

# Commentary for the u3a Spring Charity Bridge Festival



Wednesday 24<sup>th</sup> 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.

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

North opens 1♦, East overcalls 1♠ and North reopens with 2♦. East doubles 2♦, South competes with 3♦ and West with 3♥. West should make exactly nine tricks, losing two trumps, a spade and a diamond. An inspired North can make 4♦ by finessing East for the ♠J and guessing to drop the singleton ♦K. I suspect that nine tricks will be more common than ten. East-West can make 3♣ for 110, though this does not score as well as 3♥ (140).

## Board 2. N/S Vul. Dealer East.

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

The scattered honours outside the club suit will deter few East players from opening 3♣. South might overcall 3♥ or 3NT, or double. I prefer double – the most flexible option. West raises to 4♣ and North does best to double (responsive). South then bids 4♥, after West might save: 5♣ doubled is cheap at 500. I would expect North to go on to 5♥. 12 tricks are easy if South plays in hearts. 11 are the limit if East leads a diamond or spades are trumps.

### Board 3. E/W Vul. Dealer South.

<p>♠ Q ♥ J 10 9 7 4 ♦ 10 9 7 4 ♣ J 9 7</p> <p>♠ J 9 4 ♥ K 6 5 3 2 ♦ A ♣ Q 10 5 4</p> <p>♠ A 10 3 2 ♥ ♦ J 5 3 2 ♣ A K 6 3 2</p>	<p>♠ K 8 7 6 5 ♥ A Q 8 ♦ K Q 8 6 ♣ 8</p>
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After South opens 1♣, West probably overcalls 1♥ despite the vulnerability and poor suit. East bids 2♣ (value raise), South may double (take-out of hearts) and West tries to sign off in 2♥. East is not yet finished and raises to 3♥. The singleton ♠Q lead defeats 3♥. East-West do better as the cards lie to play in spades with 140 available. They do better still to play 3NT from the West seat – try beating it. South would be one down in 3♣; 3♦ is also one down.

### Board 4. Game All. Dealer West.

<p>♠ A 3 ♥ 2 ♦ K 7 6 5 4 3 2 ♣ J 6 2</p> <p>♠ J 9 6 5 ♥ A 10 9 7 4 ♦ A ♣ Q 5 4</p> <p>♠ K Q 8 7 ♥ K 8 5 ♦ Q J ♣ A K 10 9</p>	<p>♠ 10 4 2 ♥ Q J 6 3 ♦ 10 9 8 ♣ 8 7 3</p>
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The 10-9 of hearts will sway most West players into opening 1♥. If North can bid 3♦ (weak) and does bid 3♦ despite the poor suit, South may try 3NT. This fails by a trick on a heart lead but yields an overtrick if West leads a spade. Any North-South pairs who bid to 5♦ will do well, with just one trick in each red suit to lose – the third spade takes care of North's third club. Seven tricks are the limit if West plays in hearts – no entry to take the trump finesse.

### Board 5. N/S Vul. Dealer North.

<p>♠ 9 5 4 ♥ A 8 5 ♦ A 10 8 3 2 ♣ A 9</p> <p>♠ J 8 6 2 ♥ 9 6 ♦ 9 6 4 ♣ Q 8 6 3</p> <p>♠ A K 7 3 ♥ J 10 7 3 ♦ K Q 5 ♣ 7 5</p>	<p>♠ Q 10 ♥ K Q 4 2 ♦ J 7 ♣ K J 10 4 2</p>
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Given a few run, North-South are likely to bid 1NT (12-14)-2♣-2♦-3NT. On the normal club lead, declarer cashes out for 9 tricks and 600 – indeed, only a heart lead concedes an overtrick. If East comes in over 1NT with 2♣ (Astro), South probably uses Lebensohl to show four spades and a heart stopper. In my methods, this means bidding 2NT and then 3NT. Anyone who doubles 2♣ may regret it, picking up a paltry 100 if 2♣ doubled becomes the final contract.

