



Commentary for the

World Wide Bridge Contest

Set 3 - Tuesday 24th April 2018, Session # 4233

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 as normal - just look for the results for the day you played. **Mark Horton** from England wrote the commentary for this interesting set of boards.

Full details of the Contest itself can be found at

<http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/>

Board No 1 - None Vul. Dealer North

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

If North decides to open 2♥ West will have something to think about. A double will frequently see East bid a conventional 2NT and then pass West's 3♣.

If North starts with a Multi 2♦ South responds 2♥ West can double for take-out of hearts and again a conventional 2NT from East may come into play.

If North starts with a Pass there may be the odd maverick who opens the East hand 3♣ - the best West can do then is guess to pass.

Assuming East passes and South opens 1♦ West will either bid a slightly heavy INT or risk an off-shape double. If West bids INT North might be tempted to bid 2♥. As to what happens after that, your guess is as good as mine. Where North keeps quiet, East will probably transfer to clubs, hoping 3♣ is a playable spot.

If West doubles 1♦ North bids 1♥. If East passes South bids 1♠ and North probably raises to 2♠. Now East might try 3♣.

South's obvious lead against a club contract is the ♥3.

Declarer must win with dummy's ace (easier if North has mentioned the suit) unblock the ♣A and play a spade for the king and ace. If South exits with a club North wins and plays a diamond and declarer wins in dummy, ruffs a spade and exits with a trump, throwing a heart from dummy. South wins, but is endplayed.

The only winning lead with East as declarer is the ten (or nine) of diamonds. Now North will score a diamond ruff and declarer will not be able to arrange an endplay.

If West happens to be declarer North's diamond lead is easier to find.

Board No 2 - N/S Vul. Dealer East

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

If East opens 1♦ South overcalls 1♥, West doubles and North joins in with 2♣. What happens next is hard to predict - South might bid 2♥ and West could double again, East bidding 2♠, but to some extent I'm guessing.

If East were to start with a 10-12 INT South is sure to bid - perhaps 2♥ to show hearts and a minor, or 2♣ to show hearts and another suit.

West will probably double in either case and East can bid 2♠, probably ending the auction (note that North will pass if South starts with 2♣).

Where East starts with a Pass, South opens 1♥ and West will usually pass (there will be a few who double). North might respond INT, ignoring the spade suit, but 1♠ is a possibility. In either case South bids 2♦, but now the advantage of having responded INT is that North can bid 3♣ to play.

Defeating 3♣ is far from easy.

East must lead a top spade and then continue with a low spade. Declarer ruffs and will probably play dummy's top hearts to pitch a diamond. However it is then clear that two more spades and two trumps will be lost for one down.

Suppose East switched to a diamond at trick two? West wins and returns a club, but declarer goes up with the ace, and must now make the brave play of finessing the ♥J after which three more rounds of hearts allow declarer to dispose of three spades.

Board No 3 - E/W Vul. Dealer South

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

If South opens 1♦ some players may try an inverted jump to 3♦ (other may be more creative). Then East either doubles or bids 4♦. West might bid 3NT after a double - bidding 3♥ will see East bid 3♠, West raising to game. After 4♦ West bids 4♥ and East continues with 4♠.

If South starts with INT and East doubles West will pass and North will run - after 2♦ East might decide to bid 3♦ when West is likely to bid 3NT.

EW can make a lot of tricks in 3NT but getting more than ten is likely to involve finessing

against the ♣J which I suspect will not happen very often.

Making eleven tricks in spades is easier - declarer can always play to establish the club suit.

Board No 4 - All Vul. Dealer West

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

If West opens 1♣ North might overcall 1♠ - East doubles and if South bids 2♠ West will probably try 3NT. If North does not overcall East responds 1♥ and then raises West's 2NT to game.

If West's 1♣ is strong North will probably bid - say 1♥ to show two suits of the same colour. If East doubles South bids 1♠ to show better spades than clubs, but a better fit in one of the red suits.

If West rebids 2♣ East bids 2♥ and then raises 2NT as before.

