



## Commentary for the World Wide Bridge Contest Set 1 - Tuesday 27th March 2018

Thank you for participating in the 2018 WWBC – we hope that, win or lose, you enjoyed the hands and had fun. All the results can be found at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims) as normal - just look for the results for the day you played.

Full details of the Contest itself can be found at <http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/>

### Board 1. Love All. Dealer North.

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

When North opens 1♠ East has no risk free way into the auction, as a double might attract an unwelcome response in diamonds.

South must choose between a response of 1NT and 2♣ - in either case North rebids 2♦ and South bids 2♠, which should end the bidding.

Suppose East leads a top club and switches to the ten of diamonds. Declarer wins in dummy and will play a spade. Taking the suit in isolation the best chance of avoiding a loser is to play the queen, which works just over 19% of the time, but here there are entry problems and declarer may elect to start with a spade to the jack. When that holds declarer plays a club, setting up a discard for a heart. East wins and plays a second diamond and declarer takes that in dummy, discards a heart on the queen of clubs and plays a spade. As the cards lie it does not matter which one, as after West's king appears declarer will win with the ace and cash the ace of diamonds. Although that is ruffed declarer subsequently ruffs a diamond and emerges with ten tricks.

Notice that if South happens to play in notrumps winning guesses in clubs and spades should lead to nine tricks.

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

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

A few players may be inclined to open the East hand with a weak 2♠ or a Multi 2♦ - it depends on stylistic matters such as suit quality and points.

If East starts with 2♠ West passes and North tries 2NT, ending the bidding unless West goes on to 3♠. (You could argue that a bid of 3♦ at this point should imply tolerance for partner's spades.)

If East starts with 2♦ then West responds 2♠, inviting East to bid 4♥ with a maximum weak two in that suit and once again North bids 2NT.

Where East passes, which is what will happen at the majority of tables, West opens 1♦ and North overcalls 1NT. It's hard to predict how the auction will develop, for example East might bid 2♠. West should probably pass that, but it's hard to put a seven card suit down in dummy and West might retreat to 3♦. Another possibility is that East might pass when West is sure to bid 2♦.

How will contracts in spades and diamonds fare?

If East plays in 2♠ the best lead is the four of spades, which may not be that easy to find.

Declarer does best to duck and if North wins and plays a second spade (which looks natural) declarer wins in dummy, ruffs a diamond and then exits with

a club. North wins with the ace and is awkwardly placed. The best shot is to exit with a heart and hope declarer goes wrong by putting in the ten.

The way to avoid this is for North to cash the ace of clubs before playing a second spade. Declarer wins, ruffs a diamond and exits with a spade. South wins and must exit with a heart. Then, as long as the defenders keep playing hearts declarer cannot muster more than seven tricks.

If South does not lead a spade at trick one, declarer still needs to play carefully, for example on a heart lead North wins with the king and probably switches to a spade. Declarer wins in dummy and to get home must ruff a diamond, take two hearts ending in dummy, cash the ace of diamonds, ruff a diamond and exit with a club.

A diamond contract is easier to calculate, as barring some defensive lapse declarer should lose a spade, a heart, two diamonds and a club.

Before we leave this deal we should see how North might do in 2NT.

Say East leads a spade.

West wins and probably switches to a diamond. Declarer wins with dummy's jack and plays a club to the king and ace. Now declarer can play on clubs and one way or another must come to eight tricks.

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

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

South has what might be described as a classical weak no trump.

Assuming West does not come in with a natural 2♦ (or a conventional bid to show a one suited hand) North transfers to hearts and East bids 2♠. If North now bids 3♣ South, with a maximum and a fit for both partner's suits will surely jump to 4♥.

Suppose West leads the king of spades and continues with a second spade, forcing dummy to ruff?

Clearly the fate of the contract will depend on how declarer tackles the trump suit.

Will declarer decide that as East appears to have started with six spades that it is more likely that

West will have length in hearts (the principle of 'vacant places')? Or will declarer be inclined to play the overcaller for the red queen?

**Board 4. Game All. Dealer West.**

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

When North opens 1♠ East can choose between a double and 2♣, but in either case South will ensure the bidding does not stop short of 4♠.

After 1♠-(Dbl) one method that is gaining in popularity is to use 2NT to show a game forcing hand with four card spade support (as after 1♠-2NT).

After 1♠-(2♣) South might start with 3♣ and then jump to 4♠ on the next round.

East will start with three rounds of clubs and almost certainly switch to a diamond. Declarer will ruff West's ace, draw two rounds of trumps ending in dummy, play a heart to the ace and then go back to dummy with a trump.

