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Dear Bridge Player

Thank you for taking part in the 2009 Charity Challenge Cup in aid of Action Medical Research. I am sure you will agree that this is a very worthwhile charity for us to support, and if you are interested in finding out more about them, please have a look at their website – [www.action.org.uk](http://www.action.org.uk)

You will find the results from the event on the ECatsBridge Website at [www.ecatsbridge.com](http://www.ecatsbridge.com) – click the Sims tab and you will see the link.

I would like to express my very sincere thanks to Mr Bridge for his very generous sponsorship of the event, which enables us to raise more funds for the Charity. I also want to thank Bernard Magee for providing the commentary once again – I wonder if you got it right ! Well, you will know by now.

Many people work very hard to ensure the success of this event – and that includes, of course, all the local organisers who spend so much time setting up the heats, so on your behalf as well as my own, I would like to thank them very much!

If you have enjoyed this event, you may also like to know about the ECatsBridge Charity Simultaneous Pairs for BBC Children in Need in November – it runs over a week, with different hands each night, and the details are on the website at [www.ecatsbridge.com](http://www.ecatsbridge.com) – click on the link to our calendar and you will find the dates there and a link to more information about it.



Thank you all again  
With best wishes

**Anna & Mark**  
The ECatsBridge Team

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# History of the Charity Challenge Cup

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It is hard to believe that a competition as well-established and as widespread as the Charity Challenge Cup exists entirely because of the enterprise of just one individual, but its initiator, Jill Gatti, was a very special person. For thirty years she devoted a good six months of every year to the organisation of the CCC, and through her endeavours has created the biggest and best British competition of its kind.

It all started in 1958 when Jill helped her friend and partner, Tony Lederer, to turn out some cupboards. They found an old silver trophy with an unidentifiable history, dusty but definitely serviceable. Since they couldn't find an owner, they decided to run a competition for it with the proceeds going to Mental Health where Jill then worked. They raised £100 (not bad in 1958) and decided to repeat the event the next year for a different charity. The competition grew each year and continued under Jill's stewardship until 1988.

Jill roped in a number of dedicated helpers along the way including the editors of the hand booklets. In the early days there was a different editor each year, including such famous names as Norman Squire, Alan Truscott, Norman Smart and Albert Dormer. Then along came Alan Hiron, who agreed to do the job one year and found himself still doing it twenty-four years later!

Others have helped with the huge administrative load. Tony Lederer, in the beginning, was followed by Percy Charters as a mainstay for a long time. Roland Bolton was frequently co-opted to help check the scoring and for the last ten years or so Jill's right-hand man was Jules Mannheim.

The success of the event was not just due to Jill's organisational skills, though these were clearly vital, but also her kindness and her marvellous personal touch. She was always ready to help, explain, sort out problems, never forgot to thank all personal donors and never omitted that little bit of extra care and courtesy which really counts. Nothing was ever too much trouble.

In 1989 Jill decided that the time was right to retire and Better Bridge in Britain took over the organisation of the CCC. David Parry ran the event for some time, then Mr Bridge took it over, sponsoring it generously for some years. Following the 2006 event, it was again time to "pass on the baton", this time to Anna Gudge of ECatsBridge, who is the current organiser. Mr Bridge remains a sponsor without whom these excellent booklets would not be provided.



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## BOARD 1

*Dealer North; Love All*

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

West	North	East	South
	1NT	Pass	2♦
Dbl	2♥	Pass	Pass
Dbl	Pass	3♣	End

An interesting partscore hand to start off with – the partnership that wins the contract are likely to go down. North opens a weak notrump and over South's transfer West doubles for two reasons: to show diamonds and strength; his subsequent double of 2♥ is for take-out. East has a close decision, but his mediocre hearts sitting under South, his few points and his five-card suit should lead him to take the double out to 3♣. Passing works out better!

Both 3♣ and 2♥ will go off. 2♥ is likely to lose the first six tricks: ♦J, club to the king, ♦A, diamond ruff, ♣A, diamond ruff.

3♣ may well go two off. If declarer could take a diamond finesse and ruff a heart low in dummy he might scrape eight tricks, but there are very few entries to the East hand.

## BOARD 2

*Dealer East; North-South Game*

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

West	North	East	South
		1♠	2♣
3♠	End		

The vulnerability is wrong for North-South to do much bidding: if they do over bid they will get punished because East-West cannot make game.

