

Commentary for the u3a Spring Charity Bridge Festival



Thursday 25th May 2023

Dear Bridge player

Welcome to our second 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 £1,000 for last year's charities, we hope you'll help to raise even more for Alzheimer's Research and AgeUK 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>♠ Q 8 ♥ K 4 ♦ A Q 5 ♣ A K 9 8 4 2</p> <p>♠ 5 4 3 ♥ A Q J 9 5 ♦ 9 7 4 ♣ J 7</p>	<p>♠ A J 10 9 6 ♥ 8 7 ♦ K 10 8 2 ♣ Q 3</p> <p>♠ K 7 2 ♥ 10 6 3 2 ♦ J 6 3 ♣ 10 6 5</p>
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There are ten tricks available for N/S in a club contract and only seven for E/W in spades. Any E/W who manage to declare undoubled should, therefore, score OK. North will open 1♣ and East overcall 1♠. Most Wests will raise to 2♠, possibly via a 2♣ unassuming cuebid – the hand does not look strong enough to introduce the hearts. When North now bids 3♣, he may play there, though the vulnerability will tempt East to compete to 3♠..

Board 2. N/S Vul. Dealer East.

<p>♠ A K 6 5 4 ♥ 5 ♦ K 7 ♣ 9 7 6 4 3</p> <p>♠ Q J 9 8 7 ♥ J 10 3 ♦ Q 9 2 ♣ Q J</p> <p>♠ 10 3 2 ♥ 9 6 4 ♦ A 10 6 4 ♣ 8 5 2</p>	<p>♠ — ♥ A K Q 8 7 2 ♦ J 8 5 3 ♣ A K 10</p>
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Both 4♥ and 3NT make on the E/W cards, with the former the more likely contract, sometimes making an overtrick. East has an Acol 2♥ opener and will look no further than that if it is an option in his system. Otherwise, East opens 1♥ and West's 1♠ response will silence North. East has a tricky rebid now. The hand has not been improved by the 1♠ bid so is not worth a force to game. Perhaps a heavy 3♥ is nearer the mark than 2♦, but different Easts will have different ideas about this hand.

Board 3. E/W Vul. Dealer South.

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

When West opens 1♥, North has a classic INT overcall. East is close to a double but may be more inclined to bid 2♠. Despite the INT overcall, West should raise, perhaps 3♠ being sufficient as he can visualise two hearts losers and two aces. However, East will go on to game. A greedy North may gamble a double. If so, he will be sadder, if not necessarily wiser, after writing down -790 on his personal scorecard.

Board 4. Game All. Dealer West.

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

E/W are cold for 6♣, and also for 6NT if played by West. If West opens INT, North may come in with something to show hearts and another. It would be nice if East could bid a forcing 3♣ now, say playing Lebensohl. West will bid 3NT over that and East should go on with 4♣, a clear slam try. Now West has good enough controls in his maximum to drive to slam. The lack of club support should not be an issue as East has bid on facing a 3NT sign-off.

Board 5. N/S Vul. Dealer North.

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

Any N/S who can bid the cold diamond slam will score very well indeed. say that North opens a weak no trump – many Souths will have no methods for this hand and will just guess a final contract. Those who can show both minors will do so, but it is hard to see North appreciating the slam possibilities. The most likely route to slam looks to come when North opens 1♥ and raises the 2♦ response to 3♦. Either a natural 4♣ or splinter 4♠ might now bring slam into the picture.

Board 6. E/W Vul. Dealer East.

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

North has an Acol two bid in clubs – good for the Benjamin players but not easy for the rest. I don't like a stretch to open 2♣ then rebid 3♣, game-forcing, as partners sometimes get over-excited. I would open 1♣ and close my eyes and rebid 3NT over a 1♠ response – this sequence is normally based on a long strong club suit in modern bidding, though not quite as good as this. If East overcalls 1♦, then North may cuebid diamonds to ask for a stopper and South bid no trump.

Board 7. Game All. Dealer South.