If East came in with a double it will be clear to play a heart to the king followed by the jack of hearts, but if East overcalled 2♣ declarer might be tempted to take the heart finesse, with fatal consequences.

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

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

When South opens 1♠ West may decide to get involved.

Overcalling 2♥ on such a weak suit is not appealing, and a double risks an unwelcome response in clubs. Still, that is perhaps the lesser of two evils. After 1♠-(Dbl) North can raise to 2♠. Now South can

apply *Meckstroth's Law* (if partner freely supports your six card major-bid game) and jump to 4♠.

On this occasion there is nothing to the play, declarer losing two clubs and a heart, but if East held the ♥A West could cash the top clubs and put East in with a heart. Then a third club would promote a trump trick for the defenders.

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

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

When West opens INT that will end the auction unless South reopens - 2♣ to show the majors is one way to do that, with North bidding 2♠.

If West is in INT North may well lead a diamond. If it is a fashionable ♦10 (king and ten strong versus no trumps) declarer will probably put up dummy's queen and then play a club to the jack and king. The diamond return is taken by declarer's ace and South wins the next club and switches to a spade. If declarer puts in the jack of spades six tricks will be certain, but suppose declarer tries the nine? North wins with the ten, cashes three diamonds and exits with a heart. Declarer wins with dummy's ace and in the four card ending will have ♠KJ ♥K6 in hand and ♠85 ♥5 ♣Q in dummy.

The queen of clubs will be too much for South, down to ♠Q7 ♥Q10 and declarer will again emerge with six tricks.

If North plays in 2♠ it should be possible to come to eight tricks.

For example, if East leads a diamond West wins with the ace and returns a club. Declarer wins in hand and plays a spade to the queen and king. West returns a club to dummy's ace and declarer plays a spade to the nine and ten, draws the outstanding trumps, plays a heart and will only lose five tricks.

That is by no means the only way to approach the problem - declarer might postpone tackling trumps, playing a heart at trick three. West wins and returns a club and declarer wins in dummy and plays another heart. East takes that, cashes the queen of clubs and exits with a heart to dummy's queen. Now declarer plays a spade to the ten, cashes the king of diamonds and plays the jack of diamonds, forcing East to cover. Declarer ruffs in dummy, plays

a spade to the ace and the ten of diamonds throwing dummy's club.

**Board 7. Game All. Dealer South.**

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

When North opens 1♦ South responds 1♥ (a marginal action, but it is the modern style). Now North jumps to 2NT ending the auction unless East is feeling frisky and doubles for a diamond lead.

If South does not respond West will have to consider the merits of a reopening double. It's a close decision and if West does double North might move to INT. If North doesn't do that East will have to choose between INT and a pass - the latter is a clear winner for me.

If North plays in diamonds the defenders should score seven tricks, but have to avoid one small trap.

Suppose East leads a club?

Declarer wins and plays two more clubs (as good as anything) and East ruffs and continues with the ace of spades and a spade. West wins and returns a heart for the queen and king and East exits with a heart. Declarer wins, crosses to the queen of spades and plays a diamond to the seven and nine. Declarer ruffs the heart return and plays a sneaky ten of diamonds. Now East must resist the temptation to go in with an honour, which will cost a trick.

If North plays in notrumps there are seven top tricks and the defenders must avoid presenting declarer with an eighth. The simplest way to do this is for East to lead a diamond, but that is not easy to find.

If East opts for a passive club declarer wins and takes four more tricks in the suit discarding two diamonds from hand. West must throw a spade and a heart while East must throw only one diamond, a heart and the ten of spades (which is easy to miss).

If declarer now tries dummy's queen of spades West has to duck and East wins and must now attack diamonds. If Declarer wins with the ace and returns a diamond West wins and plays a heart through the ♥AQ to hold declarer to seven tricks.

**Board 8. Love All. Dealer West.**

<p>♠ A Q J 10 6 5 4 ♥ A 4 ♦ K 2 ♣ K 3</p> <p>♠ 9 3 ♥ 8 6 2 ♦ A 10 7 6 5 ♣ A 4 2</p>	<p>♠ — ♥ K J 10 5 ♦ Q J 8 4 ♣ Q J 10 7 5</p> <p>♠ K 8 7 2 ♥ Q 9 7 3 ♦ 9 3 ♣ 9 8 6</p>
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If North opens 1♠ East may come in with a double. South raises to 2♠, West bids 3♦ or perhaps even 4♦ and North bids 4♠. Now EW must consider the possibility of going on to 5♦.

