



**Commentary**  
**for the**  
**World Wide Bridge Contest**  
**Set 2 - Thursday 29th 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/>

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.

**Board 1. Love All. Dealer North.**

<p>♠ A Q 7 ♥ 7 5 ♦ Q 9 7 4 ♣ J 6 4 2</p> <p>♠ 8 6 5 4 ♥ 3 2 ♦ J 10 2 ♣ K Q 8 7</p> <p>♠ 10 9 3 ♥ K Q 9 ♦ K 8 6 ♣ A 10 9 3</p>	<p>♠ K J 2 ♥ A J 10 8 6 4 ♦ A 5 3 ♣ 5</p>
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West	North	East	South
	Pass	1♥	Pass
1♠ (i)	Pass	2♠ (ii)	End

- (i) Given the terrible spade suit, some will respond INT.
- (ii) With six hearts and only three-card spade support, rebidding the heart suit is normal.

South has a tricky lead, with anything helpful to declarer. While it is not going to happen at the table, South does best to lead a top heart, sacrificing a trump trick but making it easier to keep the lead off dummy. More often than not, I suspect East will come to eight tricks, just losing two tricks in trumps and one in each other suit.

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

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

West	North	East	South
2♣ (ii)	Pass	1NT (i)	Pass
3NT (iv)	End	2♦ (iii)	Pass

- (i) 12-14.
- (ii) Stayman.
- (iii) Denying a 4-card major.
- (iv) With 12 points and a fair five-card suit, West simply bids game.

South might reasonably lead any suit except a diamond. On a heart lead, declarer might go down calling for the ten or make an overtrick calling for the queen. A spade lead also makes an overtrick possible if declarer guesses to play the king when a low club switch comes. On a club lead, the defenders should make exactly four tricks – a spade and three clubs.

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

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

West	North	East	South
3♦	End		2♥ (i)

- (i) Weak

Those not playing weak twos may be at an advantage because South might get to play in 2♥.

Whichever side declares, it would help if you could see the opposing cards. West can make 3♦ by dropping the doubleton ♠Q offside. South can make 3♥ in similar manner, dropping a heart honour

offside rather than finessing twice. Perhaps South has a chance of finding the right play if East fails to play the ♥10 on the second round because, barring a trump coup, it is not possible to pick up K-10-x-x or Q-10-x-x in the East hand.

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

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

West	North	East	South
1♠ (i)	Double	2♠ (ii)	3♥
3♠ (iii)	End		

- (i) Opening 1♣ with 5-5 in the black suits has become a thing of the past.
- (ii) East has too many losers a jump to 3♠ despite the 4-card support.
- (iii) The extra shape justifies competing further, the vulnerability notwithstanding.

West has a two-way finesse in trumps and should take the right view because North's double suggests a spade shortage. 3♠ thus makes with a spade, a club and two diamonds to lose.

A heart contract should yield only eight tricks. West cashes a top club and, seeing East's signal, should picture the club layout and switch to a spade. South should then lose two tricks in clubs and one in each other suit.

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

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

West	North	East	South
1♥	Pass	1♣	1♦ (i)
Pass	3♦	2♣ (iii)	2♠ (iv)
		End	

- (i) Double, planning to convert hearts to diamonds, is a fair alternative.
- (ii) North has a huge number of losers.
- (iii) With West's 1♥ response a free bid, there is more of case for raising than on Board 1.
- (iv) Double is possible, although that might convey the fourth spade or the power of the hand.

130 is available playing in diamonds. Declarer can use the ♥A and the fourth round of trumps as entries for finessing spades twice. To make nine tricks with spades as trumps, declarer needs to play in a precise manner, attacking diamonds early if the initial lead is a club. East scores a ruff but does not make the ♠K as well.

A spade lead from North would defeat 3♥ by two tricks, a cheap sacrifice if nobody has doubled.

