



Commentary for the CBAI Simultaneous Pairs Thursday 10th February 2022

Dear Bridge Player,

Thank you for playing in the CBAI Simultaneous Pairs 2022, and for your continued support to the Association. With live bridge curtailed, and some members not playing any bridge at all, events such as this one represent an even more important source of funds for us than normal.

Unfortunately, I suspect that all our participants will still be online for these games rather than playing live. However, things are now looking much more positive, and hopefully it will not be TOO much longer before we are all able to meet at the table again as we used to do.

I hope that you enjoyed the chance to test yourself against your fellow players across the country (and indeed maybe overseas as well – one of the benefits of online bridge). As always, the hands, which are randomly dealt by computer with NO manual intervention, provided plenty of challenges. Many thanks to our expert commentator Enda Glynn for his guidance through the maze. I hope that you have picked up some useful tips from his advice. In response to requests, our editors have also included a table with the makeable contracts on each deal (the old “hand records” from live bridge) at the end of this document.

And don't forget to check your standing in the national results by [clicking here](#) once your club has uploaded its results.

Pat O'Mahony – President, Contract Bridge Association of Ireland

Board 1. Dealer North. Vulnerability None

	♠ A Q J 10 8 6		
	♥ K 10 9 2		
	♦ 8 7		
	♣ A		
♠ 9		♠ K 7 4 2	
♥ A Q J 5		♥ —	
♦ 10 4 2		♦ A K Q 9	
♣ 10 9 6 4 3		♣ J 8 7 5 2	
	♠ 5 3		
	♥ 8 7 6 4 3		
	♦ J 6 5 3		
	♣ K Q		
West	North	East	South
	1♠	2♣	Dbl
4♣	All Pass		

North may be tempted to bid 4♥ or 4♠ on the 2nd round of bidding. He has the right shape, but he has a minimum hand. 4♥ will be doubled by West and 4♠ will be doubled by East, resulting in +500 for E/W

In the modern game players tend to bid too much. If North passes he will learn that discretion is the better part of valour

Tip: With minimum opening points don't get above your station

Board 2. Dealer East. Vulnerability N/S

	♠ A K J		
	♥ A J		
	♦ K 7 5 4 3		
	♣ Q J 7		
♠ Q 9 8 6 3		♠ 7 4 2	
♥ Q 8 4 3		♥ K 9	
♦ J 6		♦ A Q 10 9 8	
♣ 10 5		♣ 9 6 3	
	♠ 10 5		
	♥ 10 7 6 5 2		
	♦ 2		
	♣ A K 8 4 2		
West	North	East	South
		Pass	Pass
Pass	1♦	Pass	1♥
Pass	2NT	Pass	3♣
Pass	3♦	Pass	3NT
All Pass			

East has a difficult hand to lead from.

He may choose the diamond 10 - declarer will win and cash 5 clubs. Taking note of the discards, he has 9 certain tricks - if he puts his life in his hands and finesses the spade he will make 10 tricks.

If East chooses a spade lead North can cash his winners and if East doesn't jettison his heart

King he will be endplayed to give a diamond in the end-game.

Tip: Cash your winners and you may stumble on an endplay.

Board 3. Dealer South. Vulnerability E/W

<p>♠ K 10 9 8 4 2 ♥ 2 ♦ 7 6 2 ♣ 6 3 2</p> <p>♠ J 5 3 ♥ 7 6 3 ♦ 9 8 4 ♣ K Q 10 5</p>	<p>♠ Q 6 ♥ A J 10 5 ♦ A K Q J 5 ♣ A J</p> <p>♠ A 7 ♥ K Q 9 8 4 ♦ 10 3 ♣ 9 8 7 4</p>
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West	North	East	South
Pass	2♠	Dbl	Pass
2NT*	Pass	3NT	All Pass

Should North open 2♠ in 3rd position E/W will have difficulty reaching a NT game.

At favourable vulnerability a 2♠ opening by North is recommended. It is difficult for East to bid an immediate 3NT, the only making game. West will bid 2NT Lebensohl - an artificial bid showing less than 8 points. East, with some trepidation, may now try 3NT which is the winning action.

Declarer will likely make eleven tricks if a spade is led. Should North try a heart lead the defence have three tricks.

Tip: In third position non-vulnerable put the pressure on with a pre-emptive bid.

Board 4. Dealer West. Vulnerability All

<p>♠ 8 3 2 ♥ A K 7 4 ♦ Q 7 3 ♣ A 9 4</p> <p>♠ A 9 5 ♥ J 10 6 3 ♦ 8 ♣ K Q 8 7 5</p>	<p>♠ Q J 10 4 ♥ 9 8 5 ♦ A 10 4 2 ♣ 10 2</p> <p>♠ K 7 6 ♥ Q 2 ♦ K J 9 6 5 ♣ J 6 3</p>
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West	North	East	South
1♣	Dbl	1♠	2♦
Dbl*	Pass	2♠	All Pass

With points in the suit many West players will likely open 1♣. North will join in the action with a takeout double.. East may choose to bid his major. The spotlight is on South, who shouldn't be too aggressive - a simple 2♦ will suffice. West will make a support double, and East's bid of 2♠ should close the auction. A forcing defence will win the day. There are not enough entries to set up clubs. With only an 8-card fit N/S should not wander above the 2 level

Tip: It's frequently a good defence to force dummy or declarer to ruff

Board 5. Dealer North. Vulnerability N/S

<p>♠ Q 7 5 4 ♥ Q 8 6 3 ♦ 4 ♣ K Q 10 7</p> <p>♠ K 2 ♥ J 7 ♦ A K J 10 9 ♣ 8 5 4 2</p>	<p>♠ A J 8 6 3 ♥ K 4 ♦ Q 8 6 3 2 ♣ 6</p> <p>♠ 10 9 ♥ A 10 9 5 2 ♦ 7 5 ♣ A J 9 3</p>
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West	North	East	South
Pass	Pass	1♠	Pass
2♦	Pass	3♦	Pass
4♦	Pass	5♦	All Pass

North will lead the club King and continue clubs. Declarer has a choice of plays to make the contract – he can play a heart to the King, or take a Spade finesse, or try and setup the long spade. If the Spade finesse loses the contract is down.

However, West is attracted to a finesse and after cashing the King chooses to finesse the spade Jack. Declarer now has two heart discards as the 5th spade can be setup. A club ruff provides the entry for the long spade. Declarer will score twelve tricks on that line of play. Rejecting the finesse and playing to set up the long spade is a safer line of play but will yield only eleven tricks.