The basic principle of a sacrifice is that it is correct when the opponents would have made their contract and the penalty you concede is less than the value of their contract. If West has jumped to 4♦ East might be tempted, but if West only bid 3♦ I doubt EW will bid again.

In passing, I don't think the North hand is worth an Acol 2♠ opening. It might even rebound, as after 2♠-(Dbl)-4♠ West might well bid 5♦.

If North plays in 4♠ the location of the missing aces will come as a pleasant surprise, so as it turns out, 5♦ is a very good save - especially if NS go on to 5♠.

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

<p>♠ Q 10 9 5 ♥ K 10 5 4 ♦ 4 3 ♣ A 8 3</p> <p>♠ 6 4 ♥ J 9 8 ♦ Q J 9 8 7 ♣ Q J 7</p>	<p>♠ K J 8 7 3 2 ♥ Q 7 6 2 ♦ 5 ♣ 4 2</p> <p>♠ A ♥ A 3 ♦ A K 10 6 2 ♣ K 10 9 6 5</p>
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When North passes the East players using weak twos or the Multi will face an old chestnut - should you open with a four card major on the side?

Despite the vulnerability I would be prepared to go down either route, but it will not be the universal approach.

Say East starts with 2♠.

That's awkward for South, although as it happens North will be in a position to bid 3NT over both 2NT or 3♦.

The situation is similar if East starts with a Multi 2♦, although here South also has the option of passing intending to describe this hand on the next round (a method advocated by Canada's Eric Kokish in *The Mysterious Multi*).

If East passes South opens 1♦ and North responds 1♥. South is not worth a game forcing 3♣, but after 2♣ North gives preference to 2♦ and then raises South's 2NT to game. If East comes in on the second round with 1♠ South might still bid 2♣ and then bid 2♠ over North's 2♦, again leading to the notrump game.

In 3NT declarer will win a spade lead and play on clubs, taking nine tricks in comfort. There are some double dummy lines that deliver a tenth trick, but they are too esoteric to be worthy of description.

**Board 10. Game All. Dealer East.**

<p>♠ Q 10 5 4 ♥ J 9 4 ♦ Q 10 8 ♣ 9 6 5</p> <p>♠ 9 6 2 ♥ A 5 2 ♦ J 2 ♣ A Q 8 7 3</p>	<p>♠ A K J 7 3 ♥ K 8 6 ♦ A K 3 ♣ J 2</p> <p>♠ 8 ♥ Q 10 7 3 ♦ 9 7 6 5 4 ♣ K 10 4</p>
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The auction is likely to start 1♠-2♣-2NT-3♠-4♦\*-4♥\*-4♠. Now West has to decide if it is right to continue cue bidding with 5♣, ask for keycards with 4NT or let matters rest.

Although West's trumps are poor the decent side suit along with two first round controls suggest that it is right to bid on.

If West opts for 5♣ East bids 5♦ and then goes on to 6♠.

If West opts for 4NT East shows 3 keycards and West will press on to slam, perhaps asking about the queen of trumps along the way.

Suppose South leads a red suit against a spade contract?

Declarer wins in hand and should advance the jack of clubs, which is likely to be covered by the king and ace. Then a spade to the jack followed by the ace of spades discloses there is a trump loser. Declarer plays on clubs, establishing the suit with a ruff and loses only a spade.

A few points worth noting:

If declarer had enough entries there is a safety play in the spade suit that delivers 4 tricks 89.56% of the time - it is to play low to the seven. However, safety

plays are marginal options at Pairs, as they can result in declarer taking a trick less than the field.

If the clubs were 4-2 declarer still gets home as long as South has the king and North is 4-2-3-4 as there are just enough entries to establish (and enjoy) the fifth club for a heart discard.

**Board 11. Love All. Dealer South.**

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

If South opens 1♣ West overcalls INT and East raises to 3NT.

If South passes West opens 1♦. I would feel a bit nervous bidding 3♦ with the East hand (this type of problem is best solved by playing Inverted Minor Suit Raises) but all will be well (at least during the bidding) as West has enough to go on to 3NT.

If South has opened and North leads a club declarer will be in clover and can come to eleven tricks by playing hearts first - low to the king and then low to the queen and ace.

However, if North leads a spade (almost a certainty if South has not opened) South wins with the ace and will have a chance to be a hero by switching to the queen of clubs.

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

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

After 1♣-1♠ West will either rebid INT (if playing a wide range) or 2♣. In either case the heart fit should be located and EW will probably end up in 4♥. I say probably, because they might get too high.