### Board 6. E/W Vul. Dealer East.

<p>♠ J 8 6 3 ♥ 9 5 ♦ 8 7 6 2 ♣ J 7 4</p> <p>♠ A 10 2 ♥ K Q J 3 ♦ K J 9 ♣ Q 5 2</p> <p>♠ K 5 4 ♥ 7 4 2 ♦ Q 5 4 3 ♣ K 10 3</p>	<p>♠ Q 9 7 ♥ A 10 8 6 ♦ A 10 ♣ A 9 8 6</p>
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After East opens 1NT, West simply raises to 3NT – the lack of ruffing value and scattered honours augur against using Stayman even at matchpoints. The helpful club position makes 11 tricks for 660 very likely. 11 tricks are also there playing in hearts but for the inferior score of 650. It will be harder to avoid playing in hearts if East opens something other than 1NT – bad luck for anyone who plays a strong 1NT or who decides the hand is too good for a weak 1NT.

### Board 7. Game All. Dealer South.

<p>♠ A Q 6 ♥ Q 3 2 ♦ 5 3 ♣ J 10 9 6 4</p> <p>♠ K J 3 ♥ 10 6 ♦ A J 6 2 ♣ K Q 7 2</p> <p>♠ 10 9 7 2 ♥ A J 9 8 7 ♦ Q 8 7 ♣ A</p>	<p>♠ 8 5 4 ♥ K 5 4 ♦ K 10 9 4 ♣ 8 5 3</p>
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South has a hand like the one West had on board 4 – suits in the wrong order and honours in the wrong place but nice trump intermediates. Most likely, South opens 1♥, West doubles and North bids 2♥ to end the auction. If North responds INT, East does best to pass and lead a diamond – competing to 2♦ would allow North to reopen with 2♥. 140 is there with either major as trumps – indeed it take a trump leads to stop 4♥ – but only 120 is on in no-trumps.

### Board 8. Love All. Dealer West.

<p>♠ A 10 ♥ 10 8 4 2 ♦ A K 9 6 3 ♣ K 3</p> <p>♠ Q J 8 ♥ A 6 ♦ Q 4 2 ♣ 10 8 7 5 4</p> <p>♠ K 9 7 4 ♥ K Q 9 5 3 ♦ 10 ♣ Q 9 6</p>	<p>♠ 6 5 3 2 ♥ J 7 ♦ J 8 7 5 ♣ A J 2</p>
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After a start of 1♦-1♥, North should raise to 3♥. With 6 losers and great controls (two aces and two kings), 2♥ (implying a minimum opening) would be a serious underbid. As it happens, South has enough to game a try over 2♥ and so all routes lead to 4♥. 11 tricks for 450 will be extremely common. The odd few will make 12 tricks if East ducks the ♣A on the first round of clubs and declarer goes on to discard the ♣K from dummy on the fourth spade.

### Board 9. E/W Vul. Dealer North.

<p>♠ K Q 10 5 4 3 ♥ 3 ♦ Q 8 5 4 ♣ J 7</p> <p>♠ 9 7 6 2 ♥ Q 2 ♦ K 9 6 3 ♣ 10 9 8</p> <p>♠ A J 8 ♥ J 9 8 7 5 ♦ 10 7 2 ♣ A 4</p>	<p>♠ A K 10 6 4 ♥ A J ♣ K Q 6 5 3 2</p>
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If North opens 2♠ (weak), East may employ a gadget gaining increasing popularity – leaping Michaels – a jump to 4♣ showing clubs and the unbid major. The snag is West will not know East is this good and may view to pass 4♣. On the likely lead of the ♠A (or anything but a heart), declarer has a chance of 12 tricks in a club contract. Knock out the ♣A, ruff the return, cash the ♥A, cross to the ♥Q and finesse the ♦J. 5♠ doubled is down 500 – a good save.

### Board 10. Game All. Dealer East.

<p>♠ J 10 8 6 4 ♥ Q J 4 ♦ 7 ♣ K 10 3 2</p> <p>♠ A 9 7 ♥ K 5 ♦ K J 6 3 ♣ A Q 9 5</p> <p>♠ Q 5 3 2 ♥ 8 6 3 ♦ 10 9 4 ♣ 8 7 4</p>	<p>♠ K ♥ A 10 9 7 2 ♦ A Q 8 5 2 ♣ J 6</p>
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1♥-2♣-2♦-2♠-3♦ looks the start to the auction. West cannot raise 2♦ to 3♦ as that would not be forcing. Once East shows 5-5 in the red suits, West thinks slam thoughts. 4NT (Roman Keycard) elicits a 5♠ reply (two aces and the ♦Q). West then bids 5NT and East may show the ♠Q. You can make 7♦ in a variety of ways, though not if you draw trumps, and (following the principle of restricted choice) take a ruffing finesse on the third round of hearts.