N/S have a fit in Hearts and Clubs but the vulnerability is unfavourable

Tip: At unfavourable vulnerability the 5-level belongs to the opponents

Board 6. Dealer East. Vulnerability E/W

	♠ K 7		
	♥ J 7 4 2		
	♦ A 5 3		
	♣ J 10 9 3		
♠ 10 9 5 2		♠ A 8 6 4 3	
♥ A K 9 8		♥ —	
♦ 2		♦ K Q 10 6 4	
♣ 8 7 6 4		♣ K Q 2	
	♠ Q J		
	♥ Q 10 6 5 3		
	♦ J 9 8 7		
	♣ A 5		
West	North	East	South
		1♠	Pass
3♦*	Pass	4♠	All Pass

West has four trumps, an Ace King of a side suit and a singleton diamond. He is worth a bid of 3♦, a splinter agreeing spades and showing a singleton diamond (4♦ would be a splinter showing a diamond void). With wasted diamond values East signs-off in 4♠.

If East's hand was suitable, he can investigate a slam with a forward move. With careful play declarer can confine his losers to a club, a diamond, and a spade. Some might think the splinter to be an aggressive bid nothing ventured, nothing gained. With a minimum hand East can always sign off in game.

Tip: A 3-level splinter shows a singleton in the suit bid, and a 4-level splinter shows a void. The person who splinters will always have at least four trumps.

Board 7. Dealer South. Vulnerability All

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

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

In the bidding East should note that his partner has a minimum hand with no primary support for spades. The original bid of 1♠ over 1♦ may be just four. With both majors East will double. His red suit holdings are poor so there is little point in bludgeoning his way on to 5♣. It is true that 5♣ depends on the heart finesse but with strong bidding North is favourite to hold that card. East will be rewarded for his caution as there are just ten tricks in a club contract.

Tip: With two minimum opening hands and small cards in unbid suits it is not always wise to bludgeon your way to a minor suit game.

Board 8. Dealer West. Vulnerability None

	♠ 4		
	♥ A K 9 4 2		
	♦ A K J 10 7 6 5		
	♣ —		
♠ K 9 8 3 2		♠ Q 10 7	
♥ 8 6		♥ Q J 10 7 3	
♦ 4 2		♦ Q	
♣ Q J 8 6		♣ A 10 4 3	
	♠ A J 6 5		
	♥ 5		
	♦ 9 8 3		
	♣ K 9 7 5 2		
West	North	East	South
Pass	1♦	1♥	Dbl
Pass	3♦	Pass	4♥
Pass	6♦	All Pass	

Page one of my beginner's notes told me to open my longest suit first. There are advocates of five in a major and six in the minor to open the major first. I am an advocate of the old school and bid my six-card suit first. North has a powerful hand and is worth a 3♦ bid on the second round of bidding. 4♥ is a delayed splinter and North needs no more encouragement and bids an optimistic 6♦.

East may lead a singleton trump. Two hearts can be ruffed in dummy as the trump spots are good. The only loser is a heart in the end game.

Tip: With 6-5 distribution open the six card suit first even if it is a minor major.

Board 9. Dealer North. Vulnerability E/W

	♠ A		
	♥ A 6 3		
	♦ K 8 7 4		
	♣ A K J 10 8		
♠ K 7 4		♠ J 9	
♥ Q J 10 9 5 4		♥ 8 7 2	
♦ 9		♦ Q J 10 6	
♣ 5 3 2		♣ Q 9 6 4	
	♠ Q 10 8 6 5 3 2		
	♥ K		
	♦ A 5 3 2		
	♣ 7		
West	North	East	South
	1♣	Pass	1♠
Pass	2♦	Pass	2♠
Pass	4♣	All Pass	

This is a difficult hand to bid. North reverses and once South shows a six card and nine to eleven points the spade Ace is an invaluable card. If South was weaker with six spades he would have bid 2♠ on the first round. With the heart Ace North recognises that a suit contract is best and bids 4♣.

A 6♦ contract is also possible but due to the poor spots in the diamond suit and the 4/1 break that contract is destined to fail. Playing in a spade contract the key play is pinning the doubleton jack – not an easy decision.

Any N/S pair who bid 6♠ and divine the spade position will score well. Two diamonds can be discarded on the club King and heart Ace.

Tip: Examine the spot cards in your suits before deciding the best way forward.

Board 10. Dealer East. Vulnerability All

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

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

East's intervention over 2♥ will likely show a highly distributional hand and not just hearts. West's bid of 4♦ shows his second suit. East cue bids the heart control and West has nothing further to say.

East has been thinking of a slam so a more imaginative lead than a heart is called for. The winning lead is the doubleton club. The defence will score three tricks after that lead. If a heart is led East may judge that North, after his aggressive bidding is short in spades and take the spade finesse. That will result in declarer scoring all thirteen tricks. Take your pick – 10 tricks, thirteen tricks, 4♣ or 6♠.

Tip: Watch for clues in the bidding for the best way to handle suits.

Board 11. Dealer South. Vulnerability None

	♠ 10 9		
	♥ K 7 4 3		
	♦ 9 8 7		
	♣ 10 7 3 2		
♠ Q 7 4		♠ K 6 3	
♥ 9 8		♥ A J 10 2	
♦ A 10 3 2		♦ K J 4	
♣ A K J 5		♣ Q 9 4	
	♠ A J 8 5 2		
	♥ Q 6 5		
	♦ Q 6 5		
	♣ 8 6		
West	North	East	South
			Pass
INT	Pass	2♣	Pass
2♦	Pass	3NT	All Pass

North has a choice of opening leads. He knows declarer is strong in the minors. His heart spots are not great so he may well choose the spade 10. Declarer will win and finesse a heart. South will return a passive club.

Later in the play declarer may finesse a diamond into East – the safe hand. He cannot afford a second spade lead from North. Declarer will likely end up with ten tricks. Finessing the diamond into North early will succeed but it is a dangerous play. If it loses declarer will be down two. It is amazing the

difference an opening lead can make. Any North who chooses a spade lead will likely score well.

Tip: Try and envisage partner's hand before making opening lead. You are not playing on your own.