For example, after 1♣-1♠-2♣-2♥-3♥-4♣-4♦-4♥ West might feel compelled to go on with 4♠, which in turn might see East drive to slam.

It is easier to stop safely after 1♣-1♠-INT-2♣\*-2♥, as East knows West has a minimum hand.

Still, give West the ♥Q instead of the jack and 6♥ would be playable, although it is still far from laydown.

It's worth noting that South has an awkward lead against a heart contract. However, even if South leads a club allowing declarer to win with the ten, it is still hard to take more than ten tricks unless playing double dummy.

The way to do it is to play a diamond at trick two (risking a possible club ruff). South wins and returns a diamond and declarer takes dummy's king and must throw a high club. After unblocking the ace of spades declarer comes to hand with a trump and must take a ruffing spade finesse. Say South covers, declarer ruffs, ruffs a diamond and plays winning spades.

In practice declarer would probably do something like lay down a top heart at trick two, cross to dummy with a spade and advance the jack of hearts, running it when North shows out. With the spade king and the diamond ace onside declarer should come to ten tricks.

**Board 13. Game All. Dealer North.**

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

After two passes South might try a tactical 1♠. Then if West overcalls 2♥ East raises to 3♥ and West goes on to game. If West prefers to double North might redouble but when East bids 2♣ West's 2♥ sees East raise and once again 4♥ is reached.

If South does not open West bids 1♥ and East responds 1♠. If West now jumps to 3♥ East will raise to game, but if West only bids 2♥ East might let it go.

There is very little to the play, declarer losing only to the missing aces.

**Board 14. Love All. Dealer East.**

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

South might open INT, although it is generally considered that 4-2-5-2 is not a notrump distribution. Here it would almost certainly end the auction.

If South starts with 1♦ and West overcalls 1♥ then North will bid INT. If West does not overcall North responds 1♥ and then bids INT over South's 1♠.

Let's take a look at how the play might develop in INT.

If North is declarer and West has not overcalled East will lead a club and West wins and returns a club to dummy's ace.

If declarer plays a heart to hand followed by a diamond to the jack and queen West returns another club. East ducks the next diamond, wins the third round and cashes two clubs, but as the cards lie declarer will score two more tricks, +90.

If West has overcalled and East leads a heart declarer wins and plays a diamond to the ten and queen. If West plays a second heart declarer wins and can now ensure seven tricks by playing a diamond.

However, if declarer decides to play a spade East will have to duck and with a spade trick in the bag declarer can revert to diamonds and should emerge with an overtrick.

**Board 15. N/S Vul. Dealer South.**

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

Where South opens with a weak 2♥ or a Multi 2♦ West is likely to overcall 4♠, but a fair alternative is to bid 3♠, showing a good hand with a long suit. In that case East might consider bidding 4♣ as a cue bid but would then sign off over West's 4♥.

If South passes West might open 4♠, but there is nothing wrong with 1♠. North overcalls 2♣ and if East bids 2NT or 3NT West bids 4♠.

With the spade king onside there are twelve tricks.

**Board 16. E/W Vul. Dealer West.**

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

If West opens 1♥ North will probably overcall 4♠, although it is also possible to attempt various tactical manoeuvres for example by starting with 1♠ or even passing.

After 1♥-(4♠) East can bid 5♦. If North then bids 5♠ (hard to resist with nine sure tricks) East will double and West must resist any temptation to bid 6♦.

In 5♠ North will lose to the three missing aces for one down.

What about 5♦?

South leads a spade and North wins and switches to the nine of clubs. To get home declarer must win with the ace, ruff a spade, draw trumps and then exit with a club. South wins but must then lead away from the king of hearts or offer up a ruff and discard.

**Board 17. Love All. Dealer North.**

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

When North opens INT East will want to compete, using whatever conventional methods are available to the partnership.



For example East might bid 2♣, promising hearts and another suit.

If East does intervene South has to find a way to describe this hand. Most players have heard of Lebensohl, which can be used when the opponents come in over 1NT.

A method which is gaining in popularity is Rubensohl, which extends the use of Transfers. In this situation South would bid 3♣, a transfer to diamonds, promising at least invitational values. Over North's 3♦ South would continue with 3♠.

Here West might bid 3♥ over 3♣ but South could still bid 3♠ on the next round and North would correct to 3NT.

If East does not overcall then South will use whatever conventional methods are to hand to describe this hand - one option is to transfer to diamonds and then bid 3♠, another to simply use Stayman in an effort to locate a spade fit and then bid an invitational 2NT or a more aggressive 3NT.