**Board 6. EIW Vul. Dealer East.**

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

West	North	East	South
Pass	1♠	Pass	1♦
Pass	2♣ (ii)	Pass	2♠ (iii)
Pass	3♥ (iv)	Pass	3♠ (v)
End			

- (i) 15-17.
- (ii) Enquiry
- (iii) Minimum with three spades
- (iv) Still trying for game
- (v) Few values in North suits

Double dummy, North alone can make 4♠ by ducking the first round of hearts. A club lead would ensure a fourth defensive trick if a strong NT and transfer made South declarer.

Since a club lead attacks dummy's entry and East can hold up the ♠A, a heart duck might also prove necessary to bring home eight tricks in NT.

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

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

West	North	East	South
1♦ (i)	1♥	End (ii)	Pass

- (i) Opening the strong suit; some will prefer 1♥ (or a strong NT).
- (ii) INT from West ought to show a better hand, 17-19 rather than 16.

Although East-West possess 22 HCP, the deal belongs to North-South, who can make 2♠ or 3♣. 1♥ should also just about scrape home.

INT by West is a touch and go affair. An opening heart lead would allow declarer to make two tricks in each of the three highest-ranking suits to go with a club trick. This is one of those deals where it pays to declare.

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

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

West	North	East	South
3♦ (i)	End (ii)		

- (i) Those playing weak twos in three suits might open 2♦.
- (ii) With the misfit, East goes quietly.

3♦ should make exactly with two tricks in each minor to lose. If North leads the ♣Q and scores a ruff, it is with a natural trump winner.

110 is also available to those who find a way to stop in 2♥. Indeed, unless South leads a trump and North inserts the ♥10, East might score 140 playing in hearts. If South does not lead a trump, two spade

ruffs are available; if North puts up the ♥K, it does not make later.

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

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

West	North	East	South
	Pass	1♦	1♠ (i)
2♦ (ii)	Pass (iii)	Pass	2♥ (iv)
Pass	3♥	Pass	4♥
End			

- (i) With a 4-loser hand, double would be a fair alternative.
- (ii) West wants to do something; when in doubt, support partner.
- (iii) Having already passed, North might double (for takeout).
- (iv) Not wishing to hear 3♣, South prefers showing the second suit to doubling.

Any lead but a trump should be good enough to stop the overtrick in 4♥. An overtrick is not an issue in 4♠.

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

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

West	North	East	South
		1♣	INT (i)
2♣ (ii)	2NT (iii)	Pass	3♣ (iv)
Pass	3♥ (v)	End	

- (i) 1♦ is an alternative but does not show the strength or balanced nature of the hand.
- (ii) When in doubt, support partner.
- (iii) Even if a takeout double is available, North will be wary. 2NT is the Lebensohl convention.

- (iv) Forced.
- (v) Bidding 2NT and then 3♥ invites game (a direct 3♥ would have been forcing).

With the finesses in both red suits working, those who stretch to game will score well. 10 tricks are available playing in hearts or NT.

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

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

West	North	East	South
	Pass (i)	1♠ (ii)	Pass
Pass	End		Double (iii)
3♠ (iv)			

- (i) Third in hand non vulnerable, 1♦ would be a reasonable choice.
- (ii) In fourth (or third) seat, opening the 5-card major tends to work better than INT.
- (iii) Love all is the bidder's vulnerability and South does have four cards in the unbid major.
- (iv) After the double, you raise to one higher level than without. North would bid 3♦ given the chance.

To defeat 3♠ North will need to take the first round of trumps and switch to a heart, then scoring a ruff. If North-South play in 3♣ or 3♦, again a ruff will be the way to defeat the contract, the ruff being in the minor suit that is not trumps.

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

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	1♠ (i)	Pass	2♠
End (ii)			

- (i) Depending upon NT range and style, North might open any of 1♦, 1♠ and 1NT.
- (ii) North would need 17-18 to make a balanced game try of 2NT after the single raise.

With the ♦Q onside and breaks friendly, 10 tricks are possible. However, after a heart lead, you risk making only 8 tricks if the diamond finesse fails. If the lead is diamond, declarer has an easier ride. Whatever the lead, there is a club guess to take. With 8 tricks the limit in NT and plenty of scope for making only 9 tricks anyway, just making 10 tricks with spades as trumps should suffice to give a good score – you do not need to bid game.