### Board 11. Love All. Dealer South.

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

South's choice of opening could be crucial. It looks somewhat easier to reach 6♣ if South starts with a traditional 1♣ rather than the modern 1♠. After 1♠-2♣, South cannot really bid more than 3♣, after which North is going to settle for 4♠. If South rebids 3♥ (splinter – club support and a singleton or void in hearts) over 2♣, you would get to 6♣. 11 tricks are the limit in a spade contract if the defenders keep leading hearts: East makes a second trump trick.

### Board 12. N/S Vul. Dealer West.

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

The auction may be very simple: 1♥ from North and 4♥ from South. If North opens a strong INT, South bids 2♣ (Stayman) and again they reach 4♥. If West has a 2♠ opening to show spades and another suit, North doubles and East raises to 3♠. South should double (responsive) rather than guess which red suit to bid. Ten tricks are on with either red suit as trumps but only 4♥ is game. 4♠ doubled (if South ruffs a few clubs) and 5♣ doubled both cost too much.

### Board 13. Game All. Dealer North.

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

After North opens 1♣ and South responds 1♠, West is likely to overcall 2♥ with the good suit despite the poor shape. North doubles (competitive), South bids 3♣ and East may compete to 3♥. Even if nobody doubles, this may well go down 200 – a disaster on a part-score deal. If West passes over 1♠, North rebids INT, West competes with 2♥ and South's 3♣ ends the auction. This time East will not feel tempted to bid more. 3♣ makes with an overtrick.

### Board 14. Love All. Dealer East.

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

What does North do after West opens 1♦ in third seat? 6-5-4-3 is hardly a stopper while doubling is unattractive with a doubleton heart. Double works better, but only if South bids clubs rather than hearts! In fact, if North doubles and South bids 2♣, West competes to 2♦. West might make 3♦, though maybe not if declarer finesses twice in hearts. South can make 3♣, while INT would go three down on a diamond lead and heart switch.

Board 15. N/S Vul. Dealer South.

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

Playing a strong no-trump, this would be a routine INT-3NT for East-West. Playing the more popular weak variety, West opens 1♥ and East raises to 3♥ (the controls are too good to bid 2♥ despite the poor shape). If West has a natural 3NT available, this would work well. 3NT is unbeatable. 4♥ fails so long as North does not lead a spade but South switches to a spade when in with the ♣A – if South misses the switch, there is an endplay against North.

Board 16. E/W Vul. Dealer West.

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

If East responds 1♠ to West's 1♣, this may keep South quiet – this time. West then reverses to 2♦. Common now is to play that the lower of fourth suit and 2NT is the way to show a weak hand, so East bids 2♥. South comes in with 2♠ or 3♠ and East chooses between showing the spade stopper or the diamond support. 3NT makes, and with an overtrick unless South is on lead and starts with a heart. Neither 5♣ nor 5♦ makes. 4♠ doubled is down one.

Board 17. Love All. Dealer North.

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

1♠-2♠-4♠ seems routine. With no attractive lead and the chance to cut down on ruffs in dummy, South leads a trump. The natural line is to win in hand and run the ♦J. If North trusts South not to play a lazy ♦5 from Q-8-5-3, the ♦J will win. North takes the ♦A on the second round and switches to the ♣Q. After the defenders play three rounds of clubs, declarer draws trumps ending in dummy for 10 tricks. Those who go for heart ruffs should go down.

Board 18. N/S Vul. Dealer East.

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

Even if a weak 2♥ is on the menu, South will surely not use it with this suit at the prevailing vulnerability. West opens INT and North doubles. Whether or not East has some rescue mechanism available, South is likely to bid 4♥ – not what North wants to hear! 4♥ makes even with the three trump losers as declarer can ruff the spades good to take care of the club losers. 4♠ would go one down if East finds the trump lead. 3NT also fails. 2♦ doubled can go four down.

Board 19. E/W Vul. Dealer South.