At most tables 3NT is likely to be reached (5♦ is also a possibility).

Assuming East leads a top club declarer will duck, win the second club and play a diamond to the ace and a diamond. West wins and switches to a heart and declarer has little choice but to finesse (hardly with any enthusiasm if East has overcalled). When the jack holds declarer clears the diamonds and has ten tricks, beating the pairs who record +400 in 5♦.

#### Board 18. N/S Vul. Dealer East.

<p>♠ K J 9 3 ♥ J ♦ J 9 6 5 ♣ J 6 5 2</p> <p>♠ 6 5 ♥ K Q 9 2 ♦ 10 8 ♣ A K Q 9 3</p> <p>♠ 8 7 2 ♥ A 8 7 3 ♦ 7 4 2 ♣ 10 8 4</p>	<p>♠ A Q 10 4 ♥ 10 6 5 4 ♦ A K Q 3 ♣ 7</p>
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If East opens 1♥ West will have a choice of actions. One possibility is to use the popular 2NT to show a game forcing raise in hearts, another to respond 2♣ intending to jump to 4♥ on the next round (a delayed game raise that is usually treated as forcing but which has become somewhat old fashioned). A third possibility would be to jump to 3♣, an old fashioned game force, West's plan being to support hearts on the next round.

After 1♥-2NT\* one option is for East to rebid 3♣ to show a shortage in that suit. If West then bids

3♥ East continues with 3♠ and can bid 4♦ over West's 4♣.

After this start West is sure to drive to 6♥ and the same thing will probably happen if West elects to respond 2♣ or 3♣.

For those who are interested in bidding theory I should mention that Graham Kirby & John Armstrong developed a convention designed to deal with this type of East hand, 2♥ being used to show a limited three suiter that always has hearts. A detailed description appears in *The Mysterious Multi*.

Suppose South leads a diamond?

Declarer wins in hand and plays a heart to the king and jack. A heart to the ten confirms the 4-1 break. If South wins this trick and returns a heart declarer wins and draws the outstanding trump. North will already have been feeling the heat and declarer should easily arrive at twelve tricks.

For example, in order to keep four clubs North will have to release a diamond and now declarer can cash three tricks in that suit, forcing North to blank the king of spades.

#### Board 19. E/W Vul. Dealer South.

<p>♠ 10 8 4 ♥ A Q 6 5 3 ♦ 5 ♣ A 9 6 3</p> <p>♠ 7 6 5 3 ♥ 9 4 2 ♦ 10 2 ♣ Q 7 5 4</p> <p>♠ K Q 9 2 ♥ J ♦ Q 6 4 3 ♣ K J 10 8</p>	<p>♠ A J ♥ K 10 8 7 ♦ A K J 9 8 7 ♣ 2</p>
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If South opens 1♣ North responds 1♥ and East overcalls 2♦. Assuming South passes North might bid 3♣. If East comes again with 3♦ South, with an eye to the vulnerability, might double.

However, the North hand is very powerful in support of clubs and case can be made for North to do more than bid 3♣. If North jumps to 4♣ South will probably pass, but North might take the bull by the horns and go all the way to 5♣.

How many tricks can South take in a club contract?

Suppose West leads a diamond and East wins and continues with another top diamond, forcing dummy to ruff. When declarer plays a spade East takes the ace and plays another diamond, declarer's queen being ruffed by West and overruffed in dummy. A spade to the queen collects East's jack and now declarer must play a club to the nine. After cashing the ace of clubs declarer overtakes the ten

of spades, draws trumps and then cashes the last spade. East, down to ♥K10 and ♦J is squeezed in the red suits.

A stronger defence is for East to switch to spade at trick two, cashing the ace and continuing with the jack. Then declarer is likely to fail, as the route to eleven tricks requires declarer to assume clubs are 4-1.

After winning the spade declarer runs the jack of clubs, ruffs a diamond, cashes the ace of hearts, ruffs a heart, crosses to the ten of spades, ruffs another heart, cashes the master spade and scores the next three tricks via a cross ruff.

**Board 20. Game All. Dealer West.**

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

If East opens 1NT South will have to pass unless 2♦ is a natural overcall or NS are using one of the defences where it is possible to show a single suited hand.

When West passes North might decide to protect (not without risk) by bidding 2♣ to show the majors (Landy) or hearts and another (Astro). Then NS should end up in 2♥.

If East starts with 1♣ South overcalls 1♦ and West probably bids 1NT, ending the auction.

