



## Commentary for the

### World Wide Bridge Contest

Organized by the WBF in cooperation with  
CCBA & Beijing Lianzhong Interactive Network Inc

Set 5 – Friday 3<sup>rd</sup> June 2016

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

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

In the modern era, many will open the North hand 1♣. If South responds 1♦ West comes in with 1♥ and if North then passes South might try INT, when North is likely to go back to 2♣.

Were North to start with a Precision style 2♣ South has enough to relay with 2♦, hoping North has a four card major. Now NS are going to finish in 3♣, unless their methods allow them to stop off in 2NT (for example North responds 2♠ to deny a major and South bids 2NT).

Where North does not open the bidding South might try a third in hand 1♦, when the obvious bid for West is to overcall INT. If North doubles that South will be unhappy, but has nowhere to go.

Where West is the player to open the bidding the choice will depend on system, with 1♥, INT and a strong 1♣ all attracting support.

After 1♥ North overcalls 2♣ and if West reopens with a double East will be doing very well to pass - more likely is a response of 2♦, ending the auction.

After INT North may have a systemic way of entering the auction, indicating a single suited

hand, and South will have a good idea which one it is.

After a DONT double, South responds 2♣, but here some East players will be able to double for penalties.

NS rate to take six tricks playing in clubs but - 100 will be a good score if EW play in notrumps and record eight tricks. That is quite likely - if North leads a low club West wins and ducks a heart, South winning and switching to a diamond. West wins with the king and ducks a second heart to North's queen. At this point there is no obvious way to give declarer any problem - for instance if North returns a diamond declarer wins and can even afford to play two rounds of hearts pitching a club from dummy.

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

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

If South opens 1♦ West doubles, North bids 1♠ and South rebids 2♦. The obvious move for North is to continue with 2NT, when South is likely to go on to game, hoping the diamonds will be useful.

Suppose East leads a club and West takes the ace and returns the two?

Declarer wins with the jack, runs the jack of diamonds, continues with five more rounds of the suit, unblocks the king of spades and plays

a heart towards the queen, easily recording eleven tricks.

A spade lead is better as to have any chance of getting up to eleven tricks declarer has to play a heart to the queen at trick two. Six rounds of diamonds force West down to ♥A10 ♣AQ10 and declarer plays a club to the jack and cashes the ace of spades, executing a neat squeeze on West, who will be thrown in one suit to surrender a trick in the other.

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

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

If South starts with INT (13-15, 14-16 or 15-17) North transfers to spades and then bids 3♦, but NS will get no higher than 3NT.

If South opens 1♣/1♥ and rebids INT over North's 1♠ then North can check back for a spade fit before settling for 3NT.

The play should not be complicated, declarer rating to lose a heart and a diamond and recording +460.

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

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

This is a deal that demonstrates how much tougher bidding is when the opponents take away your bidding space.

If West opens 1♦ North is certain to bid. 3♥ is down the middle and is sure to be popular, but 4♥ will also attract support. After 1♦-(3♥) East does not have an easy bid, and will probably fall back on a double. Suppose West then bids 4♥? If East is sure that West will interpret it as a cue bid 4♠ is a possibility, but knowing that partner must have a very good hand also makes 4NT a practical choice and quickly leads to 6♦.

I expect most pairs to reach a slam - 6♦ is the obvious resting place, but reaching 7♣ from the East hand will be outstanding (I am tempted to say impossible, but that is dangerous word to use in connection with a bridge deal).

After 1♦-(4♥) East has even less room to manoeuvre. After a double West might try 4NT and if East were then to bid 5♣ West could raise to 6♣.

If West starts with a strong 1♣ and North bids 3♥/4♥ East doubles when West might bid 4♥ over the former and 4NT over the latter.

In 6♦ declarer draws trumps and gives up a heart, subsequently ruffing a heart.

In 7♣ East wins the likely spade lead, ruffs a spade and cashes a top trump. When the ten falls declarer comes to hand with a club, ruffs a spade, crosses to hand with a diamond, and draws the outstanding trumps.