East has a borderline opening, but with the vulnerability right most will open 1♠. South is too weak for a vulnerable 2♣ overcall, but I know many players will make the bid! West needs to support spades but 3♠ is high enough because he is so flat (eight losers). 3♣ is a more modern approach: showing a raise to 3♠ or better and after East rebids 3♠ West should pass.

North, who holds a fantastic distribution, should be discouraged from bidding by his partner's call and the vulnerability.

There are only ever nine tricks in spades. Meanwhile North can actually make nine tricks in hearts, but 4♥ doubled will be -200 and a bottom, although if it prompts East-West to bid 4♠ it gets +50 and a top!

## BOARD 3

*Dealer South; East-West Game*

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

West	North	East	South
			Pass
Pass	Pass	1♣	1♥
Dbl	4♥	Pass	Pass
Dbl	End		

After three passes the bidding quickly livens up: North-South find their ten-card fit and coupled with the vulnerability are bound to bid to 4♥. The fate of the hand lies with West: he shows his spades first with a negative double (suggesting four cards in the unbid major), but then finds the bidding rather high and he has not shown his clubs yet. You should only bid 5♣ if you believe you can make it. With 7½ losers West's hand is nothing to write home about and he should double 4♥ rather than go on to 5♣. Nine tricks can be made in every suit! 5♣ doubled will cost 500 and be a bottom, whilst 4♥ doubled is worth +100 and would score well.

## BOARD 4

*Dealer West; Game All*

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

West	North	East	South
1♦	3♣	Pass	Pass
Dbl	Pass	3NT	End

If North-South play intermediate or strong jump overcalls then North can describe his hand in one bid, but East-West should still reach the optimum contract. West re-opens the bidding with a take-out double and East bids 3NT: his clubs are not long enough to leave the double in for penalties: 3♣ is only two off, which is worth just 500 compared to the 600 that 3NT will collect.

The play in 3NT is as straightforward as it gets: declarer develops his diamonds and makes nine tricks.

## BOARD 5

*Dealer North; North-South Game*

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

West	North	East	South
	1♣	1♥	1NT
2♥	2♣	Pass	3♣
3♥	End		

Another hand on which stopping at the right level will not be easy. Both sides can make nine tricks, but if they stray to the 4-level they may well get doubled.

North opens 1♣ and then in a competitive auction bids 2♣, which is likely to show distribution rather than points. South corrects to 3♣ and now West with good distribution of his own competes to 3♥. North must resist the temptation to bid on: if he bids 4♣, East will double and one off will be a bottom score: -200. North might pick up trumps, but has to lose the fourth spade.

Distributional values are the major factor in competitive auctions: this is why it is West and North who are excited, whilst East is a little more circumspect despite holding the most high card points at the table.

## BOARD 6

*Dealer East; East-West Game*

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

West	North	East	South
		1♣	1♥
3♣	Pass	3♣	Pass
3NT	End		

Both the bidding and play are interesting on this hand. At favourable vulnerability 4♥ is a good sacrifice: three off is -500! But this will probably push East-West on in clubs and if they bid the slam: will South find a diamond lead? On a non-diamond lead 6♣ may well make: there is an elegant endplay if South refuses to take his ♥A.

However, the most common contract will be 3NT by West and if North-South can keep the declarer to just nine tricks they will get a clear top because even those in 5♣ might outscore them.

To stop declarer making ten tricks, the defence have to duck the first heart and avoid leading the suit subsequently. North must also keep all his diamonds when discarding on the clubs, which is not easy because it looks important to keep spades with dummy. Any North-South pair scoring -600 deserve a good score.

## BOARD 7

*Dealer South; Game All*

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

West	North	East	South
			Pass
Pass	1♠	Dbl	3♠
Pass	4♠	End	

South stretches over the take-out double to bid 3♠, but North has a good opening and can bid to game. 4♠ is a very tight contract and in the end it revolves around a guess in the club suit.

If you are lucky enough to get a club lead, then your ♣K makes and you will only lose three tricks and a heart lead is just as good because you can leap up with your ♥Q and not lose a heart.

However, on a diamond lead: you win ♦A knock out ♠A, win ♦K, ruff a diamond and draw the trumps. Cash ♥A and lead another heart, which East wins, but he carefully leads another heart back to your queen. Now you are forced to lead a club: West must duck smoothly with his ace and leave declarer to guess who has which card. Declarer may well place East with the ♣A for his take-out double and go one off.