North's natural lead against 3NT is the ♠J.

Declarer wins in hand and may elect to play a low club. When dummy's ten wins declarer is likely to play a heart to the queen, North winning with the king and returning a spade. Declarer wins and cashes the ♣A getting the bad news. The queen of clubs loses to North's king and the spade exit is taken by dummy's ace. Declarer comes to hand with a heart and cashes the ace jack of clubs, reducing dummy to ♥J ♦KJ7. Now a diamond to the jack will ensure ten tricks thanks to North's doubleton ♦Q.

Board No 5 - N/S Vul. Dealer North

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

After 1♠ South responds INT and West bids 2♥. When North rebids 2♠ East might try 2NT (more awkward for partnerships who use 2NT in competition to show a fit) when West has an easy raise to game.

Were North to open 2♠ West would bid 3♥ leaving East with an easy 3NT bid.

If North opens 3♠ and West bids 4♥ NS will be a position to go plus on the deal.

Were North to start with 4♠ a double from West would leave East with an easy conversion.

Unless the defenders mislay one of their aces declarer should take no more than ten tricks in 3NT.

Board No 6 - E/W Vul. Dealer East

<p>♠ A 10 7 6 3 ♥ 9 ♦ Q J 9 6 ♣ 10 7 5</p> <p>♠ 5 4 ♥ A J 10 8 7 4 3 ♦ K 5 ♣ K 6</p> <p>♠ K Q J 9 ♥ K 2 ♦ A 4 3 ♣ J 8 4 3</p>	<p>♠ 8 2 ♥ Q 6 5 ♦ 10 8 7 2 ♣ A Q 9 2</p>
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If South starts with INT - 12-14/13-15/14-16 West will overcall and North will bid spades. That might set up a situation where EW get to 4♥ and NS bid 4♠.

4♥ makes, while 4♠ is two down.

Board No 7 - All Vul. Dealer South

<p>♠ 8 7 ♥ J 8 6 ♦ Q 9 6 5 4 3 ♣ 8 3</p> <p>♠ A 9 4 ♥ Q 10 7 5 2 ♦ A J 7 ♣ K 9</p> <p>♠ K J 10 5 ♥ A 4 3 ♦ K 10 8 2 ♣ 10 2</p>	<p>♠ Q 6 3 2 ♥ K 9 ♦ — ♣ A Q J 7 6 5 4</p>
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If South opens 1♦ West overcalls 1♥ and North will at least consider a preemptive raise in diamonds. After 1♦-1♥-3♦ East is likely to bid 4♣. If West then bids 4♦ and East is confident that it is a cue bid in support of clubs it is possible that after 4♥ West will bid 4♠ when East can bid 6♣.

If North does not raise diamonds East will probably start with 2♦ and then bid clubs over West's probable 2NT. Any pairs who find a route to 6♣ will have done very well.

Board No 8 - None Vul. Dealer West

<p>♠ A Q 9 3 ♥ J 7 ♦ Q 8 3 ♣ A Q 9 5</p> <p>♠ J 5 2 ♥ 4 3 ♦ A 7 2 ♣ K J 10 8 2</p> <p>♠ 10 8 4 ♥ A K 8 5 2 ♦ J 4 ♣ 7 4 3</p>	<p>♠ K 7 6 ♥ Q 10 9 6 ♦ K 10 9 6 5 ♣ 6</p>
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If North opens INT and East passes South transfers to hearts, ending the auction unless West is tempted to re-open with a double of 2♥. Were East to bid over INT, perhaps with 2♣ to show hearts and another suit, South will probably pass and now West's 2♦, denying three-card heart support, might end the auction.

There should be eight ricks in hearts, but 2♦ may fail, although the obvious defence of cashing two top hearts should give declarer the upper hand.

