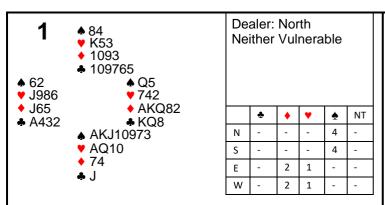
◆◆NORTHERN IRELAND BRIDGE UNION ▼◆

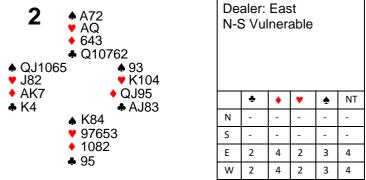


Second Interclub – Heat B

22nd - 24th November 2023

Guest Commentary by Paul Denning Many times Wales International

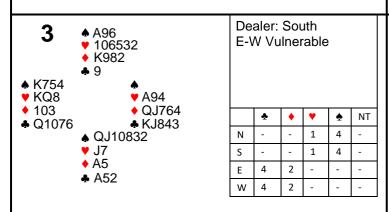




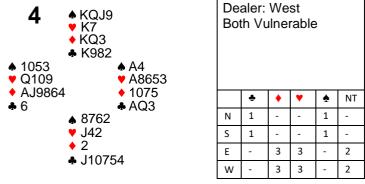
Do you play double of a strong NT as penalties? Some enterprising souths may get the chance to do that and west will happily pass hoping for a doubled overtrick. Whilst the seven spade tricks are cashed north will have a chance to show a top card in the heart suit. If that was by a first discard of the v3 then south will need to underlead the vA to get the maximum of plus 800.

Many other tables will just settle for a spade contract and n/s should score well if they reach game.

A normal 3NT contract with a very favourable heart position for declarer. Declarer has time to set up their three spade tricks to make the total up to ten.

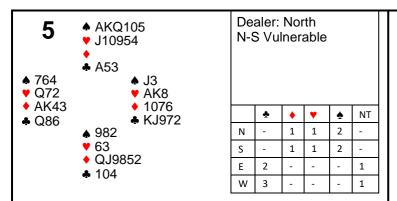


After a 1 opener north has quite a good raise to 2 .
East may join in with 2NT, then 3 and if west also joins in they may push n/s into game which makes easily with two club ruffs. If n/s do bid game e/w will have the chance of the rare occurrence of taking the vulnerable against non-vulnerable sacrifice.

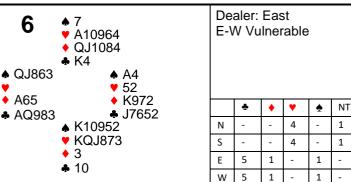


A hand where opening a strong no trump as north will do you no favours due to the vulnerability. Playing there E/W have a chance to take eight tricks for the excellent score of plus 200.

If north opens a suit the best E/W can do is find their heart contract, and they will have to do well to judge to play at the three level if N/S compete to 2.



After a 1 opener and a take out double west will bid two or three diamonds and south will be licking their lips. Unfortunately, partner will probably rescue their opponents. The hand is likely to be a small plus score to N/S.

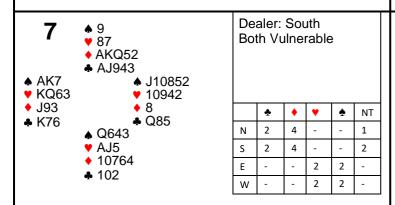


What do you bid with the south hand? Pass is very timid. You can simply open 1♥ as you can still find your spade fit or you can open 1♠ treating the hand as 5/5 in the Majors.

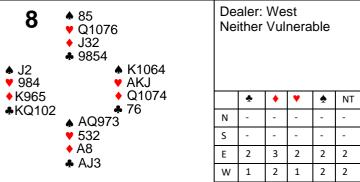
The 1♥ openers may attract a two suited overcall from west showing spades plus a minor. When north raises hearts in some way, possibly via a spade splinter, east needs to be bold and make a bid asking partner to show their minor.

