red suits before tackling the clubs. Then cash a top club and lead low towards the nine. This guarantees at most one club loser. If North has followed and South wins, the suit must be 3-2. If North has showed out, there will be a marked finesse. On the actual layout, South is the one to show out but North is endplayed: a diamond exit would give a ruff and discard while a club would allow the ten to score.

North-South can make 3♦ with two tricks in hearts and one in each minor to lose. Curiously 2♠ fails if West cashes a top card in each rounded suit and then puts East in with the ♥J to play a second round of clubs to make declarer ruff.

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

Board 16				♠ 10743	Dealer W
				♥ AKQ73	Vul: E-W
				♦ 104	
				♣ Aj	
♠ J86				♠ KQ9	
♥ 1054				♥ 62	
♦ KQ7				♦ J862	
♣ Q752				♣ K843	
				♠ A52	
				♥ J98	
				♦ A953	
				♣ 1096	

West	North	East	South
Pass	1♥	Pass	2♦
Pass	2♥	All Pass	

For some a completely flat 9-point hand is not enough for a two-level response. In that case South responds 1NT (unless five-card majors are in use) and the bidding stops there. Here J-9-8 in partner's suit feels like it is worth more than one point – and the aces outside are almost certain to be useful.

The benign layout means that making nine tricks with hearts as trumps should prove straightforward. Indeed if East leads a club, declarer can capture the ♣Q with the ♣A and return the ♣J to avoid a diamond loser, thus making ten tricks. Most likely East starts with a top spade. Rather than draw trumps (and risk a slow spade loser if the suit splits 4-2), declarer should win the first spade and return the suit. This way, it should be possible to ruff the fourth round of spades if need be. As the spades are 3-3 anyway, careful play makes no difference.

In 1NT, the lead by West of either a low club or a high diamond enables the defenders to score five tricks. Declarer will not have time to set up a long spade.

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

Board 17				♠ Q3	Dealer N
				♥ 10842	Vul: None
				♦ 1094	
				♣ J1076	
♠ J10872				♠ K965	
♥ K9				♥ J53	
♦ A853				♦ KQ6	
♣ 82				♣ AK4	
				♠ A4	
				♥ AQ76	
				♦ J72	
				♣ Q953	

West	North	East	South
Pass	Pass	1♠	Dble
2NT	Pass	4♠	All Pass

If four-card majors and a weak no-trump are the partnership method, East opens 1♠. Following South's takeout double, West has a valuation decision. The ♥K has just gone up in value because if the ♥A is missing it is likely to be with South. Also J-10-x-x-x trump support is surely worth a lot more than one point. Treating the hand as a limit raise seems right, 2NT showing at least the values for that. East then has an easy decision to go for game.

In a spade contract, the favourable location of the ♥A and the ♠Q mean that declarer should make 11 tricks. Finessing North for the ♠Q is the normal play in the trump suit even without any opposing bidding. The knowledge that South holds most of the defensive strength increases the chance that if the ♠Q and ♠A are in opposite hands that North will hold the ♠Q and south the ♠A.

If, somewhat inexplicably, East-West play in no-trumps, a club lead would hold them to ten tricks while a heart lead would prove more troublesome, restricting them to nine tricks.

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

=====

Board 18	♠ J8752	Dealer E
	♥ AQJ10	Vul: N-S
	♦ K65	
	♣ 7	
♠ AKQ643	♠ 10	
♥ 6	♥ 7532	
♦ 102	♦ J94	
♣ AK96	♣ 105432	
	♠ 9	
	♥ K984	
	♦ AQ873	
	♣ QJ8	

West	North	East	South
		Pass	1♦
Dble	1♠	Pass	2♦
2♠	3♦	All Pass	

Looking at pretty close to eight playing tricks, West is likely to judge the hand as too strong for a simple overcall, hence the decision to start with a double. In days gone by a common psyche was for responder to bid a short major after the opponents had made a takeout double trying to steal their suit. Whether West suspects a psyche or not, having started with a double it seems sensible to follow through by bidding spades. If North has ♠J-x-x-x, that is no big deal. Over 2♠ North has decision – try for a penalty (double), try for game (2NT) or just compete the part-score (3♦). Somehow how the heart fit gets lost whatever.