Board 12. Dealer West. Vulnerability N/S

	♠ Q 7		
	♥ A K Q 10 5 3		
	♦ K		
	♣ A 9 8 4		
♠ K 10 3 2		♠ A J 9 8 6 5	
♥ 9 6		♥ 8 2	
♦ A J 8 6 3		♦ 10 7 5 2	
♣ Q 2		♣ 3	
	♠ 4		
	♥ J 7 4		
	♦ Q 9 4		
	♣ K J 10 7 6 5		
West	North	East	South
1♦	1♥	1♠	2♥
2♠	4♥	4♠	5♥
Pass	Pass	5♠	Pass
Pass	Dbl	All Pass	

A lively auction shows that distributional hands are difficult to bid. North bids game on second round of bidding with a good suit and extra values. East knows there is a double fit and bids one for the road which is the winning action. The vulnerability is favourable and with careful play is only two down.

It is a mistake to play a diamond to the jack as there is no finessing position when playing the suit the second time. It is best to cash the Ace and after this play there is only one diamond loser. There are eleven tricks in hearts and some N/S players will be allowed play in 4 or 5 hearts.

Tip: In competitive auctions at favourable vulnerability bid one for the road.

Board 13. Dealer North. Vulnerability All

	♠ 7 5 4		
	♥ K 10 7 3 2		
	♦ A K 4 3		
	♣ A		
♠ 9 6 2		♠ A K Q J 3	
♥ A J 9 8 6		♥ 5	
♦ Q 10		♦ 9 2	
♣ 9 7 6		♣ K Q 10 8 5	
	♠ 10 8		
	♥ Q 4		
	♦ J 8 7 6 5		
	♣ J 4 3 2		
West	North	East	South
	1♥	2♥*	Pass
2♠*	3♦	Dbl*	Pass
3♠	All Pass		

2♥ is Ghestem showing the two suits clubs and spades at least 5-5. Using Ghestem a bid of 2NT would show the minors, and 3♣ (a jump in the minors) would show the exclusives – diamonds and spades. The big advantage of Ghestem is that the two suits are identified with the first bid. East's double of 3♦ shows a strong Ghestem. West's Queen of diamonds is not a great feature so West does not advance beyond 3♠.

Should South decide to bid 4♦ he risks a penalty double and a score of minus 200 Nine tricks is the limit in spades. In this hand it is not easy for either side to bid to the correct level. A plus score for either side will be a good result.

Tip: When bidding on be careful of a penalty double at equal vulnerability.

Board 14. Dealer East. Vulnerability None

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

West	North	East	South
		Pass	1♦
Pass	1♥	Pass	2♣
Pass	3NT	All Pass	

Despite 26 high card points this is a dodgy 3NT. After a spade lead won in dummy declarer must play a heart to make the contract. Even if the club finesse succeeds declarer will need a heart trick to get home. But when the club finesse fails the defence will prevail. A heart switch will see the defence score five tricks.

Of course, if the club finesse succeeded only one heart trick is required. This is a difficult hand for declarer and the winning line on the hand is not altogether clear. How declarer plays the hand will decide the outcome.

Tip: Pause at trick one and weigh up your options as to the best line of play. It is often too late at trick five or six.

Board 15. Dealer South. Vulnerability N/S

	♠ 5 3 2		
	♥ A 10 9		
	♦ A J 6 4 3		
	♣ 10 6		
♠ A K Q 10 9 7		♠ J 8 6	
♥ J 8		♥ Q 7 6 5 4	
♦ 10 7		♦ Q 8 5	
♣ K 7 3		♣ 4 2	
	♠ 4		
	♥ K 3 2		
	♦ K 9 2		
	♣ A Q J 9 8 5		
West	North	East	South
1♠	Dbl	2♠	1♣
3♠	5♣	All Pass	3♣

North must take action in the first round of bidding. A double (with only 3♥) is not ideal but there is a fall-back position in clubs. South with a good six card suit will compete with 3♣. Over 3♠. North with two outside Aces is well worth a 5♣ bid.

E/W have a good save in spades at favourable vulnerability but West may choose to defend. He looks like to have two certain ticks and maybe partner might have another. East, however, has nothing to contribute to the defence and the sacrifice may be missed.

Tip: Aces are great cards when deciding to go on in competitive auction.

Board 16. Dealer West. Vulnerability E/W

		♠ A J 8 7 4	
		♥ J 9 8 4 3	
		♦ 4	
		♣ 10 5	
♠ K 10 3			♠ Q 9 2
♥ 10 5			♥ K 2
♦ A Q 10 9 7 3 2			♦ J 5
♣ 8			♣ A K Q J 7 2
		♠ 6 5	
		♥ A Q 7 6	
		♦ K 8 6	
		♣ 9 6 4 3	
West	North	East	South
3♦	Pass	3NT	All Pass

West has a solid 3♦ opening. It is a good suit with a possible outside entry. East will try 3NT with a good source of tricks himself. After a heart lead declarer will make all thirteen tricks. Only on the unlikely spade lead followed by a heart switch can the contract be defeated. East should play with the odds and finesse in diamonds.

After a club lead he must cash the clubs first and put his faith on a successful diamond finesse. 3NT plus four should be the most likely result. Fancy players who cash diamond Ace hoping for a singleton King will not score well. The maxim "If they don't cover they don't have it" doesn't apply here.

Tip: Pre-empt early if possible and apply the pressure.

Board 17. Dealer North. Vulnerability None

		♠ A K 8 4	
		♥ —	
		♦ A Q 9 8 2	
		♣ 10 7 6 3	
♠ 9 7			♠ Q 10 6 2
♥ 8 4 3			♥ K Q 7
♦ 5 4 3			♦ K J 10
♣ A J 9 8 5			♣ K Q 2
		♠ J 5 3	
		♥ A J 10 9 6 5 2	
		♦ 7 6	
		♣ 4	
West	North	East	South
2NT*	1♦	1NT	2♥
	Pass	3♣	All Pass

South has not enough points to double INT so 2♥ is the likely bid. West with five points and a good suit opposite a INT overcall does not want to sell out. He bids 2NT (Lebensohl) showing a hand where he wants to compete. An initial bid of 3♣ would be forcing to game and West does not have that type of hand. A strategic East might decide to pass 2NT which is the winning action on this hand. Eight tricks for East in a notrump contract is the limit on the hand.

The lead of the heart Ace and another giving partner a ruff will defeat 3♣. South can make 2♥ and without a spade lead the long diamonds can be set up in dummy for a spade discard making nine tricks. 3♥ making is a likely result and North should respect partner's bidding.