The 1♠ openers may attract a 2♠ overcall, making it easier for E/W to find their fit.

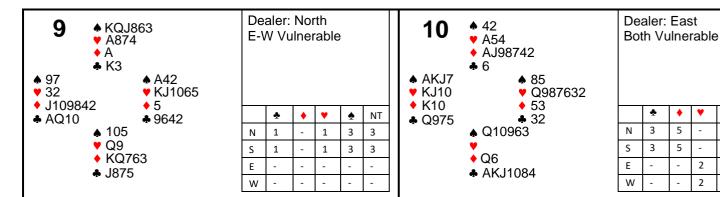
Whatever the sequence e/w pairs will do well to bid their game and N/S need to find their sacrifice in 5♥.



After a strong NT by west, north will need to enter the bidding at some stage. Either by an immediate 2NT to show the minors or with a delayed 2NT after east bids stayman or transfers. Careful play will lead to ten tricks.



Not a good hand to be playing the contract as N/S. South may think they have a good hand, but nearly every card is placed badly for them. Those playing in spades may lose 150 which compares with the 120 available to E/W in No Trumps.



3NT and 4♠ are the normal contracts and the play in both A lively hand with all players having a say in the auction. contracts can be quite complicated. After south opens one of a black suit the 1NT overcall is normal. Now will north try to take a penalty or just try to In 3NT you win the diamond lead and knock out the A. play the hand in diamonds? East may well chip in with two hearts, then south may try to show their second Best from east is now to exit a spade to. Declarer can black suit. Lots of possibilities. If N/S do bid one of the cash the spades and must then hope the Ky is right for them. Declarer makes three diamond tricks this way two games they can make they will have done very well. Will west be tempted to put a red card on the final leaving the stranded A♥ in dummy.

contract? In 4 on a diamond lead it seems best to play a heart

towards the queen in the hope of an entry to dummy. East may win and if they are patient and just play another heat declarer may try to cash K♦ which will result in a

loser in each suit. It's not obvious that declarer needs to be playing a club to their king.

Dealer: South **▲** J109753 11 Neither Vulnerable **V** K8532 ♣ A5 ♠ K ♠ AQ86 **Q**1076 97643 ♦ Q82 ۳ ٠ • NT٠ ♣ QJ10872 ♣ K93 3 2 Ν ♠ 42 AJ94 3 2 S AKJ105 Ε 3 64 3 W 1

AKQJ96 N-S Vulnerable **♥** 106 **82 ♣** Q104 ♠ 852 ♠ 73 **y** J943 ♥ K872 A1097 **•** 65 NT ٠ ٠ ♣ A8765 **32** 2 4 5 4 Ν ♠ 104 AQ5 4 5 4 S 2 KQJ43 Ε KJ9

NT

2 4

2 4

5

5

2

2

3

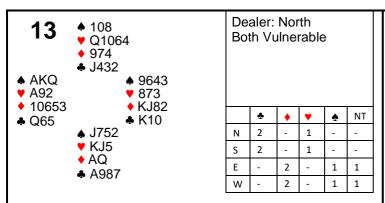
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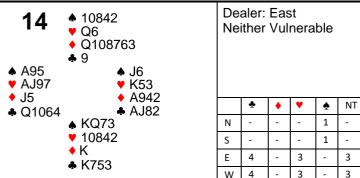
Dealer: West

The very unkind trump break will scupper those in the ambitious 4♥ contract, as there is just too much work to do even if you start by winning the club lead and playing a heart to the ace. You can keep your trump losers to one trick, but the defense can always prevail, even by overtaking the king of spades with the ace and then playing a third spade for a trump promotion.

Those who choose to play in 3NT hoping for a good match point score will be disappointed as on a heart lead e/w have the tempo to set up their heart tricks before declarer can set up their tricks in the minors.