If East plays in 1NT South leads a top diamond and declarer wins in dummy and plays on clubs. If declarer gets the suit right by finessing then eight tricks are assured, but playing clubs from the top sees the defenders hold declarer to six tricks, North switching to a heart when in with the queen of clubs.

If West is in 1NT and North leads a heart declarer will have to get the clubs right to arrive at seven tricks. There is route to eight tricks, but it requires declarer to play a spade at an early stage as well as getting the clubs right.

If NS play in hearts the defenders need to be careful.

After a club lead it may look tempting to switch to trumps, but then declarer can establish the diamonds and come to nine tricks.

The best defence is for East to switch to a spade, removing an entry from dummy. Then the defenders should come to five tricks - West winning the ace of hearts, returning a spade and then getting in with the ace of diamonds to give East a spade ruff.

**Board 21. N/S Vul. Dealer North.**

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

How many clubs should East bid when North passes?

The choice lies between 1♣ and a gung ho 5♣.

After 1♣ South can either make a simple overcall (should that be 1♦ or 1♠?) or make a two suited overcall - here it would be 3♣ - to show spades and diamonds. Showing both suits with one bid generally works best (although it does give away a lot of information if you end up defending) and here it allows North to jump to 4♠. East is likely to bid 5♣ and if NS don't press on to 5♠ then EW will be sure of a good score.

If East opens 5♣ South has a nasty problem. It might be right to bid, but equally it could result in a total disaster. If South decides to double North will bid 4♥ and then South will probably bid 4♠ with fingers crossed.

It might be harder for East to bid 5♣ in this scenario, but even where that happens North is likely to press on to 5♠.

With South as declarer there should be twelve tricks in spades as declarer will be able to get rid of dummy's losing hearts on the diamonds.

**Board 22. E/W Vul. Dealer East.**

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



This may be one of the simpler auctions, North opening 1♣ and rebidding 3NT over South's response of 1♠.

If East leads a heart declarer should probably win at once (just in case an astute opponent were to switch to diamonds in a position where that set up five winners for the defence) and play on spades, establishing a ninth trick.

**Board 23. Game All. Dealer South.**

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

When South opens 1♣ North responds 1♠ and South rebids 1NT. North might check to see if South has three card spade support via 2♣ (or 2♦) before signing off in 3NT.

When West leads a heart declarer will cash out for +600.

**Board 24. Love All. Dealer West.**

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

If West opens 1NT South will double which might well end the auction, although it's possible that North might take fright and bid 2♠ or that East might scramble, bidding 2♣ and then bidding 2♦ over the inevitable double to show diamonds plus a major. (If you want to be very sophisticated East might redouble to show ♦+♥ and bid 2♦ to indicate ♦+♠ - but it is an extra strain on the memory.)

If West plays in 1NT doubled North is likely to lead a spade, which looks like a poor start, but declarer is still in trouble. After winning the spade, one possibility is to play a low heart to the ten. South wins with the king and exits with a club (the seven is best, starting to unblock the suit). Declarer wins in dummy and plays a heart. When South plays low

declarer might be tempted to put up the ace, hoping North started with ♥Q3, but that will lead to two down. As North is marked with the ♠Q it must be right to play South for the ♥Q and taking the finesse will result in six tricks.

If West plays in 2♥ - which South might double after a scrambling auction as described above - a spade lead will be a disaster as declarer will be able to organise a club ruff and easily arrive at eight tricks.

The simplest way to prevent eight tricks is for North to lead a trump for the queen and ace. South wins the club return and plays two more rounds of hearts. Declarer can still score a club ruff, but has no more than seven tricks.

**Board 25. E/W Vul. Dealer North.**

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

When East opens 1♦ South overcalls 1♥, West bids 1♠ and North jumps to 4♥. If West now bids 5♦ that will end the auction (unless North gives West a second chance by bidding 5♥) but with five card trump support and a control in every suit West is too good for a mundane 5♦. A jump to 6♦ would be reasonable, but 5♥ confirms the first round control in that suit (and by inference promises second round club control) and keeps a possible grand slam in the picture. Lacking the ace of clubs East signs off in 6♦.

Unless South cashes the ace of clubs at trick one declarer can take all the tricks, the spade suit taking care of the three clubs in the East hand.

**Board 26. Game All. Dealer East.**

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

If East opens 4♥ North doubles and South bids 4♠ when there is no particular reason for North to bid on.

If East opens 3♥ South can jump to 4♠ over North's double. Then any further action by North will lead to 6♠.