With diamonds as trumps, the defenders get three tricks so long as West leaves clubs alone. If West were to cash a top club, a ruffing finesse against the other top club would let declarer escape for the loss of one trick in each black suit.

If hearts are trumps, declarer can make eleven tricks by ruffing two spades in the South hand.

East-West would do best playing in clubs but are more likely to play in spades. Five trump

tricks and a club are all that West can make in 2♠ (doubled).

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	4	5	-	2
S	-	4	5	-	2
E	2	-	-	-	-
W	2	-	-	-	-

=====

Board 19	♠ K753	Dealer S
	♥ Q65	Vul: E-W
	♦ 75	
	♣ 7652	
♠ AQ1092	♠ J86	
♥ A10	♥ 32	
♦ J43	♦ K862	
♣ 943	♣ AK108	

	♠ 4		
	♥ KJ9874		
	♦ AQ109		
	♣ QJ		
West	North	East	South
1♠	2♥	2♠	1♥
All Pass			3♥

On competitive auctions the side with the spades usually wins over the side with the hearts. Here the fact that East-West are vulnerable and that their trump fit is eight cards rather than nine creates a possible exception. For some pairs East would double 2♥ to show either both minors or a value raise in spades.

If hearts are trumps, the play is reasonably simple. Declarer has four top losers (one in each major and two in clubs). One way to avoid a diamond loser as well is to set up the ♠K early, use the ♥Q as an entry for finessing the ♦Q, ruff a diamond and then discard a diamond on the ♠K.

Whether East-West can make as many as the nine tricks the computer says are there is open to debate. Declarer has to not take the trump finesse and not take any club finesse either. The worst case scenario involves losing a trump, a heart, two diamonds, a diamond ruff and a club. Declarer should avoid this by counting South's distribution. A 1-6-4-1 shape would be only twelve cards, so if North has scored a diamond

ruff (and South has been able to play a fourth round), declarer should know to go against usual restricted choice considerations and play to drop the club honours.

Makeable Contracts

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

=====

Board 20	♠ 9 ♥ K10975 ♦ Q642 ♣ Q87	Dealer W Vul: Both
	♠ 87654 ♥ Q ♦ 10973 ♣ K64	♠ AKQ3 ♥ J864 ♦ KJ ♣ 1092
	♠ J102 ♥ A32 ♦ A85 ♣ AJ53	

West	North	East	South
Pass	Pass	1NT	Pass
2♥	Dble	2NT	3♥
Pass	Pass	3♠	All Pass

Playing a weak no-trump opening and transfer responses, East starts with 1NT and West responds 2♥. Holding four good spades East makes some sort of super acceptance bid. I play that bidding a new suit shows a losing a doubleton in the suit. Lacking such a feature the super acceptance is 2NT. Although North's double of 2♥ as a passed hand is more for the lead than as a competitive move, South decides to show the heart support.

How do the defenders defeat 3♠? Suppose South starts with the ♥A. Seeing the singleton heart in dummy, North should give a suit-preference signal. On most layouts a club switch will not cost and sometimes it will be necessary. North thus plays the lowly ♥5. After the club switch, declarer has (as the cards lie) no good option. Drawing trumps results in a slow loser at the end. Not drawing trumps allows North to ruff the fourth round of clubs to promote a trump trick for South.

The play in a heart contract is tricky with trumps 4-1. Nine tricks can be made because if the defenders keep playing spades then it is possible to endplay East. What happens if they do not keep playing spades? Declarer can, with some good guesswork, score four hearts, two diamonds and three clubs.

Makeable Contracts

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

=====

Board 21	♠ J32 ♥ 2 ♦ K95 ♣ AQ9752	Dealer N Vul: N-S
	♠ KQ1086 ♥ 87 ♦ QJ6 ♣ 1083	♠ 94 ♥ KJ1063 ♦ A872 ♣ J4
	♠ A75 ♥ AQ954 ♦ 1043 ♣ K6	

West	North	East	South
	1♣	1♥	3NT
All Pass			

Given the adverse vulnerability, North is not necessarily going to open the bidding. The good club suit is a factor in favour of bidding. At some other vulnerability South might risk passing over East's 1♥ overcall hoping to collect a useful penalty if North can find a reopening double. As it is, going for game makes far more sense. Since South's leap to 3NT suggests a strong heart holding, West might lead a high spade against 3NT. Declarer has to be a little bit careful. Taking the first spade, running the clubs, taking the heart finesse and cashing the second heart may result in only nine tricks if East has kept the right cards (a heart winner, two diamonds and a spade to lead to West). The braver play of returning a spade at trick two fares better.

