

# Commentary for the u3a Spring Charity Bridge Festival



Friday 12<sup>th</sup> April 2024

Dear Bridge player

Welcome to our third national Bridge Festival, uniting and re-uniting u3a bridge players from across the United Kingdom. Games will be played all week both offline locally and online.

All results submitted will be included in the overall national scoring and the names of each day's winning pair will be posted on the [u3a Bridge website](https://www.u3a.org.uk/bridge) as soon as possible once all the results have been received.

Having raised over £2,000 for last year's charities, we hope you'll help to raise even more for Parkinson's UK and Cruse Bereavement Support this year.

Thank you for joining in, playing and donating at <https://www.ecatsbridge.com/sims/donations.asp>

Have fun, spread the word and enjoy yourselves.

Board 1. Love All. Dealer North.

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

p-1♠ --x is an obvious start and West will certainly raise, some more intrepidly than others. This should not stop N competing to 5♥ if necessary, maybe thinking this is a save whereas it is in fact 4♠ that is the save over 4H. Any E/W getting away with -100 or less will score well. Any E/W doubling 5♥ or bidding 5♠ and getting doubled will score badly.

Board 2. N/♠ Vul. Dealer East.

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

After a 2NT opener N has a straight choice between 3NT and 4♠ assuming ♠ shows their 5 card Spade suit and then bids 3NT. N's flat 4-3-3-3 shape and couple of fillers, 10's and 9's ought to convince them to do the former, ie pass 3NT. E on lead is likely to lead ♣ or ♦ and will then need to switch a heart when in with their first king to avoid 11 tricks. W will have no chance to signal until it is too late.

Board 3. E/W Vul. Dealer South.

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

This time 4 of a major is superior as N can take a heart ruff in the short hand to come to 10 tricks whilst 3NT should be the limit. Bidding the 23 point game might not be clear so even 3NT may score reasonably. All may depend if South's 2♠ rebid promises 6, as in some 5 card major methods (but not all). Overall those pairs counting losers rather than points are more likely to bid game, as N has 7 loser's opposite an opening hand if knows has 8 card fit.

Board 4. Game All. Dealer West.

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

Vulnerable 3♣ breaks all the guidelines and most, though not all N's will also pass allowing E to open 1♠. Assuming a 1NT response N is now well placed to over-call 2♥, E will then no doubt bid 3♦ and South raise hearts, leaving E/W club fit lost. If left in 3♥ with no entries to dummy declarer may well drop HK. If N does open 1♥ E has opportunity to show a 2 suiter, again making club suit hard to find. Perhaps crap pre-empts are best after all!!!

Board 5. N/♠ Vul. Dealer North.

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

N's club suit is so poor I think you have to open these hands 1NT despite the 2 doubletons rather than in Acol having to rebid 2♣ on this anaemic suit. After 1NT and a transfer followed by 2NT invite this leaves N to decide whether min or max. 4 certain tricks looks max to me and is rewarded by favourable spade position, 4♠, 3♥ and 2♦ tricks in 3NT. 4♠ may even come home on a Diamond ruff and club discard on heart.

Board 6. E/W Vul. Dealer East.

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

4♠ is normal contract after most opening 2♣ to start showing a strong hand, making with K♦ in the right position. 3NT has 9 top tricks and would have been a better contract if diamond K had been with N. In auction if N gets chance may bid hearts for both lead and to suggest a 5♥ sacrifice. May get out for 3 off if E doesn't switch club after cashing 2 spades as declarer can set up their long Diamond,

Board 7. Game All. Dealer South.