## BOARD 8

*Dealer West; Love All*

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

West	North	East	South
Pass	1NT	End	

This should be a pretty flat board in terms of the final contract. Strong notrumpers will have the 1NT played by South, but it should make little difference. The defenders concentrate on the minors, whilst declarer focuses on the majors. Declarer's key play is to start with the spade suit whilst he still has entries to dummy: take the deep finesse in spades; running the ten of spades. When it works declarer should make four spades, four hearts and ♦K – nine tricks. Note, that if you play hearts first, then you do not have the entries to play the spades to the best advantage.

## BOARD 9

*Dealer North; East-West Game*

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

West	North	East	South
	Pass	1♠	Pass
2♣	Pass	2♠	Pass
3NT	End		

Rather than responding 3NT immediately, West should bid 2♣ to see what East bids – he might have four hearts after all. A two-level response does usually promise a five-card suit, but it is all right to tell a lie in a minor, just to get more information. When East repeats his spades, 3NT is the obvious bid.

It is hard to see how declarer can make more or fewer than nine tricks in 3NT. I would be surprised if most travellers were not filled with 600s.

## BOARD 10

*Dealer East; Game All*

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

West	North	East	South
		1♣	Pass
Pass	1♦	1♥	3♦
3♥	4♦	4♥	5♦
Pass	Pass	Dbl	End

Many Wests will pass on the first round, but I think a 1♥ response is better: keeping the options open with a good 5-card major: this might manage to keep North-South quiet and allow East-West to play in 4♥ making for +620.

However if North-South get into the auction they may well bid on to 5♦ doubled. If East could see his partner's cards the defence would be able to make five tricks by leading the ♣A and giving West two ruffs to go with a spade, a heart and the club. However, on the more likely ♥A lead declarer makes nine tricks: escaping for two off and -500 which will score well.

## BOARD 11

*Dealer South; Love All*

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

West	North	East	South
			Pass
Pass	1♥	Pass	1♠
Pass	2NT	Pass	3♥
Pass	3♣	Pass	3NT
End			

After North's 2NT rebid, further bids are forcing to game, so South shows his 3-card heart support, just in case North has five hearts, and then North shows his three spades just in case South has five spades, but eventually they finish in 3NT.

3NT on a club lead looks awful, but when you cash ♦A there is just a chance and when the second honour falls beneath the king, you have nine tricks and then when the hearts are just as kind, you will have amassed ten tricks.

This should be a relatively flat board in +430.

## BOARD 12

*Dealer West; North-South Game*

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

West	North	East	South
1♥	Pass	2♣	Pass
2♦	Pass	2NT	Pass
3NT	End		

There is not too much to the auction and 3NT will be bid at most tables. On a spade lead there are ten obvious tricks: ♠K, five hearts, three diamonds and ♣A.

Any declarers who cash a top diamond before playing their hearts will get highly rewarded because when the ♦J falls they can cross to the ♦10 for an eleventh trick. Of course after you have cashed your hearts you would not have the entries to take the ♦10 and cross back to dummy.

However, declarer does have a second chance in the endgame because South comes under pressure for discards: if East reads the ending well he might be able to pick up his eleventh trick via an endplay.

## BOARD 13

*Dealer North; Game All*

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

West	North	East	South
	1NT	Pass	2♣
Pass	2♦	Pass	4♣
End			

With such distribution opposite a weak notrump it is worth going for game: you know you have at least an eight-card fit in spades and counting losers, you have just a six-loser hand.

Start by using Stayman to see if you can find a 4-4 heart fit and then jump to 4♠.

A heart lead should allow 11 tricks, but even on a club lead you have a chance: win the second club with your king, spade to the queen, then ♠A, ♦A, diamond ruff and then exit with a trump. West is endplayed: a club allows your jack to make, whilst a heart makes sure of four heart tricks. +650 should be the top score.

## BOARD 14

*Dealer East; Love All*

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

West	North	East	South
		1♣	2♣
Dbl	Pass	3NT	End

Strong long minors are made for notrumps.

South's jump overcall was weak: 6-10pts and a six-card suit. West then doubled for take-out promising four hearts, after which East took a calculated risk: banking on his clubs coming in, he went for the highest scoring game: 3NT; those club tricks are just as good in notrumps as they are in clubs and they score so much more.

On ♠Q lead, declarer wins his ♠A, cashes ♣K and finesses the ♠10 to get back to dummy. Playing for the drop is correct with no other information, but knowing that South has six spades and North just one, makes North a big favourite to have longer clubs, so declarer finesses in clubs and ends up making ten tricks!

Of course, if South chooses to lead ♦K and then switches to hearts, the defence take the first five tricks. On the same ♦K lead 5♣ is likely to be two off.

