



# **The Irish Bridge Union**

## **Autumn Simultaneous Pairs**

Tuesday 7th November 2017

Session Number : 5294

Welcome to another instalment of our ever popular simultaneous pairs event - where the hands you have just played (well) have also just been played in most clubs all over Ireland (North and South) as well as in some neighbouring clubs in the UK and abroad.

Of course one of the nice features of these simultaneous events is that we get to read the wonderful commentaries afterwards and hopefully learn a few new tips that we can use at the table in the future. Our thanks to Rex Anderson, Enda Glynn and Brian Senior for sharing their insightful and entertaining wisdom with us.

On behalf of the Irish Bridge Union, I want to thank you for taking part and remind you that your continued support in ventures like this helps us to promote, coach and send Irish players abroad to participate in European and World Championships. It is heartening to see that this investment in our players is starting to reap dividends at under 16, under 26, Women, Senior and Open levels - as some of our players are now being recognised as being among the top players in the world.

Our organisational skills have not gone unnoticed either so we will be among the front runners in the contest to host the World Championships in the not too distant future and if we are successful in our bid we will be calling on you for your support once more.

Bridgefully yours,

Fearghal O'Boyle, I B U President



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

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

After East opens 1D South is best to overcall 1H. North with five card trump support, an Ace and a side suit singleton raises to 4H. Bidding to the level of the fit (in this instance to the 4 level with ten trumps) is a good principle. No doubt there will be some East players who will plough on to 5D. A double from South will lead to 800 on best defence.

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

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

East has only ten points but with good shape and concentrated values should open 1D. West will respond 1H and will become declarer in 4H. North may lead the SK. West will draw two rounds of trumps and when he plays an early diamond towards dummy, North must be alert to rise with the Diamond Ace. If not, declarer will end up with eleven tricks.

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

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

If South has a 2D (weak) bid in his armoury, it will lead to trouble for N/S on this deal. North will respond 2H

(forcing). It is best to play all such bids as forcing for one round. South may try 3C next and North has no winning option. If North elects to pass 2D hoping for an intervention from East he will be disappointed as East is unlikely to oblige. Playing old fashioned methods North will open 1H. South will respond 1 NT, and North will become declarer in 2H. Careful play should see North make eight tricks losing three hearts one club and one spade.

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

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

West may open a strong NT. South will use whatever method the partnership has to show a single major. A popular method in the West of Ireland for entering the auction over a 1 NT opening is: 2 C for the majors, 2D a single major and 2H or 2S showing that suit and a minor. Here 2D will be wheeled out showing a single major. If playing nothing fancy, most South players will declare a 2S contract, with eight tricks the likely outcome.

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

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

Weak NT players will have an advantage here as there is a strong probability the opening bid of 1 NT will be immediately raised to 3 NT. East may lead a heart and North will make a lot of tricks depending on the heart play at trick one.. If West gets an opportunity to overcall 1S a spade lead from East will challenge the declarer. North must play carefully to make nine tricks. One successful line as the cards lie is to win the opening lead with the SK in dummy, cash two top clubs and enter dummy with the CJ. Now lead a diamond to the Q and a heart towards the KQ. If East rises with the Ace the best defence can do is cash three diamonds. But declarer will make his contract – scoring 5 clubs, 2 spades, 1 diamond and one heart.

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

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

Playing Strong NT, South will open 1C and give a simple raise to his partner's spade response. Playing weak NT, North will transfer to spades; South with four spades may choose to jump to 3S. Some partnerships play that as showing a minimum hand with four spades. The bid of 2 NT in this sequence by South will show a maximum opening and three spades. With a maximum hand and four trumps South could introduce a new suit showing additional values in that suit.

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

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

West will open 2 NT. (20 to 22) Partnerships showing exactly 20 points will be at an advantage on this deal. What should East do? He has four points but a poor hand with no great texture in any suit. Personally I would transfer to spades and pass partner's response of 3S. It is important to remember some four points are better than others. Eight tricks are available in spades but only six in a NT contract.

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

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

This is a difficult slam to bid and even more difficult to make. Playing the 2 over 1 system, South will support spades at the second round of bidding. The bid of 4 NT by South will elicit a response of 5S from North (2 Aces and Queen of trumps). South may gamble and advance to a slam. If the QH is led, declarer must play KC immediately. He can win the probable diamond return, ruff a diamond in dummy draw trumps. The favourable Club divide will enable declarer to discard two losing diamonds and a heart with a top heart as the entry. Note in the bidding that 2S is forcing and 4S would show a minimum hand.

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

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

Playing Weak 2 Bids, North at favourable vulnerability and 6 4 distribution will open 2H. East has a good hand. A bid of 2S (Vulnerable) in this scenario should always show a good hand. South will either support hearts or introduce his diamond suit. West will bid 4S. Unless Sylvia leads her AD, eleven tricks will be the normal result. If East makes a slam try, West with poor minor suit cards and the QH poorly placed, should decline the invitation.