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

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

  

♠ 7 6 5 2
♥ 8 4
♦ Q 7 4
♣ Q J 5 4

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
2♥ (iii)	1♦ (i)	2♣ (ii)	Pass
2♠	4♠ (iv)	4♥	
End			

- (i) Opening your longest suit is usually the best policy. You do not mind reversing after a 2♣ response.
- (ii) With a 6-card suit and opening values, East should definitely overcall.
- (iii) West might prefer 2♦ (value raise) if 2♥ would be non-forcing.
- (iv) The two-suit fit suggests bidding on even if the club holding does not.

In theory, any lead other than the ♣A defeats 4♠. Given the requisite entries to dummy and the bidding, declarer might otherwise take the winning view in diamonds, using the ♦Q to dislodge the ♦K and later finessing the ♦9. 4♥ would be down one with two trumps, a club and a diamond to lose.

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

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

  

♠ Q 5 4
♥ J 10
♦ A 10 8 7 5 2
♣ A K

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass (i)	1♥	Pass	1♦
Pass	2♠ (iii)	Pass	INT (ii)
Pass	3NT	End	3♦

- (i) The doubleton heart means that only an Italian West would double.
- (ii) South is a bit good for 2♦ and a bit weak for 3♦, so solves the problem by rebidding INT.
- (iii) North might make a natural reverse or some sort of enquiry.

With 24 HCP, all four tens and two five-card (or longer) suits, North-South ought to reach 3NT. With the ♠K onside but spades not 3-3, making 10 tricks seems normal. West just has to be careful and not discard a spade on the hearts or 11 tricks may result.

**Board 15. NIS Vul. Dealer South.**

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

  

♠ 4 3 2
♥ 9 6 5 3 2
♦ A 10 7
♣ A K

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	Pass	INT (ii)	Pass (i)
2♥ (iii)	Double (iv)	2♠ (v)	3♥
3♠ (vi)	End		

- (i) With the heart suit so poor, the vulnerable South should not stretch to open.
- (ii) 12-14.
- (iii) Transfer to spades.

- (iv) North, with nothing really outside, risks a lead-directing double despite holding only four hearts.
- (v) East completes the transfer voluntarily to show three spades.
- (vi) Knowledge of the fit means that at least one of 3♥ and 3♠ is likely to be making.

In theory, neither 3♥ nor 3♠ is making as it happens. In real life, 3♥ makes on any lead bar a trump because it is possible to ruff down the ♣Q and so avoid the second diamond loser. 3♠ makes unless South unblocks the ♣A-K early while North still has a heart entry because the defenders need a club ruff for their fifth trick.

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

<p>♠ Q 4 ♥ J 10 9 6 4 2 ♦ 5 ♣ Q J 10 8</p> <p>♠ J 10 9 6 5 ♥ Q ♦ J 9 7 4 ♣ 9 7 2</p> <p>♠ A 7 ♥ A 7 5 ♦ K 10 8 2 ♣ A 6 5 4</p>	<p>♠ K 8 3 2 ♥ K 8 3 ♦ A Q 6 3 ♣ K 3</p>
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West	North	East	South
Pass	2♥ (i)	Pass (ii)	2NT (iii)
Pass	3♣ (iv)	Pass	3♥
End			

- (i) Weak.
- (ii) Vulnerable, facing a passed partner and with only 15 points and poor spot cards, 2NT seems too much.
- (iii) Enquiry.
- (iv) Minimum and a poor suit.

With the ♦A and more especially the ♣K onside, a heart contract plays well, 10 or 11 tricks being available.