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

Curiously, there are eleven tricks in the four-three spade fit but only ten in the four-four heart fit. There are also ten tricks in no trump. Still, that will be largely academic since, whether West opens the classical 1♥, middle of three touching suits, or 1♦, it will be normal to get to 4♥ and it will be normal to make exactly ten tricks – South's diamond holding does not suggest ducking when a diamond is led towards the West hand.

Board 8. Love All. Dealer West.

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

N/S can make 4♠ but it is hard to see them getting there. When West opens 1♣, North is too weak to overcall with such a poor suit, so East will respond 1♦ and South overcall 1♥. When West rebids 2♣, North is again silenced, and East may raise to 3♣. South has enough to spare to make a take-out double, but most Norths will be content to bid 3♠ over that, ending the auction.

Board 9. E/W Vul. Dealer North.

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

When North opens 1♣ and East bids 1♥, South is just short of having a bid. West could respond 1♠, but the simpler course is to support partner, via a 2♣ unassuming cuebid. North can double that for free to show good clubs and that permits South to compete to 3♣ over 2♥. Three Clubs is only one down but most E/Ws will take the push to 3♥. Double dummy, this can be beaten, but the defence is an unlikely one and, in practice, 3♥ will usually be made if declarer plays South for the ten of spades.

Board 10. Game All. Dealer East.

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

The six-four shape may convince South to open a shaded weak 2♠ and, if so, North will raise to game for +620. Where South passes, West will open 1♦ and North double then bid hearts. That shows a good hand and South will either jump to 2♠ over the double or to 3♠ over the 2♥ rebid. Either way, North should eventually be convinced that the spade fit is adequate to play in game.

Board 11. Love All. Dealer South.

<p>♠ J ♥ K 5 4 2 ♦ J 8 4 ♣ Q 10 9 8 7</p> <p>♠ 3 ♥ 10 9 ♦ K Q 10 9 3 2 ♣ K 6 5 2</p>	<p>♠ A Q 8 6 5 ♥ J 8 7 ♦ 7 6 5 ♣ A 3</p> <p>♠ K 10 9 7 4 2 ♥ A Q 6 3 ♦ A ♣ J 4</p>
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When South opens 1♠, West will surely want to get involved. Eight HCP looks more like a weak jump overcall of 3♦ than a simple 2♦, and that shuts North out. South should reopen with a double and North responds 3♥. That will often end the auction and careful play results in +140. East may compete to 4♦ and that is down one, for a decent score if the majority get to 3♥ N/S.

Board 12. N/S Vul. Dealer West.

<p>♠ A K 8 3 ♥ 10 ♦ J 8 7 5 4 ♣ A 9 8</p> <p>♠ J 5 4 ♥ K Q J 8 4 2 ♦ 10 ♣ 6 5 2</p>	<p>♠ 9 7 ♥ 9 7 6 5 3 ♦ Q 9 2 ♣ K 7 4</p> <p>♠ Q 10 6 2 ♥ A ♦ A K 6 3 ♣ Q J 10 3</p>
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West has a book example of a weak 2♥ opening and North doubles. The vulnerability should convince East to raise the pre-empt to at least 4♥. However, once North has doubled, South is likely to drive to slam. 6♠/♦ are both good contracts, making when either minor comes in. As the cards lie, slam will usually be an unlucky one down. A careful declarer could play the diamonds without loss in 6♠, knowing that West has six hearts and three spades. If he also plays clubs before diamonds, he may know about the singleton with West and start by leading the jack.

Board 13. Game All. Dealer North.

<p>♠ 10 5 4 2 ♥ 7 5 4 3 ♦ 5 2 ♣ 6 3 2</p> <p>♠ A K J 9 ♥ A J 8 6 ♦ K J 4 ♣ 10 7</p>	<p>♠ 8 7 6 ♥ K 10 9 2 ♦ A Q 10 8 7 ♣ 9</p> <p>♠ Q 3 ♥ Q ♦ 9 6 3 ♣ A K Q J 8 5 4</p>
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This looks to be an example of that rare beast, the gambling 3NT opening. When West doubles, just showing a good hand, North should run to 4♣, pass or correct – to pass would show a willingness to play 3NT doubled. East may double to show values or perhaps, with a singleton club, does better to try 4♥. Slam is not really in the picture, though 12 tricks can be made in either red suit. Where N/S play 4♣ doubled, there are eight tricks for –500 – not too bad.