Tip: With suitable hand fight for the part-score.

Board 18. Dealer East. Vulnerability N/S

	♠ 8 7 3		
	♥ 2		
	♦ 7 6 3		
	♣ A K 7 4 3 2		
♠ J 4 2		♠ K Q 10 6	
♥ A 7 5 4 3		♥ K 8 6	
♦ 9 2		♦ K J 8 4	
♣ Q J 5		♣ 9 6	
	♠ A 9 5		
	♥ Q J 10 9		
	♦ A Q 10 5		
	♣ 10 8		
West	North	East	South
		INT	Pass
2♦	Pass	2♥	Pass
Pass	3♣	All pass	

Balancing is a hazardous occupation. North on this hand strikes gold with a balancing bid of 3♣. South should not get ahead of himself and bid 3NT. That contract is destined to fail after a spade lead or a spade switch. Should East stretch to a 3♥ bid he will run into a penalty double resulting in minus 300.

In a 3♣ contract North loses two spades a heart and a club as both diamonds lie well for declarer. Discipline by South and by East are required in the bidding.

Tip: When partner balances it is often dangerous to bid on.

Board 19. Dealer South. Vulnerability E/W

		♠ 7	
		♥ K 10 8 6 5 2	
		♦ A 9 5	
		♣ Q J 6	
♠ A 8 4		♠ K J 9 3 2	
♥ A 9 4 3		♥ 7	
♦ Q 8 6 4		♦ J 10 3 2	
♣ 10 4		♣ K 9 8	
		♠ Q 10 6 5	
		♥ Q J	
		♦ K 7	
		♣ A 7 5 3 2	
West	North	East	South
			1♣
Pass	1♥	Pass	1♠
Pass	2♥	Pass	3♥
Pass	4♥	All Pass	

The 2♥ rebid by North shows a six card suit and 9 to 11 points. If North had a weaker hand with 6 hearts, he will bid 2♥ on the first round of bidding. South rating his Queen Jack to be good support cards in the trump suit invites game. North accepts the invitation.

There is a danger of four losers after a diamond lead – a trick in each suit. This can be avoided by playing a spade early. In the later play South will be able to prevent a second trump loser if he has to ruff a diamond. The club finesse succeeds. After the early spade play declarer will come to ten tricks. On winning club Ace he ruffs another spade and in the end game West's trump nine will be unable to score a trick. A spade must be played at trick two. to set up the interesting end game.

Tip: Opposite a six card suit the Queen and Jack are good cards – note the bid of 2♥ in that sequence shows 9 to 11 points.

Board 20. Dealer West. Vulnerability All

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

West	North	East	South
1♣	Pass	1♦	Pass
2♥	Pass	4NT	Pass
5♠*	Pass	6♥	All Pass

With strong hands one should bid suits upwards. In the later bidding you will be able to show other suits and you are less likely to miss a fit. West has a difficult rebid after partner responds 1♦. 2NT is not ideal and a bid of 2♥ is favoured. East knows his partner has reversing values. The 4NT bid is Roman Key Card Blackwood in hearts and missing an Ace, East will settle for 6♥. Ironically if spades was the agreed suit E/W are likely to stay out of small missing an Ace and the trump queen. Playing in hearts the good clubs in dummy get rid of the two spades in declarer's hand and no spade finesse is required.

E/W pairs who bid 6NT will get top marks as the texture in all the suits is good. Roman Key Card Blackwood is a useful tool and worth putting in your armoury.

Tip: Use Roman Key Card Blackwood – it will clarify the ace position and it is worth studying the finer points of that convention.

Board 21. Dealer North. Vulnerability N/S

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

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

4♠ is sufficient for West. He has a singleton in partner's suit who has only shown a minimum opening. East with nice shape and points in his suits is worth a 1♦ opening. In the play with the club finesse working and a heart to the queen working West will make eleven tricks.

The club Jack is the normal lead – only a heart lead gives twelve tricks and that is unlikely. If

East belongs to the Tory Party and passes in first position there is a danger of not bidding 4♠. It is best to open with shapely hands. There are less likely to be problems in subsequent bidding.

Tip: Shape is frequently more important than high card points.

Board 22. Dealer East. Vulnerability E/W

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

West	North	East	South
		Pass	Pass
INT	All Pass		

Mick Muldoon, a fine Galway Bridge player of yesteryear, always passed with a flat 11 points over partner's INT opening. That theory is tested on this hand. If East invites game West with good filler cards might advance to 3NT which will not be a success.

East's flat eleven points have no extra features and poor fillers in the red suits. North will start with the heart 4, the fourth highest of his best suit. The defence will take the first four heart tricks. North will probably exit on a spade. The club finesse is working but declarer must lose a diamond in the later play. E/W partnerships who play in 1 or 2NT will score well.

Tip: In addition to high card points examine the overall texture of the hand before choosing to advance.

Board 23. Dealer South. Vulnerability All

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

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

The 1♠ bid after the 1♥ overcall shows a five-card suit. South rebids INT and receives the lead of the heart 2. The contract is in mortal danger and as the cards lie there is no good option. Declarer might play on spades and when West wins the third spade he can switch to a diamond. If declarer now plays on Clubs and tries a spade. West can win and exit on Ace and another club. Declarer can make six tricks on this line of play.

If at any stage East gets on lead, he can return a heart and West gets to cash four heart tricks and declarer may end up with just five tricks. The moral is when in dodgy contracts scramble as many tricks as you can and don't panic.

Tip: Lead low from Ace King 10 x x when defending a NT contract.

Board 24. Dealer West. Vulnerability None

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

West	North	East	South
Pass	1♦	Pass	1♠
Pass	1NT	Pass	2♦*
Pass	2♥*	Pass	4♦*
Pass	5♣*	Pass	6♦
All Pass			

Fortune favours the brave. It is best to play 2♦ over partner's 1NT rebid as an artificial game forcing bid. Here it is ideal. North shows four hearts. It is against the principles of Bridge to go looking for Aces with no Ace. But needs must. When North shows four key cards South bids the small slam in diamonds.

There is little to the play. The contract depends on the spade Ace being right for declarer as it is in this hand. As usual E/W will score under average when a slam is bid and made against them. 6NT is a lucky make. For 6NT to make in addition to the spade Ace being in the right place for declarer the 3 3 heart break is also required. Not a great percentage NT slam.

Tip: Use 2♦ as game forcing after partner rebids 1NT. It gives more space for bidding.

