

Commentary for the u3a Spring Charity Bridge Festival



Tuesday 9th 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. Dealer North. Vulnerability None

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

Whatever your system, an obvious 3NT contract, probably by East. South's likely lead of ♣10, will be won by North, who will return the suit to partner's king (ducked in dummy). Not knowing who has the ♣7, a safe spade switch to North's ace and a club continuation, allows declarer to play three further rounds of spades, forcing two embarrassing discards from South (in front of West). Ten tricks without resorting to the losing diamond finesse.

Board 2. Dealer East. Vulnerability N/S

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

Make life easy for partner - If you have a seven-card major with opening hcps., open at the one level - so 1s rather than 4♠. East will still reach the spade game, resisting partner's overtures for 3NT. Best lead from South is either a spade or diamond, and as long as North doesn't play his ♠A on thin air, declarer will lose just two spades tricks. Declarer's percentage play is to take two club finesses – if one wins the heart is discarded. The bonus is if both win, an overtrick ensues.

Board 3. Dealer South. Vulnerability E/W

♠ A 7 6 4 2 ♥ A 6 4 ♦ — ♣ A Q J 9 5 ♠ J 9 8 ♥ 9 8 5 2 ♦ Q 8 7 5 ♣ 7 2	♠ K 3 ♥ K Q 10 7 3 ♦ A K J 3 ♣ 6 3 ♠ Q 10 5 ♥ J ♦ 10 9 6 4 2 ♣ K 10 8 4
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The usual argument, what to open with 5-5 in the blacks. My preference is 1♣ with less than 15 points, otherwise 1♠. So 1♠. East will overcall 2♥ (strong, but what else). South 2♠. With poor intermediaries, North won't risk a slam, and only eleven tricks are available - he can't ruff two hearts without giving opponents two trump tricks. Even if North opens 1♣, the successful club slam is unlikely to be reached – but declarer can now ruff two hearts and just concede one spade.

Board 4. Dealer West. Vulnerability All

♠ Q J 7 5 4 3 2 ♥ 8 ♦ A 5 4 ♣ Q 8 ♠ K ♥ 7 5 4 ♦ 9 7 6 ♣ A K J 10 9 6	♠ A 9 8 6 ♥ 10 2 ♦ J 10 8 2 ♣ 5 4 3 ♠ 10 ♥ A K Q J 9 6 3 ♦ K Q 3 ♣ 7 2
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Probably the flattest board of the session. East 1♣ – spade pre-empt from North - heart game from South. Surely West won't even consider a club sacrifice at this vulnerability. A straightforward defence – two clubs and a spade.

Board 5. Dealer North. Vulnerability N/S

♠ A Q 8 3 ♥ 8 7 ♦ Q ♣ J 10 9 8 3 2 ♠ K J 6 5 4 2 ♥ J 9 ♦ 10 9 4 ♣ Q 5	♠ 7 ♥ K Q 5 4 ♦ K J 8 3 ♣ A K 6 4 ♠ 10 9 ♥ A 10 6 3 2 ♦ A 7 6 5 2 ♣ 7
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If East opens 1♥ or 1♦ (the modern style), South will probably pass, and over West's spade response, East will probably play in no-trumps. With careful play, nine tricks are available (North is eventually thrown in with a club to concede a spade to dummy). Things get exiting if East opens 1♣, and South makes a two suited bid (vulnerable!). If West bid spades, again East will declare in no-trumps, but if instead West passes, after North's heart preference, East will be delighted to double.

Board 6. Dealer East. Vulnerability E/W

♠ A Q 8 7 ♥ J 6 ♦ K 9 ♣ A 9 5 4 2 ♠ J 2 ♥ K Q 9 7 5 3 2 ♦ A 3 ♣ 7 6	♠ K 10 3 ♥ 10 ♦ Q 8 7 5 4 2 ♣ J 10 8 ♠ 9 6 5 4 ♥ A 8 4 ♦ J 10 6 ♣ K Q 3
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At this vulnerability, most West's will open 3♥; North will double, and South will raise to 4♠. Unfortunately one level too high, losing two spades, a diamond, and a heart. Some brave East's may open a vulnerable weak 2♦, but N/S will probably still reach the game.