♠ 7 ♥ Q J 6 4 2 ♦ A Q J ♣ K J 9 2  ♠ A K J 10 6 ♥ A 9 ♦ 10 8 7 3 ♣ 5 4  ♠ Q 8 5 4 3 ♥ 10 3 ♦ 6 5 ♣ A 10 7 3	♠ 9 2 ♥ K 8 7 5 ♦ K 9 4 2 ♣ Q 8 6  ♠ 9 2 ♥ K 8 7 5 ♦ K 9 4 2 ♣ Q 8 6
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After a 1♠ opener N has choice between 2♥ over-call or t.o double, the latter allowing E/W to find their ♦ fit more easily. This can make 9 with help of spade finesse. If N over-calls 2♥ and then gets chance to compete further with a double of 2♠ South has to be careful to not leave this in as their spades are too poor, rather bidding 3♣, which can make if declarer gets the clubs right but far more likely to lose control.

Board 8. Love All. Dealer West.

♠ 5 3 2 ♥ A Q J ♦ 8 7 ♣ A K 9 5 4  ♠ A 8 ♥ K 9 8 7 6 2 ♦ 4 3 2 ♣ 10 8  ♠ J 10 9 7 4 ♥ 10 ♦ K J 6 5 ♣ Q 6 3	♠ K Q 6 ♥ 5 4 3 ♦ A Q 10 9 ♣ J 7 2  ♠ K Q 6 ♥ 5 4 3 ♦ A Q 10 9 ♣ J 7 2
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An average weak two which might even keep N/S out of auction though many N's will drum up 3C. E will no doubt compete to 3♥ and S needs to do something but only Double really works as N can convert to penalties. 4♣ worst whilst 3♠ likely to get a 4♠ raise. 3NT makes but very few will get there. A non weak two opener could well lead to 2♠ as final contract, though if W doubles a transfer E may again compete to 3H, risking -300 .

Board 9. E/W Vul. Dealer North.

♠ 2 ♥ 10 7 2 ♦ K 10 8 7 ♣ A 10 9 6 5  ♠ 8 7 5 4 3 ♥ Q J 9 8 5 ♦ 4 ♣ K J  ♠ A K Q 9 6 ♥ 3 ♦ Q J 9 5 3 ♣ 3 2	♠ J 10 ♥ A K 6 4 ♦ A 6 2 ♣ Q 8 7 4  ♠ J 10 ♥ A K 6 4 ♦ A 6 2 ♣ Q 8 7 4
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INT is clear from E and now in order to find their diamond fit N/S need to be playing some method to show Spades and a minor. E/W can all the time make at least 3♥'s, 4 if can score 2 spade ruffs in E but must only draw one round of trumps and then play on clubs for a Spade pitch and cross ruff. 9 tricks in hearts will be more normal. W might just choose to defend 2S, 3 off on ♥ forces outscoring 3♥ making

Board 10. Game All. Dealer East.

♠ K 9 4 3 ♥ J 6 ♦ K 6 4 2 ♣ 9 7 5  ♠ A J 8 6 ♥ K 9 7 3 ♦ 7 ♣ Q 8 6 4  ♠ Q 2 ♥ 10 8 4 ♦ J 10 8 5 ♣ A K 10 3	♠ 10 7 5 ♥ A Q 5 2 ♦ A Q 9 3 ♣ J 2  ♠ 10 7 5 ♥ A Q 5 2 ♦ A Q 9 3 ♣ J 2
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Another weak NT and some E's will try Stayman and then be wise to leave 2♥ and settle for a positive rather than try a speculative 4♥ although this perhaps by opponent's opening up Spades or by you taking a good view, such as disposing of a spade on winning club, a diamond finesse and 2 diamond ruffs in West hand but even then timing has to be exact. The ♠ suit will yield 2 tricks if you start with small from E first, not technically the right play.

Board 11. Love All. Dealer South.