Board 25. Dealer North. Vulnerability E/W

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

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

West has a choice of bids on the first round of bidding. 1NT, 2♥ or 3♠ could all come into play.

The preferred option is a forcing 1NT. East will introduce his diamond suit and West will bid an invitational 3♠. That bid will show eleven points and three spades. East has only eleven points and no aces. Disciplined East players will

pass. The more adventurous will advance to 4♠ which proves a bridge too far.

After the lead of the club 7 (the second highest from all bad suits) North will win with the Ace and switch to diamond 9. It doesn't matter if South wins this trick with the Ace or waits until he wins the trump ace. A diamond ruff is organised and nine tricks are the limit of the hand. It is a precarious business judging whether to pass 3♠ or advance to 4♠. Even with the spade Queen 10 onside there are four losers for declarer

Tip: Trust partner to make right switch and co-operate.

Board 26. Dealer East. Vulnerability All

	♠ 10		
	♥ A 8 5 2		
	♦ K Q 10 9 2		
	♣ J 9 8		
♠ A 9 6 2		♠ 8 7 5 3	
♥ Q 7 4		♥ K 10 6 3	
♦ J 7 5		♦ A	
♣ Q 4 2		♣ A K 10 7	
	♠ K Q J 4		
	♥ J 9		
	♦ 8 6 4 3		
	♣ 6 5 3		
West	North	East	South
1♠	Dbl	1♣	Pass
All Pass		2♠	3♦

E/W have just an eight-card fit and decide to defend 3♦. North has minimum for his take out double and with good spades it is debatable if South should advance to 3♦. 3♦ drifts two off for plus 200 for E/W.

If E/W decided to declare 3♠ the play is interesting. After a likely diamond lead, a spade can be ducked. The probable diamond continuation can be ruffed. A heart to the Queen will score and with clubs breaking 3 3 there are several ways to nine tricks. South with good spades does best not to get involved. A disciplined pass is the winning option.

Tip: No jumping around on minimum opening hand.

Board 27. Dealer South. Vulnerability None

	♠ A K 10 8		
	♥ K Q 10 9 7 5		
	♦ 10 4		
	♣ 8		
♠ J 9 5 3 2		♠ Q 6	
♥ 8		♥ A 6 2	
♦ 9 3		♦ Q J 8 5 2	
♣ Q 10 7 6 5		♣ A 9 4	
	♠ 7 4		
	♥ J 4 3		
	♦ A K 7 6		
	♣ K J 3 2		
West	North	East	South
Pass	2♦	Pass	INT
Pass	2♠	Pass	3♥*
Pass	4♥	All Pass	

South's bid of 3♥ shows a minimum opening hand and three hearts. It is important for North to put spades in the picture as 4♠ could be the best spot. In the play N/S have good trump spots. South does best to play a club towards his King early. In this way he can discard a spade on the club King and ruff the other spade.

Should trumps be led and continued the play becomes trickier. If declarer plays a club early East can prevent the ruff by rising with the Ace and continuing trumps. In the endgame now West will be squeezed between clubs and spades. The running of the trumps will put inordinate pressure on West and he will not be able to hold out. In addition, if East plays low on the first club (frequently a good play) South is unlikely to insert the King and declarer may be held to ten tricks.

Tip: With 6 4 in the majors show both – do not insist on one, as partner may have a good fit for the other.

Board 28. Dealer West. Vulnerability N/S

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

West	North	East	South
INT	2♣*	2♥	2♠*
Pass	3♠	4♦	4♠
5♦	Pass	Pass	Dbl
All Pass			

If North is in a position to bid 2 Clubs natural he will fare well in this hand. Partner will be able to make a free spade bid which should always show tolerance for clubs. East with six five distribution and at favourable vulnerability will introduce his diamond suit. Over 4♠ West is in a position to find a good sacrifice by bidding 5♦. N/S have to subside – a penalty double will rescue a few match points.

A diamond contract fares a trick better than a heart contract. Repeated club leads will produce a second heart trick for South in a heart contract. There are only three losers in a diamond contract. N/S have no hope in 5 Spades with three cashing Aces to lose.

Tip: The time to consider a sacrifice is if the vulnerability is favourable.

Board 29. Dealer North. Vulnerability All

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

West	North	East	South
	Pass	Pass	1♣
2♠*	Dbl	3♠	Dbl
All Pass			

The bid of 2♠ will show a six-card suit and opposite a partner who has passed a reasonable hand as he is vulnerable. East bids to the level of the fit. The double by South shows a strong NT hand or better and denies 4♥. It requires good defence to beat 3♠. North passes and hopes the defence can rise to the occasion.

A club lead is most likely. The return of the heart is now required and North must duck. Even if declarer discards a heart from dummy on the third club South on winning the spade Ace can return a heart and he will be able to over-ruff dummy. Holding the spade 9. That will be the 5th trick for the defence leading to plus 200 and a good score for N/S. In a club contract N/S can make nine tricks.

Tip: Sometimes in a competitive auction it will be necessary to double to protect your score. In this hand with sixteen high card points and no primary fit South should not go quietly.

Board 30. Dealer East. Vulnerability None

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

West	North	East	South
1♣	1♠	Pass	Pass
Pass	2♠	Dbl	2♣*
All Pass		3♣	3♠

When I started playing bridge I was told “Watch the third man” – light openings in 3rd seat were common always. West has a good suit – he is telling partner what to lead and may be able to compete in the suit. South’s 2♣ is an unassuming cue bid, showing a good hand and spade support. North’s Queen Jack of clubs are not worth full value so 2♠ shows a minimum

overall. South will eleven points decides to bid on to 3♠.

A diamond switch after cashing two top clubs will result in five tricks for the defence. Playing in a club contract the “principle of restricted choice” comes into play. When North drops the club Queen or Jack on the first round declarer may think the clubs are divided 4 1 and enter dummy to run the club 9. That will not be a success. With no singletons in your hand or dummy maybe that tips the balance to playing for the drop in clubs.

Tip: With a good suit it is a wise strategy to open light in 3rd seat.