Board No 9 - E/W Vul. Dealer North

<p>♠ A K 6 5 ♥ J 7 5 3 ♦ 8 7 5 3 ♣ 3</p> <p>♠ Q 10 7 3 ♥ 8 6 2 ♦ J 9 2 ♣ 9 7 6</p> <p>♠ J 2 ♥ Q 9 ♦ A 6 ♣ A K Q 10 8 5 4</p>	<p>♠ 9 8 4 ♥ A K 10 4 ♦ K Q 10 4 ♣ J 2</p>
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If East opens 1♦ and South overcalls 2♣ North is unlikely to bid. Were South to overcall an intermediate 3♣ North has enough to bid 3♦ when South can bid 3NT. With most pairs using 3♣ to show a weak hand (or a two-suiter) South might do best to start with an off-shape INT, when North can ask for a major before making an invitational raise.

If East opens INT and South is able to double for penalties EW will be in serious trouble as even 2♦ will cost -500.

Board No 10 - All Vul. Dealer East

<p>♠ — ♥ A 10 ♦ K 7 3 ♣ A K Q J 10 9 7 4</p> <p>♠ 9 5 4 2 ♥ K 9 5 2 ♦ Q 5 2 ♣ 3 2</p> <p>♠ Q 10 8 6 ♥ Q J 8 4 3 ♦ J 10 6 ♣ 8</p>	<p>♠ A K J 7 3 ♥ 7 6 ♦ A 9 8 4 ♣ 6 5</p>
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If East opens 1♠ West raises to 2♠ one option for North is to jump to 5♣. Another possibility is to bid 3♠, hoping South will have a spade stopper.

There are eleven tricks in clubs - dummy's eight means that declarer can get there and take a red suit finesse against the ♦Q or the ♥K.

Suppose South is in 3NT and West leads a spade. My guess is that East will take three tricks on the go.

Board No 11 - None Vul. Dealer South

<p>♠ 9 7 ♥ K 10 7 ♦ 5 ♣ A 10 9 8 6 5 4</p> <p>♠ K Q 8 6 5 2 ♥ Q ♦ J 9 4 ♣ Q 3 2</p> <p>♠ J 10 3 ♥ A 3 ♦ A K Q 10 8 6 ♣ J 7</p>	<p>♠ A 4 ♥ J 9 8 6 5 4 2 ♦ 7 3 2 ♣ K</p>
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If South opens 1♦ West is sure to overcall - the choice is between 1♠ & 2♠. After 1♠ North bids 2♣ and East joins in with 2♥. If South now tries 2♠ North will sign off in 3♣. If East is then tempted to bid 3♥ a double from North will deliver an excellent result.

If West overcalls 2♠ and North bids 3♣ East will probably bid 3♥. If South then bids 3♠ North will bid 4♣.

Assuming East starts with two rounds of spades there will be ten tricks in clubs.

Board No 12 - N/S Vul. Dealer West

<p>♠ 9 5 4 ♥ K J 2 ♦ 7 4 3 ♣ K Q 8 2</p> <p>♠ K J 8 3 ♥ Q 8 7 5 3 ♦ K J 9 ♣ 5</p> <p>♠ A 10 7 6 ♥ A 10 6 ♦ 10 ♣ A J 7 6 3</p>	<p>♠ Q 2 ♥ 9 4 ♦ A Q 8 6 5 2 ♣ 10 9 4</p>
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Even though light opening bids are the modern 'opium of the masses' the West hand does not strike me as being worth 1♥. East might open a light 1♦, a weak 2♦ or even an aggressive 3♦. South can double any of those, when North has enough to introduce the club suit even after the sequence 2♦-(Dble)-3♦. If the bidding starts 3♦-(Dble)-4♦ North has a tougher decision - the only way to get a plus score being to pass, or to double, hoping that South will pass.

Where East passes South opens 1♣ and if North responds 3♣ that will end the auction unless West finds a reopening double after

which East will bid 3♦ and the final contract is hard to predict.

Provided declarer plays West for the ♥Q there will be ten tricks in clubs, declarer ruffing two diamonds in hand, reversing the dummy.