If South bids 4♥ rather than 4♠ the situation is not so clear as if North then bids 4♠ South might not go on.

How should declarer approach the trump suit in a spade contract?

In isolation the best line for one loser is to take two finesses, a 76% chance.

If East, having started with a preempt, leads the queen of hearts declarer sees West's king appear. Is that enough to persuade declarer to play a spade to the ace at trick two?

Andrew Robson's Bols Bridge Tip was: *Play a preemptor who leads his suit for a singleton trump.* Good advice, but it won't necessarily help here unless declarer plays East for a spade honour.

If East leads the six of diamonds declarer will assume it is a singleton and might now decide not to play East for two singletons.

If you took two finesses you have my sympathy - but EW will have the matchpoints.

**Board 27. Love All. Dealer South.**

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

South has a sound weak two in spades (or a Multi 2♦).

Over 2♠ West must choose between 3♥ and 4♥, while against a Multi 2♦ West bids 2♥ or 3♥.

After 2♠-(3♥) North has a number of options, a direct raise to 3♠ or 4♠, or a fit non jump 4♦.

After 2♦-(2♥) North might bid 3♦, intending to bid spades on the next round. After 2♦-(3♥) North must choose between 3♠, 4♠ and 4♦.

If South passes West opens 1♥, North overcalls 2♦ and East joins in with 3♣. Then West's 3♥ is likely to end the auction.

A lot of these are close decisions, so it is hard to predict the outcome.

There are some interesting points to the play and defence.

First let's consider a somewhat unlikely situation.

After 2♦-(2♥)-2♠-(3♣) suppose West tried 3NT? (Not very likely, but you never know.) North leads a spade and South wins with the ace. Now it is essential to switch to a diamond (South can get away with the ten of spades first - but imagine West had the king).

If West plays in 4♥ the defenders will probably start with a spade to South's ace. South switches to a diamond and North takes two tricks in the suit. If North now plays a third diamond South must ruff with the king of hearts, promoting North's jack.

If North exits with a club instead of playing a third diamond declarer wins in dummy, cashes a second club pitching a spade, plays a heart to the queen, ruffs a spade and plays a diamond. Now South must ruff with the king of hearts.

If NS play in spades the defenders will probably start with two clubs and two hearts and if West then exits with a diamond declarer wins with dummy's queen and plays a spade to the king. The theory of restricted choice (combined with the knowledge that West started with a singleton club) suggests that declarer should take the spade finesse, and that results in nine tricks.

However, the defenders can do better; at trick five West plays a third heart and East ruffs with the jack of spades, promoting a trump trick for West, an amusing echo of the defensive possibility available to NS against a heart contract.

**Board 28. N/S Vul. Dealer West.**

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

West might opt for an off centre weak 2♠ or Multi 2♦ (a few players will be able to open 2♠ to show spades and a minor, a method explained in detail in *The Mysterious Multi*) but it will usually be North who starts proceedings with 1♦. (As I mentioned earlier, one of my favourite conventions is to open

2♥ with this type of hand, promising a limited three suited hand which always includes four hearts.)

After 1♦ East overcalls 1♥ and South bids 2♣. North rebids 2♦ and South brings proceedings to a close with 3NT.

If West leads a heart East puts in the nine and declarer wins with the king and plays three rounds of clubs, pitching two diamonds and a spade from dummy.

Now East must avoid a trap - exiting with the king of spades allows declarer to win and play four rounds of clubs. West will be forced down to ♠Q and ♦K98 and declarer can take the diamond finesse and throw West in with a spade to lead into the diamond tenace for eleven tricks.

One way to avoid this is for East to exit with a low spade, another to return a club. In either case declarer should be held to ten tricks.

**Board 29. Game All. Dealer North.**

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

When North opens 1♣ South responds 1♠ and North rebids 2♣ which South passes. Now a bid of 2♠ by West should be natural (so for that matter should 3♠ or 4♠) but this is not an everyday situation and EW will be doing well to reach the spade game.

It is just possible that East might overcall 1♣ with a weak jump overcall of 2♦ - then West might bid 3♠ which East could raise to game.

Suppose North leads a top heart against a spade contract and continues the suit.

Declarer ruffs, ruffs a club, come to hand with a diamond, ruffs a club, crosses to a diamond and ruffs another club. The king of clubs is discarded on a diamond and when North cannot ruff declarer claims eleven tricks.