## BOARD 15

*Dealer South; North-South Game*

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

West	North	East	South
Pass	1♣	Pass	Pass
Pass	2♣	End	1♠

If North-South can stay low enough, they will get a plus score, but that rather depends on East. If East comes in with a very light overcall on a pretty ropey suit, then the auction will get very competitive going up at least as high as 3♠.

Double dummy 4♠ by South is possible, but much more likely is that declarer will struggle and finish with eight tricks.

On a heart lead and continuation, declarer can win and run the ♠10, then ruff a heart and cash ♠A – he then feels very pleased with himself when the ♠K falls. To get back to hand he tries a diamond to the king and ace. A heart return would now allow declarer to ruff, draw the last trump and take a losing club finesse: 9 tricks. However on a club switch declarer may well take a losing finesse, win the diamond return and then cash ♣A and see it ruffed! He still makes 2♠, but only just.

## BOARD 16

*Dealer West; East-West Game*

	♠ J 4		
	♥ K J 9 6 4 3 2		
	♦ Void		
	♣ J 10 6 2		
♠ AK 7 2	N W S E	♠ 3	
♥ A 5		♥ Q 8 7	
♦ A 3 2		♦ K Q J 7 6 4	
♣ AK 7 3		♣ 9 5 4	
	♠ Q 10 9 8 6 5		
	♥ 10		
	♦ 10 9 8 5		
	♣ Q 8		

West	North	East	South
2NT	Pass	4♦	Pass
5NT	Pass	6♦	End

East should respond 4♦ to 2NT, which says, “Partner I have a strong diamond suit and a genuine chance of a slam.” Opener bids 4NT if he is not interested in slam and anything else to try for slam. With six top tricks opposite a strong suit a slam will surely be on so West needs to show this. 5NT is a reasonable option: hoping that partner understands that you are not cue bidding because you have all the aces! You are hoping that 5NT offers a choice of slams. East is likely to choose 6♦ which is certainly the safest slam but playing Pairs ‘safest’ does not always get the best score.

6NT makes because the ♥K is in the right place. 6♦ is a much better contract: making whoever has the ♥K because you can aim to ruff the third heart.

If North makes the poor lead of a heart against 6NT, 13 tricks can be made: declarer wins ♥Q, cashes ♠AK, ♥A and runs the diamonds squeezing North.

## BOARD 17

*Dealer North; Love All*

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

West	North	East	South
	Pass	1NT	Pass
2NT	Pass	3NT	End

West invites game and East with four tens and thirteen points should not hesitate to accept. This is will be a competitive deal with regard to overtricks: declarers will make between nine and eleven tricks.

Much of the hand will hinge on the way you take the diamond finesse: technically the best method is to finesse North for the queen because you can make five tricks when he has a doubleton queen, but since you might want to finesse in spades too, careful planning is needed.

On a small heart lead won with dummy's eight, you might lead a spade to the ten and queen. Win the club switch, play another small spade and if North ducks you turn to diamonds playing ♦A and running the ten. Next you play a spade to the nine and ace and when the diamonds come in you have eleven tricks.

## BOARD 18

*Dealer East; North-South Game*

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

West	North	East	South
		3♣	Pass
3♦	Pass	3♥	Pass
4♥	End		

East opens with a reasonable pre-empt and gives his partner a problem! A forcing 3♦ response is reasonable and then East shows anything he has outside his suit (usually aiming for notrumps): 3♥. West now bids 4♥ as a two-way shot – if his partner does not pass he will go for 5♦!

If you do manage to finish in 4♥ you will get a great score: +450. Unfortunately it will not be a top because there are bound to be some foolish North-South pairs in 4♣ doubled which at the vulnerability is not good: costing 500 for two down doubled.

5♦ makes but 5♣ has to go one off because you lose a second club trick.

## BOARD 19

*Dealer South; East-West Game*

	♠ K 6 4		
	♥ Q J 10 5 2		
	♦ 6 5 4		
	♣ J 10		
♠ Q J 10 8 2	♠ Void		
♥ 9 8	♥ A K 6 4 3	N W S E	
♦ A K 3 2	♦ Q 9 8 7		
♣ A 4	♣ 9 8 7 5		
	♠ A 9 7 5 3		
	♥ 7		
	♦ J 10		
	♣ K Q 6 3 2		

West	North	East	South
			Pass
1♠	Pass	2♥	Pass
2♠	End		

This is an ugly hand for East-West unless they find their diamond fit.