<p>♠ Q 10 6 ♥ K 9 7 6 3 ♦ 7 4 ♣ A K 4</p> <p>♠ A 9 7 4 ♥ A ♦ J 8 5 2 ♣ Q J 8 5</p> <p>♠ K J 8 ♥ 10 5 4 ♦ K Q 3 ♣ 10 7 6 2</p>	<p>♠ 5 3 2 ♥ Q J 8 2 ♦ A 10 9 6 ♣ 9 3</p>
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1♦ is the book opening and after a 1♥ over-call E has choice of 1NT or raising diamonds, 3♦ works best straight away if South takes the bait and competes to 3♥. If E tries 1NT first and then 3♦ over S's 2♥ South should feel they have done enough with their flat hand. Even 2♥ is too much on a club lead as long as E does not snatch at their AD. Playing pairs it seems right for E to double any 3♥ indiscretion. A 1♣ opener will almost certainly lead to 2♥ final contract.

Board 12. N/♠ Vul. Dealer West.

<p>♠ A ♥ K Q 10 8 ♦ Q 6 5 4 2 ♣ K Q 5</p> <p>♠ Q 9 8 5 3 ♥ A 2 ♦ J 9 3 ♣ 4 3 2</p> <p>♠ K 10 7 6 ♥ 9 7 5 3 ♦ A 10 ♣ 10 9 6</p>	<p>♠ J 4 2 ♥ J 6 4 ♦ K 8 7 ♣ A J 8 7</p>
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4♥ looks a likely spot and it will be difficult for W to find a club led to start knotting up entries, assuming that E does not snatch at ♣ Ace straight away. On a more normal spade lead declarer should play ♦ to Ace and then Heart to King and duck a diamond, leaving them able to ruff a ♦ in dummy and lead another ♥ up. North might have to bid game on their own as ♠ has nothing extra to accept a 3♥ invitation, particularly when their Hearts are so poor.

Board 13. Game All. Dealer North.

<p>♠ A 9 8 6 ♥ Q 5 ♦ 5 3 ♣ A K Q 6 4</p> <p>♠ J 7 ♥ A 8 4 3 2 ♦ A 9 8 7 ♣ 8 3</p> <p>♠ K Q 5 4 3 ♥ 6 ♦ J 10 4 ♣ 10 9 5 2</p>	<p>♠ 10 2 ♥ K J 10 9 7 ♦ K Q 6 2 ♣ J 7</p>
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After 1♣ start and a 1♥ over-call 1♠ ought to show 5♠, with a negative double showing 4 spades only. However much W raises in Hearts N has an easy 4♠ bid. 5♥ is a good sacrifice on this double fit hand and N/S then need to take the money. Note on another day if S's and C's were 3-1, if E was 1-5-4-3 shape for example 5♥ might even be making so a X might not come and may even go onto 5♠, the wrong choice.

Board 14. Love All. Dealer East.

<p>♠ Q 10 6 3 ♥ K Q 9 ♦ A Q 10 ♣ Q 4 2</p> <p>♠ 8 5 4 ♥ J 8 2 ♦ 8 7 4 ♣ K 10 7 5</p> <p>♠ A K 9 2 ♥ 7 6 4 3 ♦ 6 5 3 ♣ A 6</p>	<p>♠ J 7 ♥ A 10 5 ♦ K J 9 2 ♣ J 9 8 3</p>
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Finding 4-4 spade fit should be easy enough but then getting out of it to play in 3NT is more tricky particularly amongst tournament players who often play 1♠-3♠-3NT as inviting a cue bid. Even if played as natural even this contract will be difficult to make on a club lead but should get home on original Diamond lead (so much for 4<sup>th</sup> highest of best suit). Declarer is quite likely to try a double ♦ finesse. Some might be given contract by E panicking and cashing A♥

Board 15. N/♠ Vul. Dealer South.

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

It looks like a boring INT all pass but some intrepid E will protect at this vulnerability with the idea of disturbing INT. If they can do so with a bid to show Heart's and minor they will reap huge benefits, though many defences to INT require 5 of major. INT plays well on ♦ lead as declarer has time to set up 2 Spade tricks and should make at least 8 tricks despite blockage in D's. 2♥ can make 9 so very much shows benefit of interference.

Board 16. E/W Vul. Dealer West.