If West prefers a heart lead against 3NT, again the play for an overtrick in 3NT is not entirely

straightforward. One way to get the overtrick is to play a diamond at trick two with the intention of finessing the nine.

East would go a couple off in 1♥ doubled but that is very unlikely to be the contract because West would probably retreat to 1♠ and/or North to 2♣.

Makeable Contracts

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

Board 22				Dealer E Vul: E-W	
		♠ 10432			
		♥ 654			
		♦ J72			
		♣ Q42			
♠ K97		♠ AQJ5			
♥ 832		♥ J97			
♦ Q43		♦ 9			
♣ 10653		♣ KJ987			
		♠ 86			
		♥ AKQ10			
		♦ AK10865			
		♣ A			
West	North	East	South		
2♣	Pass	1♣	Dble		
Pass	2♠	Pass	Dble		
All Pass			3♦		

South has such a huge hand that doubling 1♣ is the only practical first move these days. I say these days because at one point the way to show a very strong hand was to cue bid the opener's suit – but now more or less everyone plays the cue bid as a two-suited hand (or possibly as natural if 1♣ only promised at least two clubs.) After West scrapes up a raise, reopening with 2♦ would not do the South hand justice. While a jump to 3♦ would convey the values, doing so would risk missing a heart fit.

In a diamond contract declarer loses three tricks – two spades and a diamond. Even if the ♥J did not fall in three rounds, there would not be a heart loser because dummy could ruff the fourth round.

Somewhat fortuitously declarer would lose only three tricks in a heart contract. The lead would probably be a club but even if it were a spade the fact that hearts are 3-3 and that West has the diamond entry but no fourth spade to cash means the defenders cannot beat 4♥.

Makeable Contracts

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

Board 23				Dealer S Vul: Both	
		♠ 9875			
		♥ 932			
		♦ KQJ8			
		♣ 105			
♠ K62		♠ AQ4			
♥ KJ6		♥ A105			
♦ 975		♦ A632			
♣ Q742		♣ 863			
		♠ J103			
		♥ Q874			
		♦ 104			
		♣ AKJ9			
West	North	East	South		
Pass	Pass	INT	Pass		
			All Pass		

If East-West play a weak INT opening, the auction is likely to consist of six passes sandwiching INT by East. If a strong no-trump opening is in use, East makes a suit opening and West responds INT.

Defending against INT, South probably starts by cashing a top club and switching to the ♠J. Declarer can win the spade in hand and revert to clubs to set up the ♣Q. At some point declarer might try ducking a diamond or two.

At some point in the play, someone is going to have to lead a heart. If it is one of the defenders, declarer is sure to make three heart tricks. If the defenders somehow manage to avoid leading hearts, declarer will need to take the winning guess. South's initial pass and strong club holding might suggest North holds the ♥Q – but if declarer has found out that

North has the king-queen-jack of diamonds then South's initial pass ceases to be of much significance. If West declares, North leads a top diamond but declarer should play on clubs anyway.

Makeable Contracts

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

=====

Board 24	♠ J32 ♥ J ♦ K8652 ♣ AK63	Dealer W Vul: None	♠ Q97 ♥ Q10974 ♦ Q94 ♣ Q9
	♠ A84 ♥ AK85 ♦ AJ3 ♣ J75		♠ K1065 ♥ 632 ♦ 107 ♣ 10842
West	North	East	South
1♥	Dble	3♥	All Pass

Playing a weak no-trump, West is too strong to open that and starts with a suit opening. While North's takeout double, without four spades, is imperfect, it tends to pay to get in the bidding. This East hand is nowhere near as good as the hand West had on board 17; for one thing, this hand has one doubleton rather than the two; also this hand has a load of queens rather than pure values. Facing a preemptive raise, West has too many losers to go on to game.