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

<p>♠ A 6 2 ♥ A J ♦ A K 9 6 2 ♣ J 9 8</p> <p>♠ K Q J 9 8 4 ♥ K 6 4 ♦ 5 ♣ Q 4 3</p> <p>♠ 7 ♥ Q 10 9 7 5 3 2 ♦ Q J ♣ A K 7</p>	<p>♠ 10 5 3 ♥ 8 ♦ 10 8 7 4 3 ♣ 10 6 5 2</p>
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West	North	East	South
	1♦	Pass	1♥
1♠	1NT (i)	Pass	2♣ (ii)
2♠ (ii)	3♦ (iv)	Pass	3♥
Pass	3♠ (v)	Pass	4♣ (vi)
Pass	4♦ (vi)	Pass	4NT (vii)
Pass	5♣ (viii)	Pass	6♥
End			

- (i) 15-17.
- (ii) Enquiry.
- (iii) Holding such a good suit, West tries to get in the way.
- (iv) Maximum with five diamonds.
- (v) The wrong hand for signing off
- (vi) Control cue bids.
- (vii) Roman Keycard Blackwood.
- (viii) 0 or 3 key cards (here obviously 3)

It is touch and go whether North-South will reach a slam. North needs to appreciate that ♠A-x-x is a great holding facing a probable shortage.

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

<p>♠ 8 5 4 3 ♥ 5 2 ♦ A 6 ♣ K J 10 7 4</p> <p>♠ J 10 ♥ A K Q 8 7 6 3 ♦ 8 ♣ 9 6 5</p> <p>♠ K 9 6 ♥ J 10 ♦ K J 10 5 3 2 ♣ Q 2</p>	<p>♠ A Q 7 2 ♥ 9 4 ♦ Q 9 7 4 ♣ A 8 3</p>
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West	North	East	South
		1NT (i)	Pass (ii)
2♦ (iii)	Pass	2♥	Pass (iv)
3NT (v)	End		

- (i) 12-14
- (ii) Even if 2♦ is not conventional, it is debatable whether the South hand is worth it.
- (iii) Transfer to hearts (some may have a Texas 4-level transfer available and use that instead).
- (iv) If non-vulnerable, South would bid 3♦ in case West intends to pass 2♥.
- (v) The solid suit may persuade West to offer East a choice between 3NT and 4♥.

4♥ fails on a club lead but makes on any other lead because declarer has time to score a slow spade trick.

3NT makes only 9 tricks so long as the defenders lead clubs or, having made a couple of diamond tricks, switch to clubs.

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

♠ 8 2  
♥ A 7 3  
♦ J 8 4 3  
♣ A Q 7 6

♠ K Q 6  
♥ Q 10  
♦ A K Q  
♣ 10 9 4 3 2

♠ J 5 4  
♥ J 9 8  
♦ 10 9 7 6 5  
♣ K 8

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

West	North	East	South
1♣	Pass	1♦ (i)	Pass
Double	2♥	End (iii)	INT (ii)

- (i) Responding makes life harder for the opposition. In any case, East has a fair 5 points.
- (ii) Some pairs will have an agreement on the difference between INT and 2♣, either showing the majors.
- (iii) Having already shown extras by doubling INT, West cannot really do any more.

Even though the club finesse fails, the friendly breaks in the major suits mean that 2♥ yields 140.

Unable to avoid a trump loser, East would be down one in 3♦.

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

♠ 6 3  
♥ A 9 7 5 3  
♦ 7 5 4  
♣ J 10 7

♠ 10 8 4  
♥ 10 8 4  
♦ K 9  
♣ K Q 9 8 4

♠ A Q 5 2  
♥ Q J 6  
♦ 10 3  
♣ 6 5 3 2

♠ K J 9 7  
♥ K 2  
♦ A Q J 8 6 2  
♣ A

West	North	East	South
Pass	Pass	Pass	1♦
Pass	1♥	Pass	2♠ (i)
Pass	3♦	Pass	5♦ (ii)
End			

- (i) With a 4-loser hand and 18 point in high cards alone, South is worth the jump.
- (ii) The singleton in the unbid suit does not really suggest 3NT even when it is the ace.

In 5♣, it seems natural to win the club lead, cross to the ♥A and lead a spade. When East wins the first or second round of spades and switches to a trump, you will need to grab the ♦A to ensure two spade ruffs.

3NT (if South bids that instead of 5♦) fails if West finds the inspired lead of a low club. However, it is hard to fault the ♣K lead. This would gain if the North-South clubs were J-x facing A-10, J facing A-10-x or similar.