In 6NT (which might be reached a few times) declarer wins the opening lead (which might be a spade) cashes five diamonds and four clubs ending in dummy and, depending on what North has left - either ♠Q ♥KJ or ♥KJ10 - either exits with a spade to force a heart return, or plays a heart to the nine, again endplaying North.

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

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

If North opens 1♦ South responds 1♥ and then bids 2♣ over North's 1♠. That sees North show heart support making it easy for South to bid 4♥.

An opening bid of 1♣ will not complicate matters - the auction going 1♣-1♥-1♠-2♦\*-2♥-4♥.

It's possible that West might overcall 1♠ in either of these auctions. In that scenario North will probably pass and then jump to 3NT if South bids 2♠.

If North starts with INT (12-14 or 13-15, or 14-16) South transfers to hearts and then bids either 3♦ or 3NT, but North is always going to choose 4♥ as the final contract.

It's easy to see that there are eleven tricks in hearts, declarer losing only to the major suit aces, but if West overcalls in spades and East leads the suit declarer secures a vital tempo and should take eleven tricks for +660 and a terrific score.

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

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

If South opens 1♦ and North is able to start with an inverted raise to 2♦ South's rebid of 2NT will be raised to game.

If North responds 2♣ South rebids 2NT and North goes on to 3NT.

If South starts with a 12-14 INT North jumps to game.

With all roads leading to the nine trick game, what should West lead?

Suppose a club is selected?

East wins with the ace and switches to the jack of hearts, covered by the queen and king and West returns a heart to declarer's ace. The

contract is safe, but by taking the spade finesse declarer will secure a useful overtrick.

An initial heart lead sees declarer win with the queen, after which the best way to proceed is to cross to dummy with a diamond and lead a low club. East might be tempted to go up with the ace in order to play a second heart when declarer is in a position to take eleven tricks.

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

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

If South decides to open 1♣ North will respond 1♦ (or 1♥ if NS are playing Walsh) and East will double when all West can do is bid 1♥ and hope East does not get too excited. If East then bids 2♥ all will be well.

If North has responded 1♥ East can still double, but then West is horribly placed. However, after a response of 2♦ East will bid 2NT.

If South starts with a Precision 1♦ North responds 1♥ and now when East doubles West can bid 2♣, when once again East bids 2NT.

If South does not open the bidding and East opens 1♦ West is likely to pass.

If East starts with a strong 1♣ West responds 1♦ and then passes East's rebid of INT.

What should South lead against a notrump contract?

After a low spade, declarer wins with dummy's jack, runs the jack of hearts and continues with a heart to the queen and ace. To hold declarer to eight tricks South must now either continue with the queen of spades (relying on partner to hold the nine) or switch to a low club - and neither of those is an easy play to find.

After a diamond lead declarer puts up dummy's jack and North takes the ace, leaving the diamond suit 'frozen'. If North switches to a heart, declarer wins the second round of the suit in dummy and runs the jack of spades, establishing an eighth trick.

The lead that should hold declarer to seven tricks is a low club, North putting in the nine. If declarer wins and plays on hearts, South takes the second round and exits with the six of clubs. North wins with the jack and can now exit with either major. I doubt it is going to happen.

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

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

If West opens 1♣ East responds 1♥ and South overcalls 2♦. When West raises to 2♥ North is likely to take the view that it is right to defend, but there is a case for raising to 3♦, especially if you expect partner's overcall to be based on a six-card suit.

If West starts with a Precision 1♦ East responds 1♥ and now NS need to know if a bid of 2♦ by South is natural. If not then South must Pass and then consider bidding 3♦ on the next round.

Where West starts with a 12-14 INT South might double for penalties, ending the auction, or make a conventional bid to show a single suited hand, which should lead to 2♦.