<p style="text-align: center;">♠</p> <p style="text-align: center;">♥ A K 9 6 3 2</p> <p style="text-align: center;">♦ J 7 5 4</p> <p style="text-align: center;">♣ J 9 8</p> <p>♠ Q J 10 9 8 2</p> <p>♥ 5 4</p> <p>♦ 10 2</p> <p>♣ 7 6 3</p>	<p style="text-align: center;">♠ A 7 5 4 3</p> <p style="text-align: center;">♥ Q 8 7</p> <p style="text-align: center;">♦ Q 9 8</p> <p style="text-align: center;">♣ 10 5</p>
<p style="text-align: center;">♠ K 6</p> <p style="text-align: center;">♥ J 10</p> <p style="text-align: center;">♦ A K 6 3</p> <p style="text-align: center;">♣ A K Q 4 2</p>	

South surely prefers a slightly off-shape 2NT to a super-heavy 1♣. In the US, North could bid 3♦ (transfer) and raise 3♥ to 4♠ as a mild slam try (an immediate 4♦, Texas transfer, would show no slam interest.) Without this, North might bid 3♦ and then 5♥. Will South go on? The controls and playing strength are quite good but the heart support is moderate. With the normal breaks, a slam makes in hearts, diamonds or clubs. 6NT is not on.

Board 20. Game All. Dealer West.

<p style="text-align: center;">♠ Q 7 4</p> <p style="text-align: center;">♥ Q 10 9 8 6 2</p> <p style="text-align: center;">♦ A K</p> <p style="text-align: center;">♣ J 7</p> <p>♠ J 8 6 2</p> <p>♥ 7 5</p> <p>♦ J 7</p> <p>♣ 10 9 6 5 3</p>	<p style="text-align: center;">♠ A 3</p> <p style="text-align: center;">♥ A K</p> <p style="text-align: center;">♦ Q 10 9 8 6 5 3</p> <p style="text-align: center;">♣ A 4</p>
<p style="text-align: center;">♠ K 10 9 5</p> <p style="text-align: center;">♥ J 4 3</p> <p style="text-align: center;">♦ 4 2</p> <p style="text-align: center;">♣ K Q 8 2</p>	

After North opens 1♥, East is too good to overcall 2♦ and starts with a double. South responds 1♠, North rebids 2♥, East calls 3♦ and South competes with 3♥. East may reluctantly give up at this point. 3♥ makes exactly, with four top tricks to lose – a spade goes on dummy's clubs. 4♦ fails by a trick – a good save if nobody doubles but a terrible one if someone does. If North-South play in their inferior spade fit, 8 tricks are the limit.

Board 21. N/S Vul. Dealer North.

<p style="text-align: center;">♠ Q 10 9 5 4</p> <p style="text-align: center;">♥</p> <p style="text-align: center;">♦ 7 6 5</p> <p style="text-align: center;">♣ A 9 7 4 3</p> <p>♠ A K J 6 2</p> <p>♥ A Q</p> <p>♦ J 10 8</p> <p>♣ J 10 8</p>	<p style="text-align: center;">♠ 8 3</p> <p style="text-align: center;">♥ K 10 8 4 3 2</p> <p style="text-align: center;">♦ K Q 9 3</p> <p style="text-align: center;">♣ Q</p>
<p style="text-align: center;">♠ 7</p> <p style="text-align: center;">♥ J 9 7 6 5</p> <p style="text-align: center;">♦ A 4 2</p> <p style="text-align: center;">♣ K 6 5 2</p>	

With the singleton ♣Q of dubious value, the East hand looks like a weak 2♥ rather than 1♥. West would ask with 2NT over 2♥ and bid 4♥ when East shows a maximum. If East opens 1♥, West may or may not bid 2♠ but most routes lead to 4♠ as West will hesitate to call 3NT with this club holding. The foul breaks mean that East-West cannot make game anywhere: 4♥ and 3NT are both down one. 2♣ is on for North-South, not that they will play there!

Board 22. E/W Vul. Dealer East.

<p style="text-align: center;">♠ J 8 5 4</p> <p style="text-align: center;">♥ 9 4</p> <p style="text-align: center;">♦ 10 7 4</p> <p style="text-align: center;">♣ J 10 5 4</p> <p>♠ Q</p> <p>♥ A K J 10 6</p> <p>♦ A K J</p> <p>♣ A Q 9 7</p>	<p style="text-align: center;">♠ 9 7 6 3</p> <p style="text-align: center;">♥ Q 7 5 3</p> <p style="text-align: center;">♦ 8 5</p> <p style="text-align: center;">♣ 6 3 2</p>
<p style="text-align: center;">♠ A K 10 2</p> <p style="text-align: center;">♥ 8 2</p> <p style="text-align: center;">♦ Q 9 6 3 2</p> <p style="text-align: center;">♣ K 8</p>	

All ready to open 2♣, South's 1♦ opening will come as a surprise to West, who doubles. East most likely bids 1♥, after which would 3♠ by West be a splinter? I think it should. East has little, if any, interest in a slam and will try to convey this. With the ♦Q and ♣Q both (as expected) with the opening bidder, 5♥ (or 4♥ plus one) is easy to make. 650 will be a common score, though there always be some pairs in a slam and some in a partscore.