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

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

Another slam hand and good bidding should enable North to bid the spade grand slam. After 1C by South and 1S by North, South should jump to 3C in the second round of bidding to show the quality of the hand. North will bid 4NT which will be Roman Key Card in Clubs. South will respond 5D showing three aces. (1430 is the aide memoire for responses to that convention). 5C is 1 or 4, 5D is 0 or 3, 5H - two without the queen, 5S - two with the queen. North with a magnificent spade suit knowing that they have all the aces will bid 7S.

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

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

This is a difficult slam to bid after an intervention from North. 1D by West will set the ball rolling. North will bid 2S – a weak jump overcall. East will be tempted to bid 3NT. That may well conclude the bidding. Maybe East with a fine hand should ignore the noise and investigate a slam. A bid of 4D or 4NT (per agreement – Roman Key Card) can be introduced and once East discovers there is only one key card missing he can advance to the diamond slam. As long as West does not take a first round diamond finesse, the slam will sail home. Any pair that bids and makes 6D will score well. West with a minimum hand is unlikely to bid on if East bids 3NT over 2S on first round of bidding.

**Board 12. NIS Vul. Dealer West.**

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

West will open 1D and the final contract will vary. If East passes, it will be difficult for South to restrain himself from showing his six card heart suit. West will double for take-out and the club game will be bid at many tables. South will now regret his action. The play is interesting. If declarer declines the diamond finesse, the later play of JD will pin 10 9 D in the South hand and twelve tricks will accrue.

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

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

3NT will be the normal contract. If North declares, East will lead the KS. West will know that his partner is worried about the location of the JS. So at trick one he plays the Jack. If East had KQxx he would have led the fourth highest. East can now continue spades and declarer will be held to nine tricks. If West does not play the Jack East will most likely switch and ten tricks will accrue.

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

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

After two passes, West will open 1S. Any North who enters the fray after his partner has passed with such a poor diamond suit is looking for trouble. East will bid 2S. If North bids, South will raise to 3D and East will double for penalties which will close the auction. A trump lead is frequently best on such occasions and will result in plus 300 for E/W. With poor suits and a poor hand, unnecessary noise is not recommended.

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

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

Playing strong NT, West will open 1C. North will bid 1H and 1S by East will show 5 spades for most partnerships. With 4 spades, a double is in order. That double will suggest 4 spades but that is not cast in stone. After a pass from South, West will raise to 2S. With ten points, most East players will pass. Three small hearts, a singleton in partner's suit is not ideal for making a forward move. Ducking the opening heart lead will pave the way for ten tricks. The diamond finesse works, the suit breaks 3/3 and the KC comes down in three rounds – all necessary for the spade game to make.

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

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

4S is a lucky make. After cashing the SA, an entry is available in dummy and now the QD or D10 must be led (a not altogether obvious play) to bring home the spade game. After a 2C opening and a 2D response, the bid of 2S will usually show a 6 card suit. Nine tricks are available in NT. If South bids 3D instead of raising spades on the second round of bidding, 3NT may be the final suit contract.

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

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

After a spade overcall by East, South will make a negative double. Some Wests will find a bid of 2S which will allow North to pass – showing a minimum hand. South will be content to raise to 3D. Should East get frisky and bid again, a double by North will lead to plus 300. With an eight card fit in a competitive auction it is better not to advance beyond the two level. The pioneers of this advice are the famous Norwegian pair of Helgemo and Helness, two renowned card players.

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

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

If West becomes declarer in 2H, he will need to play DA and D10 overtaking with the DJ to discard a loser, in order to come to eight tricks. Many West players

may open a strong NT which will probably end the bidding. After winning the AH, the play of the spade suit will determine the outcome of the hand. If South returns a low spade North must win with the Ace in order not to block the spades so that five spade tricks can be cashed. In a NT contract declarer will have to guess well in the end game to come to seven tricks.

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

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

If South opens 1H, the Ghestem convention can be utilised. West will bid 2H showing at least 5/5 in the black suits. (If West had minors, he would bid 2NT – with diamonds and spades he would bid 3C). If North passes East will bid 3C. If North raises hearts, East may value his five clubs and working QS to enter the fray at the four level. West with a huge hand will make a forward move and 5C or 6C will be the final contract at most tables. The club slam will make but the spade slam will end up a trick short.

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

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

South will open 1S. North will bid 4H to agree spades and show a heart void. If North bid 3H it would agree spades and show a singleton heart. South (with all his cards working) will follow with a bid of 4NT. North will bid 5C showing one key card. South will follow with 5D asking about the Q of trumps. A response now of 5H will deny the trump Q. North will bid 5S showing QS but denying an outside King. If declarer can negotiate either the clubs or the spades without loss, the slam will come home. In isolation, it is probably best to cash AS, eliminate hearts and diamonds, cash a top club (in case Q is singleton) and then exit on a spade. If West wins, he will be end played. The club finesse is still available. As the SK is singleton, the slam will make on this line of play.