Board 31. Dealer South. Vulnerability N/S

	♠ A J 3		
	♥ 9 7		
	♦ A 10 7 6 2		
	♣ A 8 5		
♠ 8 5 2		♠ K 10 9 4	
♥ A J 10 8 5 4		♥ 6 3	
♦ 9		♦ K Q 8 5 4	
♣ 9 6 2		♣ K 7	
	♠ Q 7 6		
	♥ K Q 2		
	♦ J 3		
	♣ Q J 10 4 3		
West	North	East	South
Pass	1NT	Pass	Pass 3NT
All Pass			

If West does not open a weak 2 North will become declarer in 3NT. A low diamond will be the likely lead and declarer will win and play Ace and another club. When East wins the King he must switch to the heart 6. West will have to duck the first round. When East gets in again on either the diamond or the spade King another heart will defeat the contract. East will need to be alert to assess what is required. He knows the club and diamond position and a spade if partner had Ace Jack on another day might be the winning play.

West can help on the play of the clubs by playing them in the ascending order indicating the likes the lower ranking suit – in this case obviously hearts. Many West players will open a weak 2. If that happens, they are less likely to score plus 300.

Tip: As defender work out what is required to defeat the contract.

Board 32. Dealer West. Vulnerability E/W

	♠ K J 7 2		
	♥ 10 8 6		
	♦ 6		
	♣ A K J 10 5		
♠ A 6 5 3		♠ Q 10 4	
♥ 4		♥ Q J 7 3 2	
♦ 9 4 3		♦ A 7 5	
♣ Q 7 4 3 2		♣ 9 8	
	♠ 9 8		
	♥ A K 9 5		
	♦ K Q J 10 8 2		
	♣ 6		
West	North	East	South
Pass	1♣	1♥	3NT
All Pass			

When East overcalls 1♥ South makes the practical bid of 3NT. West might try a spade lead and the defence now have three tricks.

On a heart lead declarer will do better rising with the heart 10 at trick one and playing on diamonds. If East does not find the spade switch declarer could end up with twelve tricks. The run of the red suits will put inordinate pressure on West. With a good source of tricks in diamonds and the heart suit well covered 3NT by South is a sensible bid. East at unfavourable vulnerability and a poor suit does best not to overcall. They can resist everything except temptation.

Tip: With opening points opposite opening points when opponents overcall if well covered in that suit it is frequently best to make the practical bid of 3NT.