Suppose NS play in diamonds and West starts with three rounds of clubs? If declarer ruffs in dummy, takes a diamond finesse, cashes the ace and plays the queen of hearts West must be awake and go up with the ace to prevent an overtrick - harder to get right if West has opened INT.

If EW play in hearts South is likely to lead a club, declarer winning in dummy and ducking a

heart to South's queen. After a second club and another heart ducked, North wins and switches to a diamond and the defenders must score seven tricks. Declarer must avoid playing the ace of hearts prematurely.

If EW play in INT doubled then six tricks are likely - the simplest variation is where North leads a spade after which declarer should take two spades, a heart and three clubs.

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

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

If East opens 1♦ there will be the odd South who overcalls 1♥ when West responds 1♠ and North raises to 2♥. With 1♠ promising at least 5 cards East might stretch a little and jump to 3♠ when West goes on to game, but even a more modest raise to 2♠ should see West go on to game.

Given a free run EW should easily reach the spade game, one possible sequence being 1♦-1♠-2♠-4♠.

On this layout, declarer will lose a spade and a diamond.

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

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

Anyone for a weak 2♦ with the East hand? The trouble is that North will double and assuming NS locate their club fit (perhaps after 2♦-(Pass)

-Pass- (Dble)-Pass-(2NT\*)-Pass-(3♣\*)-Pass  
 West might try 3♦, which is too much at the vulnerability.

It will usually be West who opens 1♠ when North overcalls INT, ending the auction.

On a spade lead declarer can always take seven tricks, but if West takes the ace and fails to switch to diamonds declarer can finesse in clubs for an overtrick.

East is more likely to start with a top diamond after which the defenders should score the first six tricks.

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

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

If South opens 1♠ North raises to 2♠ and East bids 3♣. If South continues with 3♦ West might bid 3♠ to show a good raise in clubs but North will have a relatively easy 4♠. If West decides to go on to 5♣ a double will net +500 as long as the defenders do nothing silly.

Suppose South eschewes any idea of bidding 3♦ in favour of a direct 4♠? Then bidding 5♣ might appear quite attractive to West.

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

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

If North starts with 1♠ South responds 2♣ and then raises North's rebid of 2♥ to 4♥.

East's natural lead is a trump and declarer will take West's queen with the ace and play a club.

If East takes the ace and plays a second trump declarer wins in dummy, unblocks the ace of spades, ruffs a club, cashes the king of spades pitching a diamond, draws trumps and plays the top clubs.

If East withholds the ace of clubs declarer wins in dummy, ruffs a club, crosses to the ace of spades, ruffs a club, cashes the king of spades, draws trumps, and cashes two more clubs for eleven tricks.

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

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

If West opens 1♠ East will have a choice of responses depending on systemic agreements.

A Bergen raise to 2♠ would see West bid 3♥ and then go on to 4♠.

A forcing/semi forcing INT response would see West bid 3♥ when East jumps to 4♠.

If East responds 2♣ (the Acol players choice) West either jumps to 3♥ and then bids 3NT over East's 3♠, offering a choice of games, or opts for a forcing 2NT, when there is a possibility that East might prefer 3NT rather than show the spade support.

If West starts with a strong 1♣ East responds according to system (I like to be able to bid 1♠ to show a balanced hand). There is no question that game will be reached, but will it be 3NT or 4♠?

With hearts 3-3 there are eleven tricks in both spades and notrumps.

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

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

If South opens 1♦ West has no obvious bid and North responds 1♠ which South raises to 2♠. Now West can double, but when North jumps to 4♠ East does not have enough to justify bidding 5♥, but that does not always act as a deterrent. South doubles 5♥, but I don't see North deciding to defend.

If NS play in spades then they should score eleven tricks, losing only to the minor suit aces.

If EW play in hearts the defenders need to score a diamond ruff to collect +500. South might well start by leading the ace of spades, but it will not be easy to switch to the ace of diamonds and a diamond. Perhaps North can assist by dropping the king of spades under the ace.