4♠ will just lose the two aces.

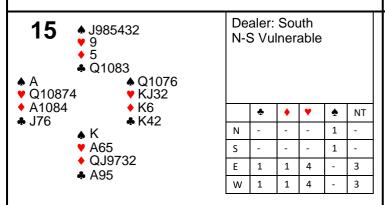


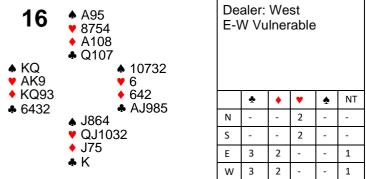


Two strong no trumps on the same hand. If you declare 1NT as south then careful defense will keep you to five tricks for the dreaded minus 200.

If you declare 1NT as west then careful defense keeps you to just seven tricks which will not score well compared to the vulnerable undertricks that N/S are losing. To keep 1NT to seven tricks after a heart lead, west will duck the first two rounds, now south can work out that west has A for their 1NT overcall, so it must be right to switch to one of the black suits.

3NT by east seems the normal contract. Both declarer and defenders will need to see through the backs of the cards to ensure the maximum number of tricks. South with a choice of three suits to lead may lead a heart which will make declarer's life easy. A small spade is also helpful, but declarer will still need to work out how to play the heart suit.



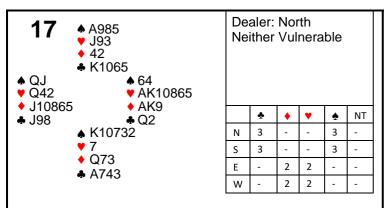


A heart contract by E/W seems normal. It just depends how many tricks you make. Took me a while to spot how E/W can make ten tricks in hearts with what looks like one trump loser and three club losers. Have you worked it out already?

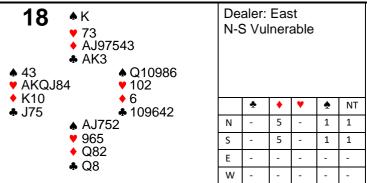
After a diamond lead won with the king, play a trump to hand and then another trump. South can win and exit with a trump, so win in dummy and play a diamond. South splits their honours, so you win cash the A and duck a club. If north is now on lead they have to play a spade through the Q10 or lead a club away from the queen. If south is on lead they will have to play a diamond to set up your 10 or lead a club. Easy!!

The strong no trumpers will mostly play there and on a heart lead N/S have time to take their six tricks. The weak no trumpers may play in diamonds or no trumps for the same plus 90. Those that find the club fit will score best.

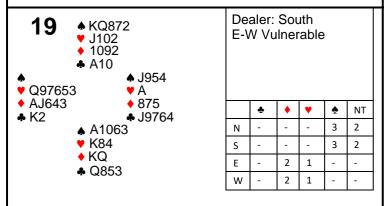
The normal play in the club suit for declarer is small to the nine then return to hand to play small towards the jack.



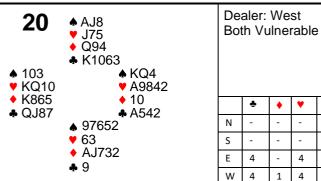
Another part score battle. South will need to bid their of it. Getting away with minus 50 in 3♥ will score well for e/w.



Eleven tricks are available in diamonds, but will n/s reach spades at some point in the auction or may be frozen out such dizzying heights? Perhaps if north overcalls 2♦ and then as a passed hand a 2 by south should really show some diamond support. A natural 4 may now do the trick as they will be raised to game.



Nine tricks are available for N/S in a spade contract, although careful play will be required. West may have some say in the bidding.



A normal four heart contract with a loser in three suits.