Board 23. Game All. Dealer South.

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

South is quite good for a weak INT – then again, you have to be maximum sometimes. At game all, East is likely to let South play in INT. The normal club lead (West has better clubs than diamonds), prevents the overtrick in INT. The par spot is 3♦, with 110 on if declarer takes the right view in trumps. Any East who comes into the auction will live to regret it. 2♥ and 2♠ would both go down a couple of tricks – minus 200 is bad on a part-score deal.

Board 24. Love All. Dealer West.

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

East had better open in third seat, since it looks like nobody else will open. I would prefer 3♣ to 1♣; 1♣ just invites the opponents to enter the auction. As it happens North-South are unlikely to bid. So 3♣ leads to 3♣ and 1♣ to 2NT (via 1♣-1♠-2♣-2NT). In clubs, declarer can make 10 tricks with the aid of a winning view in spades (play to the jack rather than run the nine). In no-trumps, there are always 9 tricks. 2♠ is also on, with or without a winning guess.

Board 25. E/W Vul. Dealer North.

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

If North opens 1♣, East overcalls 2♠ (if weak) or 1♠. South doubles 1♠ for sure (takeout) but might pass over 2♠. Assuming South doubles, at pairs North may well prefer to rebid in no-trumps rather than in diamonds. Facing 15+ South will at least invite game. A spade lead, overtaken by the king, puts 3NT in trouble because East has the ♦A entry. Even if you guess to finesse East for the ♣Q, there are only 8 tricks. 5♣ makes if you get the clubs right.

Board 26. Game All. Dealer East.

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

1♦-1♥-3♥-4♥ is how East-West seem set to bid. East has too much playing strength to raise 1♥ to 2♥ but too few high cards to jump all the way to 4♥. Most authorities say to lead from a king rather than an ace. The advice works well here. After a spade lead to the ace and a diamond switch, the defenders score a ruff to go with their two aces and trump trick, beating 4♥. 4♦ is on their way, while 4♣ and 2♠ are on for North-South.

Board 27. Love All. Dealer South.

♠ K 8 7 6 ♥ A ♦ K 10 4 2 ♣ Q 7 6 5  ♠ Q 10 5 2 ♥ Q J 9 7 5 3 ♦ ♣ K J 2  ♠ A 4 ♥ 4 ♦ Q J 8 7 6 ♣ A 10 9 8 3	♠ J 9 3 ♥ K 10 8 6 2 ♦ A 9 5 3 ♣ 4
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After South opens 1♦ and West overcalls 1♥, North is more likely to double (to show four spades) than to bid 3♥ (splinter) or 2♥ (value raise). East jumps to 4♥ over the double, after which North probably bids 5♦. It may be a mistake for someone to save in 5♥ doubled, as it goes for 500, and 5♦ is not a certainty. Declarer has to guess the club position – not too hard once West is void in diamonds. 5♣ also makes (unless East is on lead) if you get the clubs right.

Board 28. N/S Vul. Dealer West.

♠ K ♥ K J 6 ♦ 8 7 3 2 ♣ K Q J 9 4  ♠ Q 4 2 ♥ 7 5 3 ♦ A K Q 5 4 ♣ 10 3  ♠ J 10 9 7 5 3 ♥ A 4 2 ♦ J 9 6 ♣ 7	♠ A 8 6 ♥ Q 10 9 8 ♦ 10 ♣ A 8 6 5 2
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West might stretch to open but more often North opens 1♣. In this case, South responds 1♠ and West may find the temptation to bid too hard to resist. South competes to 2♠ over 2♦, ending the auction. If West never bids, North may play in 2♣ or South in 2♠. With the vulnerability as it is, East-West do better to defend. 2♠ is down one and 2♣ would be down two. 2♦ makes for East-West, as does 2♥. They can also make INT.