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

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

If South opens 1♣ West will be stymied and North's response of 1♥ will see South rebid 1♠, which North will raise to 2♠. Now West will have an opportunity to reopen with a double which East will be delighted to pass.

If South starts with a 12-14/13-15 INT West will have alternatives depending on agreements - one possibility will be to bid 2♣ to show

hearts and another suit. East would respond 2♦, denying three cards in hearts and now West might take a view and pass.

If NS play in spades the defenders can start with three rounds of clubs ruffed and overruffed after which a diamond allows West to win and play a fourth club. With five tricks in the bag, East exits in a red suit and must score another trump trick.

If EW play in diamonds then nine tricks should be taken - for example after three rounds of hearts declarer ruffs and runs the nine of diamonds. North wins and must return a heart to ensure a fourth trick for the defence.

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

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

If West opens 1♥ and North overcalls 2♦ East bids 2♠ and goes on to game when West raises to 3♠.

If West starts with a 12-14 INT and North makes a conventional intervention to show a single suited hand EW should have no difficulty finding their spade fit, although as the cards lie they will do best to play in notrumps.

Suppose East is in 4♠ and South leads a diamond to the ace, ruffs the diamond return and switches to a heart. Declarer put in the queen and when it holds the route to eleven tricks is to take the spade finesse, which risks South winning and returning a heart that North might be able to ruff.

As it happens, with every important card in the right place from declarer's point of view, there are no less than twelve tricks available in notrumps.



### Board 17. Love All. Dealer North.

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

Here's another deal where East has a plausible weak 2♦ available (for that matter, so does North, although slightly less so). Were East to open 2♦ South overcalls 4♠ leaving West with something to consider. As a general rule it is usually right to bid in these situations, so let's put West down for 5♣.

Where East passes initially South opens 4♠ (or possibly a Namyats 4♦). In either case West bids 5♣.

It's possible that if South were then to bid 5♠ (a cheap save) that East might bid 6♣, but I suspect I might be guilty of entering the realms of fantasy for even considering the possibility.

If West plays in clubs the key to taking twelve tricks is to take the diamond finesse.

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

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

If South opens INT (14-16 or 15-17) North transfers to hearts and then bids 3♣ over which South signs off in 3NT.

If South begins with an Acol style 1♠ North responds 2♥ and then bids 3♠ over South's 2NT rebid, South going on to 3NT.

If South starts with a strong 1♣ West might come in to show the two suiter - perhaps 1♠ to show two suits of the same rank - but it does risk giving up a significant penalty. However, it is the type of risk that frequently pays a dividend. Here nothing bad will happen unless North is able to double to show interest in a penalty after which South can double diamonds. Otherwise NS will bid to 3NT.

Where West passes North responds 1♥ and South rebids INT, which will lead to the notrump game.

Taking nine tricks in 3NT is not an issue, but can declarer find a way to collect the all-important overtrick?

Suppose West leads a club?

Declarer wins with dummy's king and runs the jack of diamonds. Say West wins (if West ducks declarer can come to hand with a heart and play the ace of diamonds followed by the queen, when we will reach a similar position to the one I am about to describe) and plays a second club. Declarer ducks (not essential where West wins the first diamond) and now East does best to exit with a diamond.

Declarer wins and ducks a heart, East winning and returning another diamond. Declarer wins, unblocks the king of hearts, cashes a diamond and in the five card ending plays the ace of clubs, reducing dummy to ♠A8 ♥A9. East, down to ♠Q76 ♥QJ is squeezed in the majors.

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

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

For the third time in the set a player has the opportunity to start with a weak 2♦. Were South to do that and West stretch to double North raises to 3♦ and East either bids 4♥, or 4♦ offering West a choice of majors.

If West passes over 2♦ North raises to 3♦ and East doubles, West bidding 3NT.

If South passes initially, which will be the action of the majority, West can open 1♣ and then rebid 1NT over East's 1♥. East checks back to locate the 5-3 heart fit and will then do well to just invite game.

If West starts with a Precision style 1♦ the situation does not change.