Board 14. Love All. Dealer East.

<p>♠ Q J 9 ♥ 10 5 ♦ K 10 6 3 ♣ K Q 8 5</p> <p>♠ 8 5 ♥ K 7 3 ♦ Q J 8 7 4 ♣ A 7 4</p>	<p>♠ 10 7 6 4 3 2 ♥ 9 8 6 2 ♦ 5 2 ♣ 6</p> <p>♠ A K ♥ A Q J 4 ♦ A 9 ♣ J 10 9 3 2</p>
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Six Clubs is basically on the heart finesse – one down. Where North passes, there should be no problem in stopping in 3NT, usually making eleven tricks. Some Norths will upgrade to a weak no trump type, trading on the vulnerability – the best at which to declare a potentially competitive partscore deal. If North opens INT, South may use Stayman then follow up with a forcing 3♣. If North raises, slam may be reached. while if he goes back to 3NT South may invite slam with a 4NT raise, quickly passed by North.

Board 15. N/S Vul. Dealer South.

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

Where East opens 1NT, weak, West will transfer and 2♠ will usually end the auction. Declarer's club play will decide nine or ten tricks, with quite a lot of matchpoints at stake. Low to the jack then cash the ace will be the popular play, so +140 the more likely outcome. A 1♣ opening will see South overcall and North raise pre-emptively, making for a less clearcut outcome, though West is likely to compete with a double of 3♦.

Board 16. E/W Vul. Dealer West.

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

The most likely auction will be 1♣ – 1♠ – 2NT – 3♥ – 3NT. Assuming a diamond lead, declarer will be short of entries to dummy so will play a low club towards the queen. Most Easts will play the king and clear diamonds – nine tricks. If East plays low without a flicker, declarer may put in the eight, win the diamond return and cross to the ♥A to run the ♣Q. He is squeezed on the run of the diamonds and has to keep two spades, so now can be put in to lead away from the ♠K – down three!

Board 17. Love All. Dealer North.

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

N/S can make 3♥ but E/W 3♠, so the key to a good matchpoint score is to buy the contract below game. If North can open 1♥ and South make a pre-emptive raise to 3♥, that should shut E/W out. Likewise, a 1♥ opening and 2♥ raise will usually see West pass. North tries for game by bidding 2NT but passes South's correction to 3♥. At any table where South passes the opening bid, however, West will overcall 1♠ and now E/W will win the auction.

Board 18. N/S Vul. Dealer East.

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

East opens 2NT and West raises to game. If South finds a heart lead, declarer can make a lot of tricks by putting up the queen and taking the club finesse. There is even time for a third diamond trick. While that ♥Q play might look very committal. it is the correct play as playing low gives no guarantee of nine tricks, declarer having to play clubs from hand. A passive spade lead beats the hand, as does a spade switch if declarer fails to put up the ♥Q at trick one.

Board 19. E/W Vul. Dealer South.

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

E/W make eight tricks in either of their suits, N/S nine in either of theirs. South opens 1♥ and West bids either 1♠ (my preference) or 2♥, spades and a minor. If the former, North may bid 2♥ and, after a pass from East, South should invite game, North declining. The two-suited cuebid shuts out North and East may prefer to bid 2♠ on a strong doubleton than go a level higher for the extra trump. 2♠ will see West compete to 3♠ over 3♥, reached after South's double of 2♠, and now N/S have to double to score well.

Board 20. Game All. Dealer West.

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

6♥ is on the spade finesse, 6♠ needs a bit more, but few will get to slam unless North treats his hand as an Acol 2♥ opener, which it isn't. Neither is it a 4♥ opener – 7-2-2-2 is basically not a shape for a four-level opening, having too many losers. So North opens 1♥ and rebids 3/4♥ over the 1♠ response. I guess South could go on over the 4♥ rebid, as he has excellent controls and his hearts are good enough, but over 3♥ he will just bid 3♠ then pass North's 4♥ continuation.

Board 21. N/S Vul. Dealer North.