In a heart contract the defenders should score two tricks in clubs and one in each pointed suit. The spade spots are such that they cannot set up two spade tricks – and one of East's spades is due to go away on the third round of clubs. 3♥ could go off if North switches to a spade at trick two and declarer calls for the queen from dummy. That should not really happen.

Given their nine-card heart fit, East-West will hardly ever play in no-trumps. If they do, they

can make as many tricks as with hearts as trumps. This has much to do with the fact that East has a load of secondary values and that the West hand is completely flat.

Makeable Contracts

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

=====

Board 25	♠ K95 ♥ 7 ♦ KJ654 ♣ AJ87	Dealer N Vul: E-W	♠ 107432 ♥ A6532 ♦ 8 ♣ Q6
	♠ AQJ8 ♥ K94 ♦ A1032 ♣ 92		♠ 6 ♥ QJ108 ♦ Q97 ♣ K10543

West	North	East	South
1♠	1♦	Pass	1♥
	2♣	3♠	4♣

All Pass Even at favourable vulnerability, I am not sure I would be in with a 2♦ Michaels cue bid (both majors) on the East hand. As it is, hardly anyone will do so. After South responds 1♥, West has a decision. A takeout double, holding only six cards between the two unbid suits, does not feel right. An overcall in the chunky four-card spade suit seems a pragmatic solution – just long as East does not become too excited! Holding five-card club support and a partial diamond fit, South is likely to compete quite high – but exactly how high time will tell.

The fate of a club contract depends in no small part on how many diamond ruffs that East scores. After a spade lead, West can win with the ace and work out from the bidding (and the three diamonds visible in dummy) that East holds a singleton diamond. The thing to therefore is to cash the ♦A and then, as a suit-preference signal for hearts, continue with the ♦2. East, if trusting the signal, can underlead the ♥A and obtain a second ruff.

Since the ♠K lies, not entirely unexpectedly, with the opening bidder, a spade contract yields only nine tricks. The defenders score one trick in each major to go with two in clubs.

Makeable Contracts

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

=====

Board 26		♠ J ♥ QJ7 ♦ Q972 ♣ A10973	Dealer E Vul: Both
♠ 106 ♥ 109653 ♦ AKJ105 ♣ 6		♠ AKQ983 ♥ ♦ 84 ♣ KQJ42	
		♠ 7542 ♥ AK842 ♦ 63 ♣ 85	
West	North	East	South
INT	Pass	1♠ 4♠	Pass All Pass

West might upgrade the hand on the basis that A-K-J-10-x is worth more than eight points. If you are going to do that, it is logical to bid the suit. You can sell me a 2♦ response on the West hand but not 2♥. If, as shown, West responds INT, East rebids 3♣ or some number of spades. If the rebid is 3♠, West has a comfortable raise anyway.

After the likely lead of a top heart, declarer ruffs, crosses to dummy with a diamond and calls for the singleton club. If North rises with the ♣A and switches to the ♠J, declarer has an easy ride. This is by winning, ruffing a club, returning to hand with a heart ruff, drawing trumps and claiming. North does better to duck. Then if declarer were to ruff a club in dummy and do anything other than draw trumps the defenders could make two (or more) tricks. Why does declarer not lose two club tricks? The answer is that North falls victim to a squeeze on the fourth round of trumps. In a five card ending, it is not possible to keep three diamonds and three clubs.

It is a similar story after an initial trump lead. North does best not to fly in with the ♣A on a club lead off dummy. Then declarer needs a squeeze.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	1	-	-
S	-	-	1	-	-
E	2	2	-	6	2
W	2	2	-	6	2

=====

Board 27		♠ 7643 ♥ 98 ♦ Q7632 ♣ 92	Dealer S Vul: None
♠ 8 ♥ A762 ♦ AJ10 ♣ KJ753		♠ A2 ♥ KQJ53 ♦ 95 ♣ A1086	
		♠ KQJ1095 ♥ 104 ♦ K84 ♣ Q4	
West	North	East	South
Dble Pass	2♠ Pass	4♥ 5♥	1♠ 4♠ All Pass

This could be another lively deal. South's 1♠ opening and West's takeout double should be near universal choices. North would have passed 1♠ if West had passed but it is normal to bid more aggressively following the opposing double. East has a very comfortable 4♥ bid in reply to West's double and does not mind going on to 5♥ once West has the chance to double 4♠ but does not take it.