Where West begins with a 12-14 INT East either transfers to hearts and then bids spades (some pairs play that this sequence shows either a raise to 2NT or the start of a Baron style slam enquiry) or starts with Stayman intending to jump to 3♥ over a 2♦ response, promising invitational values with four spades and five hearts.

If EW play in hearts let's assume that a diamond is led. Declarer wins with the ace and plays a heart to the jack (which offers a 16.9% chance of four tricks). North wins and plays a second diamond, declarer pitching a club, winning with the king and playing a spade to the nine and ace. Declarer's next play in the trump suit will probably be low to the nine, but when that loses to the ten, there are only nine tricks.

If West plays in 3NT a diamond lead is likely and if declarer goes all out, taking the club finesse at trick two then in the worse case scenario the defenders might score nine tricks (declarer would have to omit cashing his clubs after winning trick three with the king of diamonds).

#### Board 20. Game All. Dealer West.

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

If North opens 1♦ I wonder if East will be tempted to try 2♣? Facing a passed partner there is something to be said for attempting to muddy the waters. South doubles and assuming

West raises to 3♣ North could bid 4♣. Over South's 4♥ North can ask for key cards and on discovering that the ♥Q is absent settle for 6♥.

Given a free run NS might go: 1♦-1♥-4♣\*-4♠\*-4NT\*-5♥\*-6♥.

If North starts with a strong 1♣ East is certain to bid, perhaps 1♥ to show two suits of the same colour. Then it will be up to NS to locate their heart fit, although as the card lie they should survive in other denominations at the six level (or possibly higher).

East is going to lead the king of clubs against a slam and declarer wins with dummy's ace.

Playing in hearts declarer will probably play the king of hearts or a heart to the ace at trick two and the appearance of West's queen will complicate matters.

If declarer is in dummy at this point and takes a diamond finesse, East can ruff, but that will be the only trick for the defence.

Declarer can take all the tricks in hearts by drawing trumps and taking the diamond finesse, and thirteen tricks are also available in 7NT and an unlikely 7♠.

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

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

If North opens 2♠ West overcalls 3♥ and East raises to game.

If North starts with a Multicoloured 2♦ South responds with a pass or correct 2♥ but West can still bid 3♥.

Suppose North lead a diamond against 4♥?

Declarer wins with the ace, cashes the ace of hearts, overtakes the jack of spades with the queen, pitches a club on the ace of spades and plays a diamond. If South takes the queen declarer will be able to ruff a diamond and take



the trump finesse for eleven tricks, and if South ducks declarer wins, ruffs a diamond, ruffs a spade and ruffs a diamond for the same number.

To be sure of holding declarer to ten tricks the defenders need to cash two clubs from the off, but that is not going to happen.

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

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

If South opens 1♠ West overcalls 2♥ and North doubles. When South rebids 3♦ North might stretch to 3NT.

If South starts with a strong 1♣ West is sure to overcall, but it will not prevent NS from reaching game.

The defenders are entitled to three tricks, but after a heart lead to the king, declarer plays a spade to the queen. If West takes the king, it is essential to switch to the ace of clubs and a club.

### Board 23. Game All. Dealer South.

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

I cannot tell you if it is correct to open 3♦ with South's hand, but there will be those who do. Where that happens East will have something to think about, perhaps solving the problem by bidding 4♠.

Where South passes, West might open 2♥, especially where this promises a two suited hand. If East then relays with 2NT West bids 3♣ when East continues with 3♥, showing slam interest in hearts.

(These methods are described in detail in *The Mysterious Multi*.) If West then bids 3♠ East continues with 4♦ (or perhaps a 'serious' 3NT slam try). Over 4♦ West will bring the auction to an end with 4♥, but over 3NT West can bid 4♣, when the auction continues 4♦-4♥. In this scenario East might bid on, perhaps asking for key cards, settling for 5♥ when West shows only one.