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

♠ Q 10 6 3  
♥ 10 9 5 4  
♦ A 5 3 2  
♣ 2

♠ 7 5  
♥ 8 7  
♦ J 10 8 6 4  
♣ A J 7 5

♠ A J 4 2  
♥ K Q 3  
♦ Q 9  
♣ K 10 9 3

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

West	North	East	South
	Pass	1♣ (i)	Pass (ii)
2♣	Pass	Pass (iii)	Double (iv)
3♣ (v)	End		

- (i) I do not like 1♣ with spades this poor.
- (ii) 2 The doubleton diamond means double is not textbook, though some will double anyway.
- (iii) 3 East would need 17-18 to bid 2NT after the weak raise.
- (iv) 4 South can double this time, knowing of the East-West fit, with the intention of converting 2♦ to 2♥.
- (v) 5 Holding a doubleton in each major, West has no plans to defend 2♥ or 2♠.

Even if declarer guesses the ♣Q correctly, which is by no means a certainty given the bidding, it looks like there is too much work to do to make 3♣. A heart contract might yield 140 if declarer reads the layout because the defenders can either take a spade ruff or stop South from taking two diamond ruffs but not do both.

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

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

West	North	East	South
2♣ (ii)	3♥ (iii)	INT (i)	Pass
End (iv)		Pass	4♥

- (i) 12-14
- (ii) Stayman; the singleton king and terrible spot cards make this a slightly overbid.
- (iii) Some will vote for 2♥, others for 4♥. If the opposing hands are balanced, South will hold few hearts.
- (iv) Having already taken an aggressive view, West cannot really bid again.

At any other vulnerability, East-West would have a profitable sacrifice in 5♦ doubled. A defensive club ruff would make it too costly under the actual conditions. Only a trump lead stops the overtrick in 4♥. On any other lead, South gets to ruff two clubs.

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

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

West	North	East	South
Pass	1♥	Double	1♦ (i)
Pass	2♦ (ii)	End (iii)	1♠

- (i) The strong diamond suit suggests 1♦ rather than 1♣.
- (ii) Jump preference, though right on the losing trick count, would be too likely to induce 3NT from partner.

- (iii) East might elect to double again but knows that West has another bid in any event.

If you guess everything right, you can make 5♦. You do not really want to be in it.

3NT fails on the ♥J lead (or a spade lead and heart switch).

East-West could be in trouble if they declare, with 1♥ by East their only making contract.

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

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

West	North	East	South
INT (i)	Pass	Pass	2♥
Pass	Pass	2NT (ii)	End (iii)

- (i) 12-14
- (ii) With 4-5 in the minors, it would be clearer to bid 2NT. At love all, East cannot bear to pass out 2♥.
- (iii) West, though reading 2NT as the minors, has both majors well held and no ruffing value.

2NT should not make even if declarer reads the heart position, covering the ♥10 with the ♥J and then felling the ♥9 on the second round.

A top spade lead paves the way to beating 2♥. If declarer ducks, finesses the ♠J next and attempts to cash the ♠A, East must ruff with the ♥J. 2♥ will make at some tables.

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

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



<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1♥	Pass	Pass(i)
Double	3♥(ii)	End	

- (i) Responding on these values risks going overboard. Some will judge the risk worthwhile.
- (ii) Redouble is an alternative. The strong heart suit suggests that rebidding the suit may work better.

How do you defeat 3♥? The defenders play passively, leading the red suits and leaving declarer to play clubs from hand. 3♥ turns out to be a cheap sacrifice anyway with 3♣ and 3♦ both on for East-West.

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

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	2♥	1♠	Pass (i)
INT	End	Pass	Pass
3♦ (ii)			

- (i) Vulnerable, a weak jump overcall would be too much.
- (ii) Having limited the hand with INT, West can compete in relative safety.

With the favourable layout, 5♦ makes. With South unable to make a lead except perhaps the opening lead, declarer does not even need to finesse the ♠9.

On a heart lead to a notrump contract, the choice of declarer makes a huge difference. With East declarer, there is only one heart stopper and so only 8 tricks. With West declarer, the ♥J becomes a second stopper, making it possible to make 10 or even 11 tricks.