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

When South opens 1♥, West has an interesting choice of calls – 1♠/INT/double. I am not a fan of INT overcalls when holding a five-card major that I could show at the one level but, if you are ever going to do that, surely this hand, with a double heart stop, no weak suit, and only moderate spades, is the one. East will use Stayman and 4♠ will be reached – just a sit should be whichever option West selects. There are eleven tricks in either 3NT or 4♠, given a winning club play (indicated by the opening bid), unless the defence takes a diamond ruff against 4♠.

Board 22. E/W Vul. Dealer East.

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

East's weak no trump will often buy the contract. There are six tricks on a spade lead for a good score, but if South can hit on a heart lead INT could be several down for a bad result. Should North overcall 2♥, there are nine tricks, while if South now tries for game with 2NT, that makes eight on a diamond lead and at least nine otherwise. Where east opens 1♦, North will usually get to overcall in fourth seat and N/S win the auction.

Board 23. Game All. Dealer South.

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

If either pair is playing weak two-suited openings then the West and North hands both qualify and will lead to very different auctions. Otherwise, East will normally get to open 1♠ in fourth seat and will raise the INT response to 2NT. Now West can introduce the hearts and east will raise to 4♥ – also reached where and Acoll-playing West scrapes up an initial 2♥ response. Declarer has too much work to do to worry about drawing trumps – he will take a losing diamond finesse and now needs two diamond ruffs in dummy. It will be normal therefore to lose two trump tricks to South, so just making ten tricks.

Board 24. Love All. Dealer West.

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

A 3♥ opening would make life almost impossible for N/S but I confess that I would open 1♥ with the West cards. North overcalls 2♣ and repeated cuebids from South should see 3NT reached for a useful N/S score. 5♣, of course, should be defeated.

Board 25. E/W Vul. Dealer North.

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

East opens 2NT and West checks for a major-suit fit then settles for 3NT. Knowing the major-suit situations, South will not like any lead – king-to-four into a strong balanced hand is not at all attractive, but looks less bad than the alternatives. Actually, it turns out to be the best lead for the defence. Declarer should make his contract – spades are three-three and the double heart finesse provides an extra trick even if declarer fails to pick up the clubs. Still, someone will go down, while a few will make ten for a good score.

Board 26. Game All. Dealer East.

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

One Heart from South, double, and a preemptive raise to 3♥ from North. South just needs a little in the right place for game so goes on to 4♥. This will nearly always make as to beat it the defence has to take its spade ruff, and that requires some real inspiration.

Board 27. Love All. Dealer South.

♠ — ♥ J 8 6 5 4 3 ♦ A K Q 10 7 ♣ 8 5 ♠ K 8 4 3 ♥ 9 ♦ 9 6 3 ♣ K 9 6 4 2 ♠ Q J 10 7 6 5 2 ♥ A ♦ J 2 ♣ A J 3	♠ A 9 ♥ K Q 10 7 2 ♦ 8 5 4 ♣ Q 10 7
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The South hand is a bit closer to a four-level opening but most will choose 1♠, I suspect. When north responds 2♥ they will rebid 3♠, forcing these days, and plough on with 4♠ over North's 4♦. This can always be defeated. Declarer may try four rounds of diamonds to get rid of his clubs but the defence can organise a trump promotion by leading hearts to get a fourth trump trick for one down.

Board 28. N/S Vul. Dealer West.

♠ K J 8 2 ♥ K 6 5 ♦ A Q 4 ♣ K J 3 ♠ Q 9 5 ♥ A Q J ♦ J 10 3 ♣ 9 8 6 4 ♠ A 10 ♥ 9 8 7 3 2 ♦ 8 7 2 ♣ A 7 5	♠ 7 6 4 3 ♥ 10 4 ♦ K 9 6 5 ♣ Q 10 2
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Any game is pretty ordinary on the N/S cards but both 3NT and 4♥ can be made with careful play despite the ♦K and ♣Q being offside. The saving grace is that both majors are exactly as declarer would want them to be. If North opens 1♠, he will raise the INT response to 2NT and South go on to 3NT. Where North opens INT, South may treat the hearts as four-rather than five-cards in length and use Stayman. North may choose to play 3NT even facing a known five-card heart suit.