Where West passes North might open 1♣, when East either overcalls 1♠ or doubles. As long as West finds a bid over 1♠ no harm will be done, but perhaps this is a situation where it is best to start with a double. If West responds 2♥ East might jump to 4♠ (expert partnerships will have discussed the meaning of 2♠, 3♠ and 4♠ in this situation).

If North starts with a Precision 1♦ the situation does not change, but South might be tempted to support diamonds. However, that does not stop East bidding 4♠ at some point. What South must not do is bid 5♦, which should prove to be expensive.

If East plays in spades then South is likely to lead the eight of clubs. If North takes the ace and returns a club South ruffs, but that will be the last trick for the defence.

To hold the contract to ten tricks North must switch to a diamond and trick two (the king is the obvious card).

If EW play in hearts a club lead and continuation ensures three tricks for the defence, but North is unlikely to start with the ace against 4♥. Suppose the lead is the king of diamonds?

Declarer wins with dummy's ace, cashes the ace of spades and ruffs a spade. That is followed by three rounds of hearts, ending in dummy. The 4-1 break is a blow, but declarer plays a top spade and although North can ruff, the location of the ace of clubs means that declarer will lose only one more trick.

I suspect we have all been in worse slams than 6♥; bad luck if that is where you finished

### Board 24. Love All. Dealer West.

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

If West opens 1♠ North bids hearts. Over 2♥ East can bid 2♠. If South then jumps to 4♥ West might take a pot at 6♠.

Over 3♥ East can bid 3♠. West might be tempted to look for higher things now, perhaps bidding 5♥ over South's likely 4♥. If East then bids 6♦ West might try 6♥. If East had ♠A82 and ♦KQ875 then it would be clear to bid a grand slam, but here East will probably settle for 6♠.

Over 4♥ East has a tougher problem. Obviously bidding 4♠ works very well, but it is quite a stretch. Although West will not pass 4♥ it is not clear what is best. A double will see East bid 4♠, when bidding on is really a stab in the dark, but bidding 5♥ is no better. Perhaps the best solution is for West to bid 4NT over 4♥, when East might find 6♦.

If West starts with a strong 1♣ North's overcall will see East double. Let's imagine the auction starts 1♣-(4♥)-Dbl. If South raises the ante by bidding 5♥ West might try 6♥. Almost anything is possible after that. East might bid 6♠. Another idea would be to bid 6NT, offering a choice of minors. Or East might bid 7♦.

If EW play in a black suit declarer will have time to draw trumps and cash a number of winners before having to decide how to tackle the diamonds. North's intervention will probably have made it clear that South is the player likely to hold the length in diamonds.

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

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

If East opens 1♣ South overcalls 1♠. There are various ways in which West might get into the auction, a non forcing 2♦, a raise to 2♣ or a double that does not guarantee four hearts. In all those cases North will be able to raise spades.

Where West passes, North might bid 2♣ to show a good raise in spades, (some players prefer that to show four card support) but South will only rebid 2♠.

If East starts with a 12-14 or 13-15 INT and South bids 2♠ West might come in with a conventional 2NT, intending to bid 3♦ on the next round, but North will compete to 3♠.

If East starts with a Precision style 1♦ South overcalls 1♠ and West probably jumps to 3♦, North again competing to 3♠.

To make 3♠ declarer needs to avoid losing a trump trick. Suppose West leads a diamond?

In isolation, the best way to tackle the trump suit is to finesse the jack on the second round, a 39.5% chance, but that fails here.

If West has been active in the bidding there is a slight chance that declarer might do the right thing, running the seven of spades at trick two. Then declarer draws trumps and plays a heart, West winning and returning a diamond. Declarer ruffs the third round, cashes two hearts and plays a club, collecting a club at the end.

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

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

Assuming West does not try a third in hand 1♣ and North opens 1♥, the simple action is for South to raise to 2♥, which should end the auction.

If North opens INT there is no compelling reason for South to bid.