Those Souths playing a non-vul mini no-trump (yes, they do exist), may well manage to rest in a more comfortable 3♠, (even if West overcalls 3♥).

Board 7. Dealer South. Vulnerability All

♠ Q 3 ♥ A J ♦ A K 10 6 5 ♣ A J 10 9 ♠ A K 7 ♥ 10 8 7 4 2 ♦ 9 ♣ 7 5 4 3 ♠ 10 9 5 ♥ K Q 6 3 ♦ Q J 8 4 ♣ Q 6	♠ J 8 6 4 2 ♥ 9 5 ♦ 7 3 2 ♣ K 8 2
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I expect a string of 100's in the EW column – 29 points but no makeable game. Whether it be 5♦ or 3NT, I don't see how the defence can fail to cash their winners, as long as when South is the 3NT declarer, if West leads his ♠A, ♠K, East encourages with the ♠8. I can even envisage some in a slam on a sequence North - 1♦ - 1♥ - 3♣ - 4♦ (keycard minorwood) - 4♠ (1 or 4) - 6♦ (punt).

Board 8. Dealer West. Vulnerability None

♠ Q 8 4 3 ♥ Q 9 6 5 ♦ J 9 2 ♣ A 3 ♠ 10 9 7 6 ♥ 2 ♦ Q 5 4 3 ♣ 9 5 4 2 ♠ K J ♥ A 8 7 4 ♦ A ♣ Q J 10 8 7 6	♠ A 5 2 ♥ K J 10 3 ♦ K 10 8 7 6 ♣ K
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After East's 1♦ opening, South will bid 2♣. If West passes, North should pass, but some will bid a fairly light 2♦ unassuming cue bid, with a no-trump contract in mind. South with higher points will now bid 3♥, and North has said enough. A good contract for nine tricks.

Of course if West bids 2♦, it's now easier for North. He can't make the ucb, but can now make a take-out double (with the insurance of club tolerance) - again ending in 3♥.

Board 9. Dealer North. Vulnerability E/W

♠ 4 ♥ 6 ♦ A Q 10 9 7 5 ♣ A K 10 8 3 ♠ 6 5 ♥ 10 8 4 2 ♦ 6 4 2 ♣ Q J 7 6 ♠ K Q J 10 9 2 ♥ 9 7 ♦ 8 3 ♣ 9 4 2	♠ A 8 7 3 ♥ A K Q J 5 3 ♦ K J ♣ 5
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A competitive hand, with either East/West reaching the cold heart game, or North/South finding a worthwhile sacrifice.

North will open 1♦, East will double or bid 2♥ (preferred) according to methods. South will show spades, West will support hearts, and North will bid clubs. South will insist on spades, and as long as North chooses to sacrifice rather than double 4♥, they should get the better board. 4♠ or 5♣ should concede -300, whereas 5♦ concedes -500.

Board 10. Dealer East. Vulnerability All

♠ K Q ♥ 5 ♦ A K Q 7 5 4 3 ♣ A K Q ♠ 9 ♥ A 7 6 2 ♦ 9 6 ♣ J 10 6 5 4 3 ♠ A J 10 7 4 2 ♥ K Q 10 4 3 ♦ J ♣ 2	♠ 8 6 5 3 ♥ J 9 8 ♦ 10 8 2 ♣ 9 8 7
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North will be surprised to hear partner open 1♠, and over a softly-softly 2♦, South will rebid 2♥. No need for North to be too clever, just bid 4NT – key-card in hearts (no intention of playing there), and if playing the Roman version, he can discover the ♥Q, leading to the best no-trump slam. However should North take the long route, it will be more difficult to find the ♥KQ – necessary for a no-trump slam. Against 6♦, East has to find the heart lead to hold declarer to twelve tricks.

Board 11. Dealer South. Vulnerability None

♠ K 10 ♥ A 8 5 2 ♦ A 5 3 ♣ A 9 8 6 ♠ A J 6 4 3 ♥ K ♦ Q J 10 7 2 ♣ K Q ♠ Q 7 5 ♥ Q J 10 9 4 ♦ K 9 4 ♣ 5 4	♠ 9 8 2 ♥ 7 6 3 ♦ 8 6 ♣ J 10 7 3 2
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After West's 1♠, North will double, and South will bid either two or three hearts. If only two, West will give them a second chance by bidding 3♦. In the heart game, ten tricks is straightforward, but for the overtrick, South should realise that if he doesn't play the spades optimally for a diamond discard (finesse the s10), then he is bound to lose a diamond – so give it a go.