If South overtakes the heart lead and returns a trump declarer wins and sees North discard. After unblocking the diamonds declarer ruffs a club, pitches a club on a diamond and plays another diamond, ruffed and overruffed. A club ruff is followed by another diamond and if South ruffs that

declarer does not lose a trump, so once again there will be eleven tricks.

**Board 30. Love All. Dealer East.**

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

If East opens 1♣ West responds 1♦ and North joins in with 1♠. If South bids a simple 2♠ West might try 3♣ when South will probably press on with 3♠. With five card trump support South should probably bid a direct 3♠.

EW can make a lot of tricks in diamonds, but there is no obvious route to a diamond contract.

If NS play in spades the defenders should score three hearts, a diamond and a club.

If EW play in clubs the favourable trump position means there should always be nine tricks, but the defenders need to be careful to prevent declarer scoring a tenth.

Imagine South leads a trump. Declarer wins and plays a spade and if North wins it is essential to switch to diamonds, setting up an eventual trump promotion for South's ♣10.

On a spade lead North wins and must again find a diamond switch to give the defenders a chance of four tricks.

**Board 31. N/S Vul. Dealer South.**

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

When East opens 1♣ West responds 1♠. East could rebid 2♣ but a fair alternative, despite the singleton, is to rebid INT. One advantage is that East gets the high card strength across, making it easier for West to make an evaluation.

2♣ can be beaten, but South must avoid a heart lead.

If South hits up the lead of the king of diamonds (we used to call this the 'movie star' lead in my club) the defenders start with three rounds of the suit, South ruffing. South must then exit with a spade (or a low club) and if declarer wins and plays back a high club South must duck to avoid being endplayed. South can win the next club, cash the ace and then exit with a heart to ensure a sixth trick for the defence.

INT is an interesting contract (the low level part scores often are).

If South leads a heart declarer plays dummy's eight and takes North's king with the ace.

Short of entries to dummy declarer will probably play a top club from hand. South wins and continues with the jack of hearts. North should unblock the six as a matter of routine and declarer wins with the queen (it would be a mistake to duck as South can switch to a spade) and clears the clubs (unblocking dummy's nine under the queen). In with the ten of clubs South exits with a spade and declarer wins in hand, cashes two clubs and exits with a diamond. Sooner or later the defenders will have to surrender a seventh trick to dummy's king of spades.

**Board 32. E/W Vul. Dealer West.**

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

When West opens 1♠ East responds 2♣. If South passes West rebids 2♦ and East jumps to 3♠ leaving West with a decision.

Once your five card suit has been supported your hand improves in strength, so at IMPs it would be clear to go on to the vulnerable game. It is not quite so simple at Pairs and West might decide that the honours in the short suits are not pulling their weight and let 3♠ go.

After 1♠-2♣ South might overcall 2♥. If West then bids 2♠ East raises to 3♠, leaving West with the same problem.

How will West fare in a spade contract?

Suppose North leads a club. South wins with the king and switches to a heart, the defenders taking

two tricks in the suit, South exiting with a diamond. Declarer wins and plays a spade to the jack (or queen) and ace.

The theory of restricted choice suggests that declarer should finesse at this point, but North will win and can return either minor suit to hold declarer to eight tricks.

One reason why declarer might reject the finesse is that if North started with the ♠QJ then the defenders failure to remove the potential club entry to dummy gives declarer a chance of ten tricks.

We hope you have enjoyed this first set of the WWBC heats and may perhaps consider joining us for one of the other sets in the coming months.

You could also consider playing in one of the **Simultaneous events to raise funds to support Youth Bridge** – these are held on the following dates in 2018:

- Monday 13<sup>th</sup> August
- Wednesday 15<sup>th</sup> August
- Monday 15<sup>th</sup> October
- Wednesday 17<sup>th</sup> October
- Monday 10<sup>th</sup> December
- Wednesday 12<sup>th</sup> December

These events are simply fund raising so the entry fee is kept very low- just US\$ 3.00, € 2.50, or £ 1.90 per pair (note ... per PAIR). WBF Year Points will be awarded to the leading pairs from each heat. Please [click here](#) to read more about how the WBF works to support Youth Bridge.

Finally - the **World Championships are in Orlando** this year, from 21st September - 6th October.

All the events are transnational, and there are Teams and Pairs events in all categories – Open, Women's Senior and Mixed. There is also a Junior Triathlon and a number of side games.

And you ... yes you ... could take a team and enter this fantastic, challenging event! [www.worldbridge.org](http://www.worldbridge.org) will give you all the information you need including the schedule of play, details of the hotel and other details. So give it some thought and consider coming to join us in Orlando.