After a spade lead, a successful decision to play for the drop in clubs or to finesse South for the queen results in making all thirteen tricks because East's diamond loser goes away on the fifth club. If South makes the inspired decision to start with a diamond, a winning view in clubs still means no losers anywhere but a losing view means only eleven tricks since the defenders score a diamond trick as well.

If clubs are trumps, any spade ruff is in the long trump hand and there is an inescapable diamond loser.

If North-South declare a spade contract, the defenders should score one trick in trumps and two in each side suit for seven in all.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	6	1	7	1	6
W	6	1	7	1	6

Board 28	♠ Q53	Dealer W
	♥ AJ105	Vul: N-S
	♦ A103	
	♣ 965	
♠ AK	♠ J9864	
♥ K9862	♥ 3	
♦ QJ542	♦ 986	
♣ 3	♣ QJ107	
	♠ 1072	
	♥ Q74	
	♦ K7	
	♣ AK842	

West	North	East	South
1♥	Pass	Pass	INT
2♦	2NT	All Pass	

In the reopening position a INT overcall is like a weak no-trump opening, albeit with (for most partnerships) a stopper in the suit opened. Whether North's 2NT is natural for pairs for whom it would be a puppet to 3♣ (Lebensohl) in different circumstances is a point for discussion. Holding 12 high card points, albeit with a five-card suit potentially as a source of tricks, South declines the game invitation.

For the opening lead against a no-trump contract, West can reason that rather less help is needed in diamonds than in hearts for the lead to be effective. Any of the ace, king or ten with East would be useful. The upshot is that the ♦10 might score at trick one. Whether or not it does, the play in the club suit is critical. With West having shown length in both red suits and known to hold some strength in spades, the 1-4 club split is far from unexpected. Cashing a high club and then leading low towards the nine would be fine if West's singleton club was an honour. On the actual layout, that is not good enough. Running the nine and later finessing the eight works

whenever East has two or three club honours. In practice, if the first club lead is low off dummy, East might split honours, saving declarer a guess.

2♦ doubled should go down a couple of tricks. The defenders can get in three rounds of trumps to leave declarer with multiple heart losers.

Makeable Contracts

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

Board 29	♠ 7	Dealer N
	♥ QJ1074	Vul: Both
	♦ A2	
	♣ K10864	
♠ AK5	♠ QJ842	
♥ 65	♥ AK92	
♦ J10965	♦ K	
♣ A72	♣ QJ3	
	♠ 10963	
	♥ 83	
	♦ Q8743	
	♣ 95	

West	North	East	South
1♥	1♠	Pass	
2♥	Pass	3NT	Pass
4♠	All Pass		

Holding two fair five-card suits and no obvious flaws, North should open the bidding whatever the vulnerability. East might overcall INT, which conveys the values and heart holding. The majority of players, given the five-card spade suit and a singleton, will prefer the 1♠ overcall. West's 2♥ cue bid shows three-card spade support and some values. East then offers a choice of games. Perhaps West should pass 3NT.

The line to make eleven tricks in a spade contract on a heart lead is not entirely obvious. With reasonably careful timing, declarer can knock out the ♦A and the ♦Q to make five trumps, two hearts, a heart ruff, two diamonds and a club. An opening club lead would scotch this plan.

In a no-trump contract, again declarer can set up a couple of diamond tricks – but clearly there is no heart ruff available, which makes the limit ten tricks unless the defenders (most likely North by switching to a club when in with the ♦A) do something helpful.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	3	2	4	4
W	1	3	2	5	4

=====

Board 30	♠ KQ106 ♥ AQ8654 ♦ ♣ 1076	Dealer E Vul: None	
♠ A4 ♥ K32 ♦ K10542 ♣ AJ5	♠ J987532 ♥ J10 ♦ A8 ♣ 98	♠ ♥ 97 ♦ QJ9763 ♣ KQ432	
West	North	East	South
5♦	All Pass	3♦	Pass

Holding eleven cards in the minors, even cautious bidders should open 3♦ on the East cards. Indeed some people I know would open 4♦ with this hand. Looking at five-card support, West raises to game as two-way shot. Perhaps 5♦ will make. Perhaps North-South can make something.