Board 12. Dealer West. Vulnerability N/S

♠ 9 7 ♥ A 5 4 2 ♦ K Q 10 7 ♣ Q 6 2 ♠ J 10 8 6 5 ♥ J ♦ 9 8 4 3 ♣ 10 9 4 ♠ A K Q 4 2 ♥ K 7 6 ♦ 6 5 ♣ A 8 3	♠ 3 ♥ Q 10 9 8 3 ♦ A J 2 ♣ K J 7 5
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East will open 1h, after which South can either bid INT or 1♠. North/South will probably declare in 3NT, and with West on lead the only leads to hold declarer to eight tricks are the singleton heart or a club. On the ♠J lead, South wins, plays another round of spades, and then a diamond to the king. East wins but subsequently will be end-played in hearts to concede either an extra diamond or club.

Board 13. Dealer North. Vulnerability All

♠ Q 9 8 4 ♥ 10 9 7 6 ♦ Q 9 8 ♣ 9 6 ♠ A K ♥ 5 3 2 ♦ A K 2 ♣ K Q J 5 4 ♠ J 3 ♥ J 4 ♦ J 7 6 4 3 ♣ A 10 7 2	♠ 10 7 6 5 2 ♥ A K Q 8 ♦ 10 5 ♣ 8 3
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Whichever major West chooses, eleven tricks are readily available. Easy in hearts – lead up to dummy's clubs twice and establish the suit. Far more tricky in spades - on a probable diamond lead, East can still set-up the clubs, but the initial club play needs to be played from dummy, rather than using a heart entry to hand. Otherwise if you try to cash the boss trumps, you lack entries to dummy's clubs, and if you don't, South can get a heart ruff (as long as North ruffs clubs high at the first opportunity)

Board 14. Dealer East. Vulnerability None

♠ 6 ♥ J 7 4 ♦ K 9 8 7 4 3 ♣ Q 9 6 ♠ A K Q 7 ♥ 6 2 ♦ 5 2 ♣ A K 10 5 2 ♠ J 4 2 ♥ K 10 ♦ A Q J 10 ♣ J 8 7 3	♠ 10 9 8 5 3 ♥ A Q 9 8 5 3 ♦ 6 ♣ 4
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The match-point success on this hand depends upon whether East/West play in hearts for ten tricks or spades for eleven. It's preferable that East doesn't open a Benji 2♥ with the secondary spade suit. If he passes, when the bidding does get round to him, he has a better chance of showing his two suits, giving partner the obvious choice – (South) - INT (weak) – dbl – 2♦ (rescue) – 3♦ (t.o) – pass – 4♣ – pass – 4♦ (please bid a major) – 4♠. An ideal hand for some form of weak two-suited (major) opening from East.

Board 15. Dealer South. Vulnerability N/S

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

South should pass at this vulnerability, but many won't. So with West/East bidding 1♥ - 1♠ - 2/3♠ - 4♠ and South's obvious ♦K lead, ten tricks are always available, with declarer just losing a heart, a club and a club ruff.

The only winning defence is for South to lead either a spade or an improbable low diamond, and also on declarer's first play of trumps, North mustn't discard a club, otherwise declarer has sufficient trumps to establish the long club.

Board 16. Dealer West. Vulnerability E/W

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

With West re-bidding 2NT, East will raise to game. If South manages to show his weak heart suit, North will find the heart lead, holding declarer to nine tricks (South always has a spade entry). On any other lead declarer will clear the diamonds, and then attack spades for ten tricks, with the defence making just two spades and a club.