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

After a 1♥ opener and 2♣ response it looks like 5 D's will be most common contract after a 2D-3♦ continuation, though 3NT has 10 top tricks and 4♥ in 5-2 fit plays very well, 11 tricks unless E can get ♦ ruff in. Note recommendation that N does not need to jump to 3♦, a new suit should be Forcing for 1R after new suit at 2 level. No problem in play of 5 of minor and W might put off NT contracts by sticking in a 2♠ bid though this looks unappealing vul at 2 level.

Board 17. Love All. Dealer North.

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

I would personally show E hand as 23-24 balanced rather than 2♣-2♦-3♦ start but either way 3NT is almost certainly going to be final contract. It looks right to try to set up a club trick, any 3-3 club break or ♥ with one hand will allow this. Defence have to be careful not to set up a Spade trick for declarer and finding a sensible lead is first problem, as if W has used Stayman or shown spades after 3♦ bid neither Major looks attractive. Q♣ might even be led.

Board 18. N/♠ Vul. Dealer East.

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

A INT opener will mean some S's can't bid 2♣ naturally, leaving W to take out into diamonds, I personally play 2NT here as transfer to 3 of minor, correcting 3♣ to 3D. North may feel they are being talked out of 4 of a major but neither can make, 4♥ because of a Spade ruff, 4♠ declarer can get forced in Diamonds. I hope W doesn't take pre-empting in diamonds too far because they have little defence themselves.

Board 19. E/W Vul. Dealer South.

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

Another weak NT and then via transfers W can play in 4♠, a finesser's dream as N can't lead a club without losing to Q and then club goes away on a Heart after drawing trumps for 12 tricks. Embarrassingly it can be same number of tricks in NT played by W but surely everybody opts to play in 5-4 major fit!! Prepared club openings might get hand played by E and then ♠ has 50/50 chance of leading club as should rule out heart lead from unsupported Ace.

Board 20. Game All. Dealer West.

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

I would favour a NT opening with W hand, I am not a fan of passing with 3 Aces and consider the Heart suit not good enough for rebidding. Again 4♠ via transfers should result. 11 tricks are possible via club finesses but declarer more likely to ruff 1 club in short hand and pitch other on ♥ Ace conceding 1♦ and 2♠ tricks. Trump lead from either defender is disastrous and 3NT is awful, particularly on ♥ lead involving playing on clubs for 4 tricks, not obvious.

Board 21. N/♠ Vul. Dealer North.

<p>♠ Q 5 ♥ 8 5 3 2 ♦ 8 ♣ A K 9 7 6 4</p> <p>♠ 8 7 6 4 3 2 ♥ A Q J 6 ♦ 10 5 3 ♣ —</p>	<p>♠ J ♥ K 9 7 ♦ A K 9 7 6 ♣ 10 8 5 3</p> <p>♠ A K 10 9 ♥ 10 4 ♦ Q J 4 2 ♣ Q J 2</p>
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Only ♠ has a genuine open but then E is sure to compete, and the 6-1 fit should play better than 4-3 ♥ fit. Neither should matter as N can compete in clubs, where they have 10 top tricks. If W tries to compete further somebody should double. 3♠ need only go 1 off if declarer plays 2 rounds of trumps, then even if defence draw trumps after forcing declarer, clubs are blocked, assuming top club has been led, and declarer has 6 tricks outside to go with 2 trump tricks.

Board 22. E/W Vul. Dealer East.

<p>♠ J 9 6 5 2 ♥ A 7 ♦ K J 10 ♣ K 9 7</p> <p>♠ K 10 7 ♥ Q J 3 ♦ 3 2 ♣ Q J 5 4 2</p>	<p>♠ A 8 4 3 ♥ 8 5 ♦ A 7 5 4 ♣ A 10 8</p> <p>♠ Q ♥ K 10 9 6 4 2 ♦ Q 9 8 6 ♣ 6 3</p>
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Another INT with just 3 Aces. South doesn't really have points to bid but the vulnerability will persuade some S's to bid and they will get a plus score if N is not tempted to proceed to 3H. It is quite a useful tactic to try to dislodge INT but then partner not be tempted to try for game just because they have opening hand, certainly at pairs. If you don't INT has 8 easy tricks. Facing interference W might compete in clubs, which has 9 tricks or push N to 3♥, 1 off.