Board No 13 - All Vul. Dealer North

<p>♠ 10 2 ♥ 9 5 ♦ K 9 7 6 4 3 ♣ J 8 3</p> <p>♠ K Q ♥ J 10 7 3 ♦ Q J 8 2 ♣ Q 10 6</p>	<p>♠ A 8 5 4 3 ♥ A K Q 8 4 ♦ 5 ♣ 5 4</p>
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<p>♠ J 9 7 6 ♥ 6 2 ♦ A 10 ♣ A K 9 7 2</p>	
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If East opens 1♠ and West responds INT the bidding will continue 2♥-3♥-4♥. An Acol pair might bid 1♠-2♦-2♥-3♥-4♥. An overcall by South should not affect the outcome.

The play is straightforward.

Board No 14 - None Vul. Dealer East

<p>♠ K 10 9 5 ♥ 7 5 3 ♦ A 10 4 3 ♣ A K</p> <p>♠ A Q J 6 4 ♥ A J 6 2 ♦ Q ♣ 9 4 2</p>	<p>♠ 8 7 ♥ 8 4 ♦ K J 9 8 6 5 2 ♣ J 10</p>
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<p>♠ 3 2 ♥ K Q 10 9 ♦ 7 ♣ Q 8 7 6 5 3</p>	
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Although 7-2-2-2 is the worst distribution there will be many players who open the East hand 3♦. After two passes North might risk 3NT and discover that, most of the time, the result is a jackpot.

Where East passes West opens 1♠ and North either passes or stretches to overcall INT (generally dubious with no source of tricks opposite a passed partner). Were the bidding to go 1♠-1NT-2♥ East would have to choose between bidding 2♠ or 3♦ - on the theory that you should not put down a dummy with a seven-card suit the latter will probably be the majority choice.

3NT can only be defeated if East finds a heart lead and West ducks dummy's king.

Board No 15 - N/S Vul. Dealer South

<p>♠ Q 5 4 ♥ 10 6 3 2 ♦ — ♣ A Q J 9 5 4</p> <p>♠ 7 2 ♥ J 9 8 7 ♦ 10 8 3 ♣ 10 7 6 2</p>	<p>♠ A 9 3 ♥ A K Q 4 ♦ A K J 9 7 ♣ K</p> <p>♠ K J 10 8 6 ♥ 5 ♦ Q 6 5 4 2 ♣ 8 3</p>
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Some players holding the South cards will be able to open with a two-suited 2♠ (the vulnerability is a deterrent). In general after West passes a bid of 3♣ by North should be 'Pass or correct' the idea being to play in South's minor, but I guess you could also use it on this type of hand, intending to bid 3♠ over partner's anticipated 3♦. The alternative is to simply raise to 3♠. Either way East would have quite a problem. I guess all you can do is double when West bids 4♥, which might not be doubled.

If South starts with a Pass, North is sure to open - either 1♣ or an emaciated Precision style 2♣. East doubles and after 1♣-(Dble)-1♠-(Pass)-2♣ doubles again. When West bids 2♥ East is sure to raise - you could argue that 3♥ is enough, but with so much my guess is that East will bid game.

If EW play in hearts and a spade is led declarer ducks, wins the second spade and cashes two top hearts getting the bad news. Continuing with a top diamond sees North ruff and cash the ace of clubs, but declarer will score nine tricks.

If NS play in spades a minor suit lead is best for the defence which should hold declarer a maximum of nine tricks (and dropping the ♣K might be essential).

Board No 16 - E/W Vul. Dealer West

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

If West opens 1♥ and North overcalls 1NT South will transfer to spades and then let matters rest or invite with 2NT. If South opts for the latter then North's balanced minimum suggests a Pass.

The defenders can take five tricks against a notrump contract - how easy do you think that will be if East leads a heart and declarer wins in dummy and plays a diamond at trick two?

If West does not find the club switch declarer will be in a position to take eleven tricks.

Board No 17 - None Vul. Dealer North

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

If North opens 1♦ South responds 1♥ and goes on to game when North raises.