NT

3

3

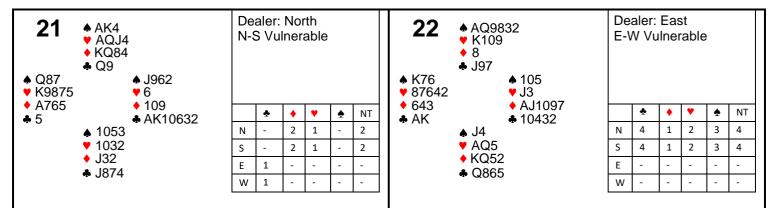
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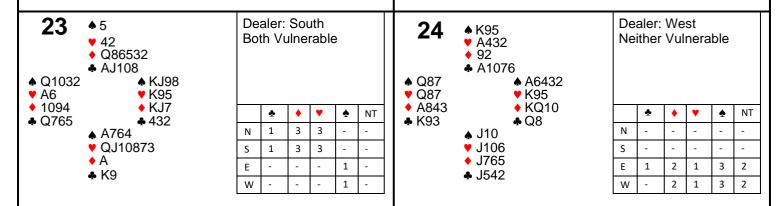
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4



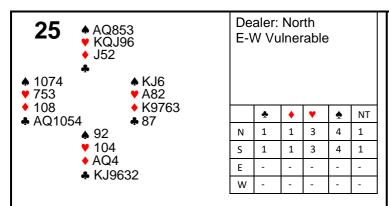
When north plays in 2NT a small club lead will do east no A spade contract by n/s will normally make just nine favours as their hand will now be cut off allowing north to establish nine tricks by way of three tricks in both red suits (watch the diamond pips carefully).

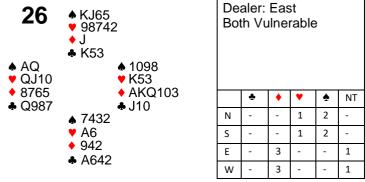
tricks. The defenders have the chance of taking the first four tricks including their club ruff with east carefully giving suit preference on the AK* to show where their entry is. Even without this south is unlikely to guess the spade suit to play it for one loser.



A heart contract may make more than the Deep Finesse's prescribed nine tricks if the defense do not draw trumps quickly. Declarer can make ten tricks by taking two spade ruffs. Eleven tricks will be available on a club lead.

With E/W holding a combined 25 points game in spades or No Trumps is normal, but both contracts are doomed to failure.

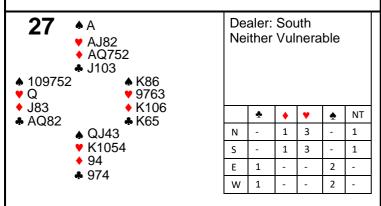




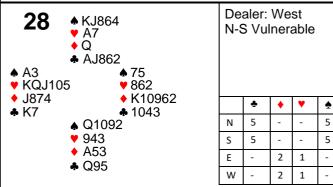
2♠ may be a common contract and ten tricks can be made by a not very obvious line of play. You have to knock out the A♥ so you can discard a diamond from dummy, and then after taking the diamond finesse along the way you can ruff a diamond in dummy. Defenders can only stop the ruff by giving away a trump trick.

Without this line of play defenders just have to play carefully to save giving away the tenth trick.

Contracts of 1NT and 3♦ seem most likely, giving scores in the range of +90 to +130 for E/W. To score best the defenders will need to lead a spade through the AQ before declarer sets up their two club winners.



A fairly normal 3♥ for N/S. When north gets in with the A♠ and crosses to the K♥ they will be pleased to see the a couple of juicy slams to spice up the evening, but none Q pappear. After the diamond finesse careful play will be appeared. required, playing diamonds through the east hand to achieve their goal of nine tricks.



NT

2

2

So on to the final board of the set. We were all hoping for

4♠ should be a fairly standard contract with eleven tricks available.

Ave HCP	N 10.39	S 9.50	E 9.46	W 10.65	Balanced	N 11	S 13	E 14	W 18
Voids/singletons	N 3/14	S 1/10	E 2/7	W 2/5	7+ suit	N 3	S 1	E 1	W 0