Board 17. Dealer North. Vulnerability None

<p>♠ A Q 8 6 4 ♥ 8 4 3 ♦ 7 2 ♣ Q 4 2</p> <p>♠ 10 5 ♥ A K 9 7 2 ♦ A K J 3 ♣ 10 3</p>	<p>♠ K 7 3 ♥ 10 ♦ 10 8 5 4 ♣ A J 9 8 5</p> <p>♠ J 9 2 ♥ Q J 6 5 ♦ Q 9 6 ♣ K 7 6</p>
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The optimum East/West contract is 4♥, but I doubt whether any pair will reach this on any scientific auction. In fourth position: West - 1♥; North - 1♠. East - 2♣ (a tad light but the opposition have both passed); South does best to bid 3♠, giving West a difficult bid. The unlikely punt of 4♥ works best, but a double, showing extra values is the book bid. East will no doubt now bid 3NT - one off. If South tamely bids 2♠, and West bids 3♦, East/West may now find their second-best contract of 5♦.

Board 18. Dealer East. Vulnerability N/S

<p>♠ 10 8 3 2 ♥ A K 9 5 ♦ Q 10 6 4 ♣ A</p> <p>♠ A ♥ Q J 7 3 ♦ A K 5 ♣ 9 7 5 3 2</p>	<p>♠ 9 6 5 4 ♥ 8 6 ♦ 8 3 ♣ K 10 8 6 4</p> <p>♠ K Q J 7 ♥ 10 4 2 ♦ J 9 7 2 ♣ Q J</p>
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Following West's 1♣, North has a perfect double. East does best to bounce to 3♣, probably tempting South to bid the unmakeable 4♠. The defence will probably win the first three tricks (♦AK and a ruff), but as long as declarer plays a heart (finessing if necessary) before drawing the last trump, he can make nine tricks. If he incorrectly draws the last trump, West will eventually score a heart trick.

Board 19. Dealer South. Vulnerability E/W

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

After (South) 1♣ – pass – 1♠, East will either double or bid INT. The double is preferable, with West responding 1♥, and North bidding 2♠. Woe betide any East's who compete to 3♥, – two off. With North declaring in 2♠, after a probable diamond lead, he will win the first or second diamond in dummy, and then play trumps. All declarer will lose is two diamonds, a trump, and one heart for nine tricks.

Board 20. Dealer West. Vulnerability All

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

A simple start to the auction – 1♦ – 1♠ – 2♣ – but what does East bid now? A fourth suit 2♥ doesn't achieve anything, since what East wants to know is partner's specific ace holding. A better bid is 4♥ - Exclusion (keycard) Blackwood - asking partner to exclude the ♥A from his response. The slam can now be bid with reasonable confidence, whereas otherwise the pair will languish in 5♣ or 5♦, or resort to punting the slam (albeit successful).

Board 21. Dealer North. Vulnerability N/S

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

Uncontested, East/West should reach their optimum 3♣ contract. However some Souths will overcall hearts (ugh!), giving North the opportunity to support over West's spade bid. As long as North/South don't venture into game, they should score well – one off in 3♥ against 3♣ just making. Against 3♥, the defence eventually will be obliged to open-up the frozen diamond suit, or concede a ruff and discard.

Board 22. Dealer East. Vulnerability E/W

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

This hand shows the value of 'shape', with North/South on their combined 15-count optimally reaching the unbeatable 5♦ I suspect many pairs will bid this as a sacrifice against the opponent's contract of 4♥ (making) or 5♣ (one-off). If East/West are playing 4-card majors, following a two suited overcall from South, they are more likely to find a club rather than a heart contract.

Board 23. Dealer South. Vulnerability All

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

A straight-forward start to the auction – 1♠ - 2♠ -4♦ -4♠ -?, but does South venture into slam territory. After all, if the ♠K is right he always makes 12 tricks. The pairs percentage is to settle for the game. If the slam is bid via a diamond splinter, West should lead his ♦A and just wait for his ♠K. If South hasn't splintered, West may refrain from his ace lead, enabling South to dispose of his losing diamond on ♣K (entry via a heart ruff).

Board 24. Dealer West. Vulnerability None

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

Who says that 6-2 fits are better than 5-4 fits – not this time, with hearts making eleven tricks, and spades only ten. West will open a weak INT, and if North is able to show hearts + another, East/West will reach the inferior spade game. Even if North is silent, old-fashioned extended Stayman or even transfers should also lead to a spade game. Only if East decides to insist on his stronger heart suit, will the preferred heart game be reached.