If North starts with 1NT (12-14/13-15) South will use Stayman and then bid 4♥.

The defenders need to be careful. If South is declarer and West leads a top diamond declarer can duck and if West does not switch to a club declarer can make an important overtrick by taking advantage of the 3-3 diamond break.

Board No 18 - N/S Vul. Dealer East

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

If East opens 1♣ South may ignore the vulnerability and bid 2♣ to show the majors. If West joins in with 2♦ North has an easy jump to 4♠.

If East starts with 1♦ and South bids 2♦ West can raise the ante to at least 3♦, but North is still going to bid 4♠ and it's not easy for EW (especially East, to judge that it might be a good idea to save in 5♦.

If North begins with 1NT and South bids 2♣ to show the majors, North will jump to 4♠.

If the defenders lead a club at trick one declarer will need to get the trumps right to make 4♠. After a diamond lead declarer will have a shot at an overtrick by getting the spades right - but even going wrong in trumps will not be enough to go down as long as declarer rejects and idea of taking a heart finesse.

Board No 19 - E/W Vul. Dealer South

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

There are certainly players who will happily open the South hand 2♠ (or a Multi 2♦) and they might score a goal by being allowed to play there - especially if the opening lead (from either defender) is a heart.

Where South passes, if West opens 1♦ North will either bid 1♥ or make a two-suited overcall.

If West passes North opens 1♥ and rebids 2♣ assuming South responds 1♠.

This is one of those deals where there will be plus scores on both sides of the score-sheet - maybe 3♣ by NS, 3♦ by EW, 3NT by EW (should go down) and maybe 2♠ by NS.

Board No 20 - All Vul. Dealer West

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

If West opens 1♣ and East responds - let's say 1♦ - South will probably double. If West rebids 2♣ and North bids 2♠ then South jumps to game.

If West starts with 2♣ Precision style, South doubles and if North bids 2♠, South advances to game.

On a club lead West wins and returns the ♣10 for East to ruff, but declarer wins the heart return draws trumps and has ten tricks.

Board No 21 - N/S Vul. Dealer North

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

If North opens 1♣ and East overcalls 1♦ South bids 1♠. West raises to 2♦ and now South bids hearts - simplest is 3♥ which North raises to game.

If East overcalls 2♦ South bids 2♠ and introduces hearts on the next round.

If North starts with 2♣ and East passes South bids 2♥ and then bids hearts on the next round.

Clearly NS need to get to 4♥ - there will always be eleven tricks.

Board No 22 - E/W Vul. Dealer East

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

If South opens 1♠ North responds INT and then has an awkward call over South's 2♥ rebid, perhaps settling for 2NT. If South now bids 3♥ North can jump to 4♠.

If West finds a club lead declarer can be forced at trick two and again at trick four, but then declarer can play top hearts, overruffing when West ruffs, ruffing a club back to hand drawing a round of trumps and then playing the ♥J. West can ruff but will then have to give the last two tricks to dummy.

Note that to defeat 3NT the defenders must take a spade and four clubs, which means that East must either lead or switch to the jack or ten of clubs.

Board No 23 - All Vul. Dealer South

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

If North opens INT South is not strong enough to force to game - one option will be to transfer to hearts and then pass. If South

starts with Stayman North responds 2♦ and South bids 2♥.

If North starts with a strong 1♣ the chances of game being reached are perhaps increased, although it is still not easy to reach 4♥.

If NS do play in hearts declarer must establish the diamonds, aiming to lose no more than two club and heart. However, as well as being a tough contract to reach, 4♥ is also difficult to play. For example on a spade lead suppose declarer decides to win in dummy, cash the ace of hearts and continue with the ten? If declarer does not overtake it West can duck and now declarer is in trouble. Declarer's best shot now is to try a low club. If East wins this (and it's hard not to) declarer is back in control - a spade return (the ♠9 for example) is taken in dummy and declarer then runs the eight, losing only three tricks.