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<p>1 ♠ AQJT86 Dir: N ♥ KT92 Vul: None ♦ 87 ♣ A</p> <p>♠ 9 ♠ K742 ♥ AQJ5 ♥ ♦ T42 ♦ AKQ9 ♣ T9643 ♣ J8752</p> <p>14 ♠ 53 ♣♦♥♠NT ♥ 87643 N - - 1 1 - 7 13 ♠ J653 S - - 1 1 - 6 ♣ KQ E 4 2 - - W 4 3 - - 1</p>	<p>2 ♠ AKJ Dir: E ♥ AJ Vul: N-S ♦ K7543 ♣ QJ7</p> <p>♠ Q9863 ♠ 742 ♥ Q843 ♥ K9 ♦ J6 ♦ AQT98 ♣ T5 ♣ 963</p> <p>19 ♠ T5 ♣♦♥♠NT ♥ T7652 N 4 1 3 1 3 5 9 ♠ 2 S 4 1 3 1 3 7 ♣ AK842 E - - - - W - - - - -</p>	<p>3 ♠ KT9842 Dir: S ♥ 2 Vul: E-W ♦ 762 ♣ 632</p> <p>♠ J53 ♠ Q6 ♥ 763 ♥ AJT5 ♦ 984 ♦ AKQJ5 ♣ KQT5 ♣ AJ</p> <p>3 ♠ A7 ♣♦♥♠NT ♥ KQ984 N - - - - - 6 22 ♠ T3 S - - - - - 9 ♣ 9874 E 4 4 2 2 4 W 4 4 2 2 4</p>	<p>4 ♠ 832 Dir: W ♥ AK74 Vul: Both ♦ Q73 ♣ A94</p> <p>♠ A95 ♠ QJT4 ♥ JT63 ♥ 985 ♦ 8 ♦ AT42 ♣ KQ875 ♣ T2</p> <p>13 ♠ K76 ♣♦♥♠NT ♥ Q2 N - 2 1 - 1 10 7 ♠ KJ965 S - 2 1 - 2 10 ♣ J63 E 1 - - 1 - W 1 - - 1 -</p>
<p>5 ♠ Q754 Dir: N ♥ Q863 Vul: N-S ♦ 4 ♣ KQT7</p> <p>♠ K2 ♠ AJ863 ♥ J7 ♥ K4 ♦ AKJT9 ♦ Q8632 ♣ 8542 ♣ 6</p> <p>9 ♠ T9 ♣♦♥♠NT ♥ AT952 N 2 - 3 - - 12 10 ♠ 75 S 2 - 3 - - 9 ♣ AJ93 E - 5 - 3 2 W - 5 - 3 2</p>	<p>6 ♠ K7 Dir: E ♥ J742 Vul: E-W ♦ A53 ♣ JT93</p> <p>♠ T952 ♠ A8643 ♥ AK98 ♥ ♦ 2 ♦ KQT64 ♣ 8764 ♣ KQ2</p> <p>9 ♠ QJ ♣♦♥♠NT ♥ QT653 N - - 1 - - 7 14 ♠ J987 S - - 1 - - 10 ♣ A5 E 2 2 - 4 2 W 2 1 - 3 2</p>	<p>7 ♠ J8 Dir: S ♥ K953 Vul: Both ♦ AKQT65 ♣ 3</p> <p>♠ K3 ♠ AT52 ♥ AQJ4 ♥ 82 ♦ J9 ♦ 743 ♣ Q8652 ♣ AKJ7</p> <p>13 ♠ Q9764 ♣♦♥♠NT ♥ T76 N - 1 - - - 13 12 ♠ 82 S - 1 - - - 2 ♣ T94 E 4 - - 1 1 W 4 - - 1 1</p>	<p>8 ♠ 4 Dir: W ♥ AK942 Vul: None ♦ AKJT765 ♣</p> <p>♠ K9832 ♠ QT7 ♥ 86 ♥ QJT73 ♦ 42 ♦ Q ♣ QJ86 ♣ AT43</p> <p>15 ♠ AJ65 ♣♦♥♠NT ♥ 5 N - 1 - - - 6 11 ♠ 983 S - 6 3 - 4 8 ♣ K9752 E 1 - - 1 - W 1 - - 1 -</p>
<p>9 ♠ A Dir: N ♥ A63 Vul: E-W ♦ K874 ♣ AKJT8</p> <p>♠ K74 ♠ J9 ♥ QJT954 ♥ 872 ♦ 9 ♦ QJT6 ♣ 532 ♣ Q964</p> <p>19 ♠ QT86532 ♣♦♥♠NT ♥ K N 4 5 1 6 3 6 6 ♠ A532 S 4 5 1 6 3 9 ♣ 7 E - - - - - W - - - - -</p>	<p>10 ♠ 3 Dir: E ♥ QJ87542 Vul: Both ♦ ♣ AQT43</p> <p>♠ AJ984 ♠ K752 ♥ AKJT9 ♥ AKT6 ♦ KJ6 ♦ Q8 ♣ 982</p> <p>9 ♠ QT6 ♣♦♥♠NT ♥ 93 N - - 1 - - 17 12 ♠ 765432 S - - 1 - - 2 ♣ 75 E 2 4 - 3 5 W 2 5 - 6 6</p>	<p>11 ♠ T9 Dir: S ♥ K743 Vul: None ♦ 987 ♣ T732</p> <p>♠ Q74 ♠ K63 ♥ 98 ♥ AJT2 ♦ AT32 ♦ KJ4 ♣ AKJ5 ♣ Q94</p> <p>3 ♠ AJ852 ♣♦♥♠NT ♥ Q65 N - - - - - 14 14 ♠ Q65 S - - - - - 9 ♣ 86 E 5 5 4 3 5 W 5 5 4 3 5</p>	<p>12 ♠ Q7 Dir: W ♥ AKQT53 Vul: N-S ♦ K ♣ A984</p> <p>♠ KT32 ♠ AJ9865 ♥ 96 ♥ 82 ♦ AJ863 ♦ T752 ♣ Q2 ♣ 3</p> <p>18 ♠ 4 ♣♦♥♠NT ♥ J74 N 5 - 5 - - 10 5 ♠ Q94 S 5 - 5 - - 7 ♣ KJT765 E - 2 - 3 - W - 2 - 3 -</p>
<p>13 ♠ 754 Dir: N ♥ KT732 Vul: Both ♦ AK43 ♣ A</p> <p>♠ 962 ♠ AKQJ3 ♥ AJ986 ♥ 5 ♦ QT ♦ 92 ♣ 976 ♣ KQT85</p> <p>14 ♠ T8 ♣♦♥♠NT ♥ Q4 N - 3 1 - - 7 15 ♠ J8765 S - 3 1 - - 4 ♣ J432 E 3 - - 3 - W 3 - - 3 -</p>	<p>14 ♠ Q63 Dir: E ♥ KJ765 Vul: None ♦ QJT ♣ AT</p> <p>♠ J875 ♠ AT92 ♥ AQT4 ♥ 92 ♦ 3 ♦ 9642 ♣ 9862 ♣ K75</p> <p>13 ♠ K4 ♣♦♥♠NT ♥ 83 N 2 4 2 - 3 7 7 ♠ AK875 S 2 4 2 - 3 13 ♣ QJ43 E - - 1 - W - - - 1 -</p>	<p>15 ♠ 532 Dir: S ♥ AT9 Vul: N-S ♦ AJ643 ♣ T6</p> <p>♠ AKQT97 ♠ J86 ♥ J8 ♥ Q7654 ♦ T7 ♦ Q85 ♣ K73 ♣ 42</p> <p>9 ♠ 4 ♣♦♥♠NT ♥ K32 N 5 4 1 - 1 13 5 ♠ K92 S 5 4 1 - 1 13 ♣ AQJ985 E - - 2 - W - - 2 -</p>	<p>16 ♠ AJ874 Dir: W ♥ J9843 Vul: E-W ♦ 4 ♣ T5</p> <p>♠ KT3 ♠ Q92 ♥ T5 ♥ K2 ♦ AQT9732 ♦ J5 ♣ 8 ♣ AKQJ72</p> <p>6 ♠ 65 ♣♦♥♠NT ♥ AQ76 N - - 3 - - 9 16 ♠ K86 S - - 3 - - 9 ♣ 9643 E 4 4 - 1 W 4 4 - 1</p>
<p>17 ♠ AK84 Dir: N ♥ AQ982 Vul: None ♦ T763 ♣</p> <p>♠ 97 ♠ QT62 ♥ 843 ♥ KQ7 ♦ 543 ♦ KJT ♣ AJ985 ♣ KQ2</p> <p>13 ♠ J53 ♣♦♥♠NT ♥ AJT9652 N - 2 3 1 - 5 16 ♠ 76 S - 1 2 1 - 6 ♣ 4 E 2 - - - 2 W 2 - - - 2</p>	<p>18 ♠ 873 Dir: E ♥ 2 Vul: N-S ♦ 763 ♣ AK7432</p> <p>♠ J42 ♠ KQT6 ♥ A7543 ♥ K86 ♦ 92 ♦ KJ84 ♣ QJ5 ♣ 96</p> <p>7 ♠ A95 ♣♦♥♠NT ♥ QJT9 N 3 2 1 1 2 8 12 ♠ AQT5 S 3 2 1 1 2 13 ♣ T8 E - - - - W - - - - -</p>	<p>19 ♠ 7 Dir: S ♥ KT8652 Vul: E-W ♦ A95 ♣ QJ6</p> <p>♠ A84 ♠ KJ932 ♥ A943 ♥ 7 ♦ Q864 ♦ JT32 ♣ T4 ♣ K98</p> <p>10 ♠ QT65 ♣♦♥♠NT ♥ QJ N 3 - 4 - 1 10 8 ♠ K7 S 3 - 4 - 1 12 ♣ A7532 E - 2 - 1 - W - 2 - 1 -</p>	<p>20 ♠ 84 Dir: W ♥ T8 Vul: Both ♦ JT964 ♣ A873</p> <p>♠ AK53 ♠ JT97 ♥ KQ75 ♥ AJ93 ♦ K ♦ AQ83 ♣ KJT6 ♣ Q</p> <p>5 ♠ Q62 ♣♦♥♠NT ♥ 642 N - - - - - 19 14 ♠ 752 S - - - - - 2 ♣ 9542 E 6 4 6 6 6 W 6 4 6 6 6</p>
<p>21 ♠ 87 Dir: N ♥ K742 Vul: N-S ♦ J2 ♣ JT983</p> <p>♠ AT642 ♠ KQJ5 ♥ A863 ♥ Q9 ♦ 9 ♦ QT874 ♣ AQ5 ♣ 62</p> <p>5 ♠ 93 ♣♦♥♠NT ♥ JT5 N - - - - - 14 10 ♠ AK653 S - - - - - 11 ♣ K74 E 1 3 3 5 3 W 1 3 3 5 3</p>	<p>22 ♠ T643 Dir: E ♥ KJ84 Vul: E-W ♦ KT8 ♣ 87</p> <p>♠ AQ5 ♠ KJ97 ♥ Q96 ♥ 732 ♦ J752 ♦ A96 ♣ AT9 ♣ QJ5</p> <p>7 ♠ 82 ♣♦♥♠NT ♥ AT5 N 1 - - - - 13 11 ♠ Q43 S 1 - - - - 9 ♣ K6432 E - 2 - 2 2 W - 2 - 2 2</p>	<p>23 ♠ K8742 Dir: S ♥ 64 Vul: Both ♦ 73 ♣ Q873</p> <p>♠ Q965 ♠ JT ♥ AKT82 ♥ 95 ♦ 4 ♦ KQT865 ♣ AJ5 ♣ T64</p> <p>5 ♠ A3 ♣♦♥♠NT ♥ QJ73 N 1 - - 1 - 14 6 ♠ AJ92 S 1 - - 1 - 15 ♣ K92 E - 1 - 1 1 W - 1 - 1 1</p>	<p>24 ♠ 87 Dir: W ♥ A854 Vul: None ♦ AKT9 ♣ A32</p> <p>♠ Q96 ♠ AJT3 ♥ J32 ♥ T97 ♦ 73 ♦ 64 ♣ QJT84 ♣ 9765</p> <p>15 ♠ K542 ♣♦♥♠NT ♥ KQ6 N 3 6 6 3 6 6 5 ♠ QJ852 S 3 6 6 3 6 14 ♣ K E - - - - - W - - - - -</p>