If North plays in hearts East might try leading the queen of clubs. Declarer wins and ducks a diamond, West winning and returning the eight of clubs for East to ruff. On the spade return declarer has a choice of plays; to win with dummy's ace, play a heart to the jack, cash the ace of hearts, ruff a diamond and pitch a diamond on the jack of clubs.

Alternatively declarer can play low on the spade return, West winning with the king and returning a third club. If declarer discards something from hand East ruffs, but that should be the last trick for the defence.

If North is in INT and East leads a diamond the defenders will take the first five tricks. Declarer must retain all of dummy's hearts. When East switches to a spade at trick six, declarer goes up with dummy's ace, plays a heart to the jack, cashes the ace of hearts, crosses to dummy with the queen of hearts and comes back to hand with a club.

However, declarer may not follow this line. With East marked with five diamonds, West is more likely to have length in hearts. Declarer might start hearts with the queen, hoping that East will have a singleton or doubleton ten.

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

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

If West opens 1♦ North overcalls 1♥, East bids 1♠ and South raises to 2♥. If West then bids 3♣ East will give preference to diamonds. Another possibility for West is to double 2♥, suggesting a four card club suit and tolerance for spades. That would see East rebid 2♠.

There should be no more than ten tricks in diamonds as long as North does not hand declarer the club suit, but playing in spades declarer should take nine tricks. Indeed, the defenders need to be careful. If South leads a heart, North wins and must now force dummy with a second heart. If instead North switches to the three of spades and South ducks declarer wins with dummy's seven, comes to hand with a diamond, ruffs a heart and plays two rounds of diamonds pitching a heart. North can ruff, but declarer can ruff the heart return and play the king of spades, pinning the jack for ten tricks.

The same thing happens if North switches to the jack or ten of spades.

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

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

If North opens 1♠ South responds INT and North rebids 2♠, ending the auction.

Is there any way in which EW can get into the bidding?

One possibility is for West to open 2♥, promising hearts and a minor. North overcalls 2♠ and East raises to 3♥.

The other option is for East to double 1♠. I am not a fan of doubling with a balanced hand, but the Blue Team made a living out of it and it works here. West responds 2♥ and then bids 3♦ over North's 2♠.

If North is allowed to play in 2♠ East may well lead a diamond, West winning with the ace and switching to a club. East wins with the king and returns the seven. Declarer wins in dummy, pitches a heart on the king of diamonds and must now resist any temptation to take the spade finesse - East will win and give West a club ruff for one down.

If West plays in hearts North might start with three rounds of spades, ruffed by South and overruffed by declarer, who can draw trumps in three rounds and play dummy's queen of diamonds, which secures ten tricks. With North likely to hold the ♣A this is far from double dummy.

#### Board 29. Game All. Dealer North.

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

If North opens 2NT one option for South is to transfer to spades and then bid 4♣, a sequence that always suggests slam interest.

Another possibility is to jump to 4♦ over 2NT showing at least six spades and slam interest.

Another idea is to use a response of 4♠ to suggest a mild slam try with at least a six card suit and fair values.

If North starts with a strong 1♣ East might overcall in diamonds (I like to bid 2♣ with this type of hand, showing diamonds or the majors)

but South bids 2♠ and the partnership is sure to reach a slam.

This is one of the deals where you expect every pair to get to at least 6♠ or perhaps 6NT (although there will doubtless be a few casualties).

#### Board 30. Love All. Dealer East.

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

If East opens 1♥ West responds 1♠. If East rebids 2♦ West can jump to 4♦, which shows slam interest. After 4♥-4♠-5♣ West can jump to 7♦.

If East elects to rebid 3♥ the diamond fit will probably be lost, as in principle a bid of 4♦ by West is a cue bid in support of hearts. After 1♥-1♠-3♥-3♠ East might bid 4♣ and West 4♦. What happens after that is open to speculation, most probably West will jump to 6♠ at some point.

6♠ is easy to play; after a club lead declarer wins in dummy, pitches two clubs on top hearts and plays three rounds of spades.