Board 25. Dealer North. Vulnerability E/W

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

Playing 5-card majors, North will open 1♣, South will bid 2♣, and North will probably pass. Ten tricks will be the norm, but an unlikely eleven tricks are available with the double heart finesse for a diamond discard.

With an Acol 1h opener from North, and a disciplined INT from South, North may invite with 2NT. With a 6-card suit, South may bid the game, and again this depends on the view in hearts (maybe West will help by leading a heart honour!).

Board 26. Dealer East. Vulnerability All

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

1♣ by South, probably followed by a hesitation from West, who should eventually pass, and also a pass from East. Some Wests may elect to make a 1♠ canape overcall, which will propel West to compete, probably to 3♠, – 2 off for a bad board. If South insists on his clubs, in practice he should make ten tricks, unless West finds the inspired opening lead of a small spade (teacher isn't always right – sometimes it does pay to under-lead an ace), enabling East to switch to a diamond.

Board 27. Dealer South. Vulnerability None

♠ 10 3 ♥ A Q J 5 4 ♦ 6 3 ♣ K Q J 8 ♠ A Q 9 8 ♥ 2 ♦ A K 7 2 ♣ 9 6 5 3 ♠ J 4 ♥ 9 8 3 ♦ J 10 9 8 5 ♣ A 7 4	♠ K 7 6 5 2 ♥ K 10 7 6 ♦ Q 4 ♣ 10 2
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Despite the poor suit, West should open 1♣, North will overcall 1♥, East 1♠. Giving full value to the singleton heart, combined with the good diamond suit, West is worth a 3♠ rebid, which East will raise to game. If North doesn't lead a club (or ♥A and a club switch), he will gift declarer eleven tricks, otherwise a mixture of 170s and 420s.

Board 28. Dealer West. Vulnerability N/S

♠ A Q 10 7 2 ♥ A 10 3 2 ♦ K J ♣ 10 6 ♠ J 8 6 5 ♥ K 7 ♦ Q 9 4 2 ♣ K Q 2 ♠ 9 4 3 ♥ J 6 ♦ 10 8 5 ♣ 9 7 5 4 3	♠ K ♥ Q 9 8 5 4 ♦ A 7 6 3 ♣ A J 8
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How does West evaluate his hand after partner's heart overcall of 1♠? A pass works best, with North probably competing to 2♠ – one off. Some will bid a poor 2NT, and North would be unwise to compete to 3♠. In 2NT, with the text-book lead of a small spade, declarer is held to eight tricks as long as the defence persevere with spades. The only lead to hold declarer to seven tricks is the unlikely ♠A.

Board 29. Dealer North. Vulnerability All

♠ A 6 ♥ J 9 3 ♦ 5 3 ♣ A 8 7 4 3 2 ♠ Q 10 4 ♥ 7 6 5 ♦ K J 7 4 ♣ Q J 9 ♠ 8 7 3 ♥ A Q 10 4 2 ♦ A Q 2 ♣ 10 5	♠ K J 9 5 2 ♥ K 8 ♦ 10 9 8 6 ♣ K 6
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Assuming North passes (but not all will), a Lucas 2♠ from East enables West to find the best lead against 3 or 4♥ from South.

If West does lead a spade, declarer should win in dummy, take a finesse in hearts, and then must *duck* a club. Only a second and third spade from the defence holds declarer to ten tricks. After ruffing, declarer must draw trumps, play the ♣A, and end-play West with a club.

On any other lead declarer can make eleven or twelve tricks by establishing the club suit.

Board 30. Dealer East. Vulnerability None

♠ Q 9 6 4 ♥ 6 5 4 3 ♦ A Q ♣ A K 10 ♠ K 7 5 3 2 ♥ Q 9 7 2 ♦ J ♣ 6 3 2 ♠ 8 ♥ A K 10 8 ♦ K 7 5 4 2 ♣ 7 5 4	♠ A J 10 ♥ J ♦ 10 9 8 6 3 ♣ Q J 9 8
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South should open 1♦ using the rule of 21 (hcp + 2 long suits + quick tricks >= 21 + nv) – (far better than rule of 19/20). If North/ South are given a free run (whether South opens or not), they will reach the inevitable 4♥ but only nine tricks are available. If East is able to open his weak two-suited minor this will possibly lead the opposition to 3NT – but a similar fate awaits – North one off, South two off.