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<p>25 ♠ QT ♥ 97653 ♦ 97 ♣ AT83</p> <p>Dir: N Vul: E-W</p> <p>♠ 932 ♠ KJ876 ♥ AQT42 ♥ 8 ♦ Q54 ♦ KJ862 ♣ QJ ♣ K5</p> <p>6 ♠ A54 ♣♦♥♠NT 11 11 ♥ KJ N 1 - - - - 12 ♦ AT3 S 2 - - - - ♣ 97642 E - 3 2 3 1 W - 3 2 3 1</p>	<p>26 ♠ T ♥ A852 ♦ KQT92 ♣ J98</p> <p>Dir: E Vul: Both</p> <p>♠ A962 ♠ 8753 ♥ Q74 ♥ KT63 ♦ J75 ♦ A ♣ Q42 ♣ AKT7</p> <p>10 ♠ KQJ4 ♣♦♥♠NT ♥ J9 N - 1 - - - - 9 14 ♦ 8643 S - 1 - - - - 7 ♣ 653 E 3 - 3 3 2 W 3 - 3 3 2</p>	<p>27 ♠ AKT8 ♥ KQT975 ♦ T4 ♣ 8</p> <p>Dir: S Vul: None</p> <p>♠ J9532 ♠ Q6 ♥ 8 ♥ A62 ♦ 93 ♦ QJ852 ♣ QT765 ♣ A94</p> <p>12 ♠ 74 ♣♦♥♠NT ♥ J43 N - 1 5 1 3 3 13 ♦ AK76 S - 1 5 1 4 12 ♣ KJ32 E 1 - - - - W 1 - - - -</p>	<p>28 ♠ KJ54 ♥ 7 ♦ K3 ♣ KJ9532</p> <p>Dir: W Vul: N-S</p> <p>♠ A62 ♠ T ♥ JT9 ♥ AQ854 ♦ AQJ4 ♦ T98752 ♣ T64 ♣ Q</p> <p>11 ♠ Q9873 ♣♦♥♠NT 12 8 ♥ K632 N 3 - - 4 1 ♦ 6 S 3 - - 4 1 9 ♣ A87 E - 4 3 - - W - 4 3 - -</p>
<p>29 ♠ 52 ♥ AJ765 ♦ K62 ♣ T96</p> <p>Dir: N Vul: Both</p> <p>♠ KQJT83 ♠ 764 ♥ T42 ♥ KQ9 ♦ 5 ♦ 98743 ♣ KQ3 ♣ 54</p> <p>8 ♠ A9 ♣♦♥♠NT 11 5 ♥ 83 N 3 2 2 - 1 16 ♦ AQJT S 3 2 2 - 1 ♣ AJ872 E - - - 2 - W - - - 2 -</p>	<p>30 ♠ AQJT4 ♥ Q75 ♦ 983 ♣ QJ</p> <p>Dir: E Vul: None</p> <p>♠ 965 ♠ 87 ♥ T2 ♥ A943 ♦ KT5 ♦ QJ62 ♣ AKT85 ♣ 976</p> <p>12 ♠ K32 ♣♦♥♠NT 10 7 ♥ KJ86 N - - 1 2 - 11 ♦ A74 S - - 1 2 - ♣ 432 E 3 1 - - - W 3 1 - - -</p>	<p>31 ♠ AJ3 ♥ 97 ♦ AT762 ♣ A85</p> <p>Dir: S Vul: N-S</p> <p>♠ 852 ♠ KT94 ♥ AJT854 ♥ 63 ♦ 9 ♦ KQ854 ♣ 962 ♣ K7</p> <p>13 ♠ Q76 ♣♦♥♠NT 5 11 ♥ KQ2 N 3 2 - - 2 11 ♦ J3 S 2 1 - - 2 ♣ QJT43 E - - 2 1 - W - - 2 - -</p>	<p>32 ♠ KJ72 ♥ T86 ♦ 6 ♣ AKJT5</p> <p>Dir: W Vul: E-W</p> <p>♠ A653 ♠ QT4 ♥ 4 ♥ QJ732 ♦ 943 ♦ A75 ♣ Q7432 ♣ 98</p> <p>12 ♠ 98 ♣♦♥♠NT 6 9 ♥ AK95 N 2 4 3 2 4 13 ♦ KQJT82 S 2 4 3 2 4 ♣ 6 E - - - - - W - - - - -</p>

RECAP

	N	S	E	W
AvgHCP	10.53	9.38	10.56	9.53
Bal-anced	11	14	16	12
Voids/Singles*	3/16	0/10	2/10	1/13
Suit with 7+	2	2	0	1
* Number of voids/ Number of singletons in all hands.				