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

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♣	Pass (i)	1♥	Pass
INT (ii)	Pass	2♣ (iii)	Pass
2♠	Pass	6♠ (iv)	End (v)

- (i) At equal vulnerability, 2NT for the red suits would be aggressive facing a passed partner.
- (ii) 15-17.
- (iii) Enquiry.
- (iv) If a raise to 3♠ would be forcing, East can take things more slowly!
- (v) It would be most unwise for South to double and risk that the opponents retreat to 6NT.

Reaching a good contract does not always assure you of a good score. Here the 5-0 spade split scuppers 6♠.

Even though a diamond ruff is clearly out, 6NT does make with the heart finesse working and the clubs 3-3.

**Board 28. NIS Vul. Dealer West.**

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♥	Pass	1♠	Pass
3♥ (i)	End		

- (i) With more or less seven playing tricks and a partial spade fit, 2♥ seems an underbid.

With the ♠K onside and the ♥J dropping in three rounds, 10 tricks are available playing in hearts. You just have to make sure that you are able to reach dummy's diamond winners. If, for example, the defenders cash two clubs and switch to a spade, you need to reject the diamond finesse.

If you guess right, finessing in spades rather than diamonds, you can make 9 tricks playing in no-trumps.

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

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

West	North	East	South
	1♣	1♦	1♠
3♦ (i)	Double (ii)	Pass	3♠
Pass	Pass	4♦ (iii)	End

- (i) With 4-card support, a jump raise seems appropriate. West would have a tougher bid non-vulnerable.
- (ii) North cannot sensibly bid 3♠ with 3-card support. With diamonds raised, this is clearly for takeout.
- (iii) Game all is a difficult vulnerability for competing because nobody wants to risk losing 200.

If you are a good guesser, or perhaps the defenders get too busy, you can make 11 tricks playing in diamonds. You can avoid a heart loser by leading the jack to neutralise the ten. If North has shown an unbalanced hand, as will be the case on most auctions, playing South for the ♦Q is easier to find.

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

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

West	North	East	South
		Pass	Pass
1♣ (i)	Pass	1♦ (ii)	Pass
2♠	Pass	3♣	Pass
3♥ (iii)	Pass	3NT	End (iv)

- (i) This allows more space than a 2NT opening would.
- (ii) 2NT and 3♣ are alternatives. The scattered honours contraindicate 3♣.
- (iii) Fourth suit forcing: West does not want to go past 3NT at matchpoints.
- (iv) For West, facing a passed hand, a slam is unlikely to be laydown.

6♣ basically needs two finesses, North to hold the ♥A and South to hold the ♦K, so is odds against.

How do you make 11 tricks in no-trumps after the ♥A and ♥Q at tricks one and two? You guess to win and then play a strip squeeze, forcing North to lead from the ♦K at the end, or duck and go for a simple squeeze.

**Board 31. NIS Vul. Dealer South.**

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

West	North	East	South
			INT (i)
Pass	Pass	3♣ (ii)	End

- (i) 12-14: South is too weak to reverse and will not be keen on opening 1♦ and rebidding 2♦.
- (ii) 2♣ will be conventional for most and so not an option.

If declarer is going to read the position, holding INT to 7 tricks requires a club lead or immediate club switch – it is possible to set up the diamonds while keeping West off play. North-South may fare better playing in a red suit, with 9 tricks available.

East might get out for down one in 3♣ via a ruffing spade finesse.

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

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♠	Pass	INT (i)	End (ii)

- (i) East is very close to responding 2♣ and would do so at teams or rubber bridge.
- (ii) Double from South would be takeout of spades rather than a hand that would have overcalled INT.

With the heart and club positions protected, East can make INT. 2♣ and 2♦ are on too.

2♠ should fail, though it makes if the defenders think they need to play two fast rounds of trumps to prevent a heart ruff. Declarer would make 3 trump tricks, 1 heart and 4 diamonds given the chance. Aiming for a trump promotion on the third round of clubs should defeat 2♠.