North has a tricky decision over 5♦. With ten cards in the majors and a void in diamonds, it could be right to be declaring. Double and 5♥ are both alternatives to the pass.

Anna's computer has kindly (from a North-South viewpoint) given South an attractive heart holding from which to lead. The defenders thus score two fast heart tricks against 5♦, with the ♦A to come. On any other lead declarer can discard a heart on the ♠A quickly so as to lose just two aces.

In a spade contract North-South have just one spade and two clubs to lose. Why does a heart

contract play nowhere nearly as well? The defenders can take two clubs, a spade and a spade ruff for the first four tricks. Playing a third round of clubs then forces dummy, making West's ♥K uncatchable.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	2	4	1
S	-	-	2	4	1
E	3	4	-	-	-
W	5	5	-	-	-

=====

Board 31	♠ 8652 ♥ K10 ♦ AJ1092 ♣ Q7	Dealer S Vul: N-S	
♠ KJ1043 ♥ J843 ♦ K ♣ A94	♠ A97 ♥ AQ ♦ Q864 ♣ KJ105	♠ Q ♥ 97652 ♦ 753 ♣ 8632	
West	North	East	South
1♠	Pass	Pass	Dble
Pass	2♦	Pass	2NT
Pass	3NT	All Pass	

In the direct seat, South would have the correct strength to overcall 1NT. In fourth seat, the range is around 12-14, which means the hand is too strong for such an action. Also consequent from the fact that reopening actions can be weaker, North does not jump to 3♦ but settles for a simple 2♦. When South bids on, it is an easy decision to raise 2NT to 3NT.

If West finds the inspired lead of the ♠K, the defenders can take three tricks against a no-trump contract: two spades and a club. They also come to three tricks if West leads the ♠J and declarer wins the first trick. Holding up the ♠A risks defeat if the ♦K is offside because then the defenders would have time to set up the hearts before declarer has set up both minors. However, as West would have at most nine points without the ♦K and ♠Q, the risk is minimal. With the ♦K onside as expected,

declarer comes to eleven tricks: five diamonds, three clubs, two hearts and a spade.

4♥ doubled could go down 800 if the defenders lead clubs early because then they might score a spade, a diamond, two clubs, two natural trump tricks and an overruff on the fourth round of clubs.

Makeable Contracts

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

=====

Board 32	♠ K983	Dealer W	
	♥ 642	Vul: E-W	
	♦ K7	♣	
	AK106		
♠ A52		♠ QJ	
♥ 83		♥ KQ75	
♦ Q642		♦ J103	
♣ Q754		♣ J982	
	♠ 10764		
	♥ AJ109		
	♦ A985		
	♣ 3		
West	North	East	South
Pass	INT	Pass	2♣
Pass	2♠	All Pass	

Playing a weak INT opening and a Stayman enquiry in response, South has textbook hand for bidding 2♣ with a view to passing whatever rebid opener makes. Here 2♠ from North is welcome development because on a bad day North's only suit is clubs, when 2♦ might not be such a good contract.

The cards sit well for North-South. With spades 3-2 and the ace onside and with nothing terrible happening in hearts, the only definite losers in a spade contract are two trumps and a heart. Declarer makes two trumps, three hearts, two tricks in each minor and a ruff somewhere. It is possible to lose another trick if East starts with a top heart and declarer tackles trumps by finessing the nine. That way West scores a heart ruff that is not at the expense of a natural trump trick.

If North-South do not find their spade fit and play in a no-trump partial (for example if North, playing a strong no-trump, opens 1♣ and rebids INT over a 1♥ response) making nine tricks should be possible. As West cannot get in twice to lead through North's club holding, declarer makes all but one of the same tricks as are possible in a spade contract – the lack of the possibility of a ruff accounting for the trick fewer.

Makeable Contracts

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

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