In 6♦ declarer can win a club lead and get home in a number of ways. One is to take two rounds of diamonds (say a diamond to the ace followed by a diamond to the queen). Declarer pitches two clubs on top hearts and then plays three rounds of spades, ruffing. After ruffing a club declarer plays a winning spade and North can take only one trump trick.

In 7♦ declarer is virtually certain to be defeated by the 4-1 trump break.

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

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

If North opens 1♥ East can overcall INT. South might try a double, planning to lead a club, but West will bid 2♠, when South might also take a shot at that.

If South doesn't double INT West transfers to spades when again South might speculate with a double.

If West declares a spade contract and North leads a heart South ruffs and returns a diamond, declarer winning with dummy's ace and playing a spade. If South goes up with the ace and plays a diamond North wins, plays a heart for South to ruff, ruffs the diamond return and plays a third heart, South's ruff and the ace of clubs meaning two down.

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

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

If West opens 1♣ North overcalls 1♦ and East supports clubs (easier if the opening bid guarantees at least three). A possible auction is 1♣-(1♦)-3♣-(3♦) when West might speculate with a reopening double, East's 3♥ bringing the sequence to an end.

If West opens a Precision style 1♦ East responds 1♥ and West raises to 2♥.

A third possibility is for West to open 2♥, promising a limited three-suiter which always includes four hearts, a method explained in detail in *The Mysterious Multi*. If East asks about West's shortage and discovers it is in diamonds it would be a fair speculation to bid 4♥.

If EW play in hearts, the defenders are likely to cash a diamond and switch to clubs. Declarer wins and plays a heart. There is a 13.5% of avoiding a loser by putting in the ten, while playing the queen avoids more than one loser 67.5% of the time.

On this layout it will not matter what declarer does, there should always be ten tricks.

### Board 33. Love All. Dealer North.

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

If North opens INT (14-16 or 15-17) South transfers to hearts and then bids 3♣. With a maximum, North can bid 3♠ on route to 3NT, giving South the chance to bid 4♠.

If North opens 1♠ South responds according to system and the spade game should be reached.

If North starts with a strong 1♣ South responds 1♥ and North's rebid of 1♠ sets the partnership en route to 4♠.

Say East leads a diamond against 4♠, West winning and returning a trump. Declarer plays low and East wins with the jack and returns a spade. Declarer wins with the queen and can now play for an overtrick by playing three rounds of hearts, ruffing, ruffing a diamond and then ruffing a fourth heart. After drawing the outstanding trump, declarer takes the last four tricks.

**Board 34. N/S Vul. Dealer East.**

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

If East opens 2NT West transfers to spades and then jumps to 4♠.

The same sort of thing will happen if East starts with a strong 1♣ and West responds 1♦. West might respond 2♠, but for some partnerships the suit will not be strong enough.

How best to play a spade contract?

If South leads a heart or a diamond (North putting in the nine) declarer can win, cash the top spades, unblock the king of diamonds, take three hearts throwing a diamond, ruff a diamond, cross to the ace of clubs and pitch a club on the established diamond.

On a club lead, declarer wins in hand, but must avoid playing off the top spades. The winning line is to cross to the king of spades, take three hearts pitching a diamond, play three rounds of diamonds, ruffing, cross to the ace of spades and pitch a club on the thirteenth diamond.

**Board 35. E/W Vul. Dealer South.**

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

If North opens 1♣ third in hand and East overcalls 1♦ South can raise to 2♣. That will leave East to choose between rebidding 2♦ or doubling - with such a top heavy hand repeating the diamonds looks right.

2♦ should be straightforward - declarer ruffs the club lead, draws trumps and runs the jack of spades. North wins with the queen and switches to the ten of hearts, declarer winning with dummy's queen and playing a low spade. As long as North ducks that eight tricks should be the limit.

**Board 36. Game All. Dealer West.**

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

If North opens 1♦ the practical bid for East is to jump to 4♥.

Unless something very strange happens, declarer should lose three tricks.