Board 23. Game All. Dealer South.

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

This looks a straightforward auction to 4♥, 1♠-2♥ and if just goes by losers(6) W can raise straight to game, making 11 if get ♦ lead as declarer can pitch 2 clubs on spades before drawing trumps. Leading A♥ will work nicely as will give ♠ chance to work out club switch is needed to keep declarer to 10 tricks, might even have defeated contract if N had J♣ as well as A.

Board 24. Love All. Dealer West.

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

4♠ is likely contract and played from W, for those playing ACOL, not easy for N to find A diamond lead which is far more likely from S, even though they have a good alternative club lead. It beats me why anybody would want to play 3NT. 1♠-3♠-3NT pass perhaps, but if you are in it by W and get a diamond lead you could get a lucky 11 tricks if you go for broke, running to Q and then finessing ♦10, plus ♥ finesse, cruel game!! if this happens to you N/S.

Board 25. E/W Vul. Dealer North.

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

If E gets to open 1♠ E/W may get a free run to 2♠ which will make more often than not, as long as declarer avoids 3♠ losers. However free runs are rare, some N's will decide to open, eg with prepared club or "weaker NT" and the heart fit may be found. ♠ may choose to double a 1♠ opener and finally if P -1♠ -P -1NT N could then double to show near opener. 3♥ likely to make if Spade is led from either defender as declarer should guess spade position.

Board 26. Game All. Dealer East.

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

With correct guesses E/W can make 11 tricks in H's and a reason to get H's right is because need entries to dummy to set up a ♣ trick for a discard. A Spade honour lead will also help declarer, though on ♠ lead declarer likely to try 9, wrong on this occasion. NT plays similarly and flat nature of E's hand may help them to view that, after a 2NT rebid from W, it is not worth showing their 3 card support. On a ♠ lead and inserting 9 even more reason to get hearts right

Board 27. Love All. Dealer South.

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

A likely hand for N to use Michael's though on ♦ lead and continuations declarer will have to ruff with Ace of Spade's to avoid 2 losers in this suit. 4♠ is too high and may attract a double. If N/♠ have stopped in 3 this play will be essential to make contract. Those that play Michael's weak or strong will just over-call 1♠ in first place and help stay lower, though may be still be tempted to raise a pre-emptive 3♠ from South to 4.

Board 28. N/♠ Vul. Dealer West.

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

Everybody nowadays seems to open 1♠ with 5-5 in blacks and after a 2♥ over-call E is sure to dredge up 2S. N/S at this vulnerability may go onto 5♥ and E will be tempted to take the money as from their point of view 5♠ may be too high.

Note for old fashioned 1♣ opener's and a preparedness to then bid 4♠, it certainly makes 5♠ more attractive to E knowing they have double fit. Can't see pairs bidding to lucky 6, making because clubs are 2-2.

Board 29. Game All. Dealer North.

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

1♠ P INT x or 1♠ p 2♠ x will push N/S higher than it is safe to go though unless E finds a ♦ lead and gets a ruff, 3♠ will make, South will turn down any game invitation. On a heart lead declarer will have sufficient entries to dummy to lead Diamonds twice from dummy. Note North can redouble to show a good hand in either auction above to allow South to then turn down the game try.

Board 30. Love All. Dealer East.

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

North will undoubtedly open 1♥ and then likely auction is 1♥ x P 1♠ 2♣ 2NT. If declarer gets Spades right they can make 8 tricks. Some S's will bid a Spade first and then W will pass and N should still bid 2♣, making E's 2<sup>nd</sup> bid much harder as now has 2 suits with only one stop in to worry about, but if perseveres and still bids 2NT the auction will actually make it easier to get spades right as now knows they are 4-2.