Board No 24 - None Vul. Dealer West

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

If East opens 2♠ (or a Multi 2♦) and South overcalls in hearts (it's a good suit at Poker) North might feel obliged to do something - say bidding 2NT over 2♥ and perhaps 3NT over 3♥. South might be better off ignoring the heart suit and overcalling 2NT when North has an easy raise.

Still 3NT is a very tough contract on a spade lead. Declarer wins with the jack and is likely to play a heart to the jack. When East discards the only winning line is to play the ♣9 intending to run it - no, I wouldn't find that either.

Board No 25 - E/W Vul. Dealer North

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

If North opens 1NT South transfers to hearts and will then have to decide if a game try is in order. The intermediates are good, but the general rule at this form of scoring is not to press for close games.

The cards don't lie well for declarer and unless East makes an unfortunate lead (a spade for example) or declarer divines the spade position it will be tough to make much with the NS cards.

Board No 26 - All Vul. Dealer East

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

If East opens 1NT (12-14/13-15/14-16) South is sure to bid something, but assuming West does not try for a penalty (2♥ doubled is only two down) 3NT should be the final contract.

The same is true if East starts with 1♣, but with South overcalling 1♥ it may be West who ends up as declarer which will be bad news if North leads a heart.

Played by East, declarer should have little difficulty arriving at twelve tricks.

Board No 27 - None Vul. Dealer South

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

If South starts with INT North can raise to game opposite any of the possible ranges.

If South opens 1♣ North might make an inverted raise to 2♣ and then go on to 3NT over South's rebid.

West has a nasty hand to lead from, but the number of tricks declarer takes will revolve around the play in the club suit. If declarer avoids a loser, then at least ten tricks should be made.

Board No 28 - N/S Vul. Dealer West

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

If West opens 1♣ East responds 1♥ (please tell me you passed with the North hand) and will then either pass West's INT rebid or try 2♥.

If West starts with 1♦ nothing changes, but if West opens INT (10-12/12-14) East will transfer to hearts.

There should be seven tricks in INT.

If EW play in hearts and the defenders start with three rounds of spades they will need to switch to diamonds to be sure of taking six tricks.

Board No 29 - All Vul. Dealer North

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

Once North opens 1♠ it is clear that NS will get to 4♠.

The critical moment of the deal will be the opening lead - if West has been able to bid hearts the defenders should get three tricks - West takes two hearts and then plays a low heart, East pitching a diamond. If declarer then plays to ruff three clubs in dummy East will eventually score a trump trick.

Otherwise declarer should come to eleven tricks.

Board No 30 - None Vul. Dealer East

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

If East opens 3♣ that will probably end the auction unless North bids 3♥. The trouble with that is South will raise to game and East will surely double.

If East plays in 3♣ the strongest defence is for South to lead a spade, North winning and switching to the ♥K. If South overtakes and plays a second spade there is a route to ten tricks, but declarer might not take it, as it involves rising with dummy's ♠A, ruffing a heart and running the ♦J.

Board No 31 - N/S Vul. Dealer South

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

If South opens 1♠ North responds 2♥ and bids 3♣ over South's 2♠. When South bids 3NT North must decide which game to play - it looks natural to convert to 4♠.

If South does not open the bidding might go something like 1♥-1♠-2♣-2NT-3♣-3NT-4♠ (there are many possibilities).

If West leads a diamond declarer wins and plays a heart for the king and ace. Now declarer plays to establish a long heart and should take eleven tricks. To be sure of restricting declarer to just ten tricks West has to find a club lead, which is a tough ask.

Board No 32 - E/W Vul. Dealer West

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

There will be a few players who can open 2♥ to show that suit and a minor - and some who will just treat the hand as a weak two in hearts. The former variation gives NS a chance to reach a good contract as South can respond with a 'Pass or correct' 3♣.

Where North passes and East opens 1♦ South will have to choose between overcalling 1♠ or making a two-suited overcall. The latter will reveal the club fit but West might compete with 3♦ - fine unless someone doubles.

With clubs 2-2 there are nine tricks in 3♣, eight in 3♦.