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

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

Some North players with good clubs and 6/4 distribution may set the ball rolling with an opening bid of 3C. East may double first. With nine points and a five card suit, West may bid 4S. After all, with no points and 5 spades he would be forced to bid 3S. East will now introduce Roman Key Card Blackwood to check for Aces and after 5H from partner he will confidently bid 7S. When a grand slam is bid by opponents, the opponents will usually score well under average on the board.

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

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

After East opens 1C, South will overcall 1S. North may well use an Unassuming Cue Bid of 2C to inquire about the strength of the overcall. South may bid 3S to show a 6th spade and not minimum. North should not get excited. His CK is unlikely to be well placed and a bid of 4S will be adequate. Bidding dodgy slams is not winning bridge. The Club and heart losers cannot vanish unless Sylvia obliges by leading the Club Ace.

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

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

The bidding and play in this hand will vary. East will overcall 2 NT, showing at least 5/5 in the minors. South's best bid is double as an immediate bid of 3H here would show a weaker hand. West will give preference to Clubs. North will show a 6th heart. The spotlight now returns to South. He will think his KD is well placed and in all probability will advance to the heart game. Ten tricks are difficult to make. After the lead of AC, declarer must duck Diamonds twice to score ten tricks – an unlikely play. An initial diamond lead will sink the contract. East in all probability will lead AC. Now a good reading of the cards is required to make ten tricks.

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

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

This is not a good hand for the strong NT. It is necessary to open a strong NT with a five card major to avoid re-bidding problems. Nine tricks are the optimum in a NT contract. A 1S opening by South will lead to a final contract of 4S. The favourable location of the AD will lead to eleven tricks as a losing diamond can be discarded on a heart. Any North who insists on playing in a heart contract will not fare well.

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

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

A diamond part score is the likely final contract. 9 tricks can be made in an unlikely NT contract. Playing in diamonds, East may lead a heart. Declarer can duck that lead, win the AH and cash the AS. Ruffing a heart in dummy, the SK can be cashed and a club discarded. When the QD is led, West must duck to preserve his trump trick. Returning to hand now via a spade ruff, DA can be cashed and a good club guess will lead to ten tricks.

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

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

If South opens a strong NT, that may well be the only bid. If South opens 1S, North will raise to 2S. But when 2S is passed around to West, he may well enter the fray with 3C which makes. North with four spades may bid 3S (bidding to level of fit). That is destined for one down but the contract is unlikely to be doubled. Balancing the bidding in the pass out position is a matter of fine judgement.

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

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

Unless South has a method to show a weak hand with both majors, he may pass on the first round of bidding. West will open 1C and after two passes South will introduce his spade suit. West will double for takeout showing a strong hand. North will raise to 3S. East may come alive now bidding 4D with his six card diamond suit which is the winning action. West will pass. If N/S bid on West will confidently double. A plus for either side will lead to a lot of match points.

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

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

Much will depend on what action East will take after North's 1C opening. A simple overcall of 1S is best. When that comes around to North, he has an interesting decision to make. His partner has passed, so obviously has a weak hand. There may well be a better landing place for E/W. Will many Norths restrain themselves from showing their good six card suit? Once they fail to exercise caution, East will bid 2D and E/W will score plus 130 in the hand - an excellent result.

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

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

East may open a strong NT. South with a poor quality heart suit should pass. If East opens 1C South may overcall 1H. North may bid INT which might finish the auction. Opposite a passed partner East should have nothing further to say. If North passes, East may be tempted to bid INT which will not be a success. Any side that manages a positive score will fare well.

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

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

East will open 3D and that bid may silence everyone. Many theorists proclaim that one should not pre-empt in a minor with a four card major. But the diamond suit is the key feature of this hand and an opening salvo of 3D takes up a lot of bidding space. A pass will allow N/S enter the fray and they can compete to the three level in hearts which is a good save. Good pre-empts are meant to make life difficult for opponents.

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

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

It will be difficult for N/S to stay out of 4H. South may well open 1H even though the lone QJ of spades weakens the hand. Any South player who downgrades his hand to a weak 2H opening will score well as the partnership will likely stop short of game. As long as West avoids a club lead, the contract will fail. After a probable diamond lead, it will be necessary for East to switch to a spade early. After taking the first three tricks, West will score his KC later. A club switch at trick two will be fatal for the defence as declarer can rise with the Ace and discard a spade on a diamond.

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

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

This is another slam hand that most pairs should bid. West will open 1S and East should sit up with the spade fit and great outside controls. He will temporise with a bid of 2C. West will support with 3C. 3S will set the suit and West will simply raise to 4S. East can wheel out Roman Key Card Blackwood and West will show one Ace. East will inquire about the trump Q and West will show that card and the CK by bidding 6C. The small slam will now be reached. After the lead of DQ declarer must win in dummy and lead a spade towards his hand. That will confine his trump losers to one. The main danger to the slam is a 4/1 trump divide. To cater for the actual situation, it is imperative for the first spade to come from dummy.

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