South's hand is too weak to open and if East-West are left to their own devices they might finish in a horrible 2♠. If East tries 2NT, then West will probably bid 3NT, which will have little chance of success on a low club lead and continuation. If South does open 1♠, then West should pass on the first round and if his partner bids 2♥ over North's possible 1NT, he could then launch in to 3NT, which might have a chance on a spade lead.

If South makes the mistake of winning the spade lead then declarer can make 3NT because when he takes the ♣A on the second round, South's hand will be isolated leaving declarer to make four diamonds, two hearts, two spades and a club. But if South ducks the first spade declarer may well go off unless the clubs get blocked.

## BOARD 20

*Dealer West; Game All*

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

West	North	East	South
			Pass
Pass	1♠	2♦	Pass
Pass	3♥	Pass	3♠
End			

This is an interesting competitive deal with two very distributional hands. The auction will start 1♠-2♦ and then South could try 2♠, just to show some support, but Pass is reasonable and works out well on this deal. West is so flat it does not look right to support (9½ losers!) and when he passes North rebids in hearts, but with the power of his hand a jump to 3♥ is worthwhile: competing the hand and showing his 5-5 distribution. South reverts to North's first suit and 3♠ may well win the auction: this will go one off because on a heart lead East should get a ruff. However, -100 will score well for North-South because East can make 4♦.

If North just rebids 2♥, or South competes to 2♠ at the start, then West is likely to show support by bidding 3♦ and then East will certainly push on to 4♦.

## BOARD 21

*Dealer North; North-South Game*

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

## BOARD 22

*Dealer East; East-West Game*

	♠ 4		
	♥ A K Q 10 3		
	♦ A 4 3		
	♣ K Q 6 5		
♠ AK 10 9 7 3	♠ 8 6 2		
♥ 8 7 6	♥ J 5	N	
♦ 9 8 7	♦ Q 6	W	E
♣ 3	♣ AJ 10 7 4 2	S	
	♠ Q J 5		
	♥ 9 4 2		
	♦ K J 10 5 2		
	♣ 9 8		

West	North	East	South
	1♥	Pass	2♣
Pass	3♣	Pass	3♥
Pass	4♦	Pass	4♣
Pass	4NT	Pass	5♥
Pass	6♥	End	

West	North	East	South
		Pass	Pass
2♣	Dbl	3♣	Pass
Pass	4♥	End	

Getting the top score on this hand will not be easy because with an eight-card heart fit it is surely reasonable to play in 6♥, but with the two honours falling in the black suits there are an easy 13 tricks in notrumps or spades.

With such a strong suit I think South is worth a jump response to North's opening bid although when he shows heart support on the next round his partner might expect better support! After a couple of cue bids, North uses Key-card Blackwood and finds one key-card missing, thus settling for 6♥.

The play is simple, you win the ♠Q lead and play a heart to the queen and then the ♥A – claiming twelve tricks when all follow.

If West opens a weak 2♣ North has a few problems: he starts with the obvious double, but then East raises to 3♣ and the bidding comes back round to him! 4♥ seems the practical bid, but double works quite well because South might well convert to 3NT.

The play is relatively straightforward: the defenders should get a club ruff against 4♥ to keep declarer to ten tricks, which means the ten obvious tricks in 3NT score better.

Those Wests in 4♣ doubled are likely to go down two for a bad score, although perfect defence: three trump leads; removes all the trumps from dummy and forces declarer to lose three tricks in each red suit: -800.

## BOARD 23

*Dealer South; Game All*

♠ AK2 ♥ K1076 ♦ 1087 ♣ Q93	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10954 ♥ AQ42 ♦ KQ965 ♣ Void  ♠ J6 ♥ 9 ♦ AJ42 ♣ AK8654	♠ Q873 ♥ J853 ♦ 3 ♣ J1072
	N											
W		E										
	S											

## BOARD 24

*Dealer West; Love All*

♠ Q5 ♥ 98753 ♦ 86542 ♣ Q	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A7 ♥ QJ6 ♦ AQJ3 ♣ A984  ♠ 10862 ♥ A4 ♦ K107 ♣ 6532	♠ KJ943 ♥ K102 ♦ 9 ♣ KJ107
	N											
W		E										
	S											

West	North	East	South
			1♣
Pass	2♣	Dbl	3♣
3♥	End		

West	North	East	South
Pass	1♠	Dbl	2♣
3♥	Pass	4♥	End

North does not have the strength to show his majors, but with a fit in clubs he can bid 2♣. East doubles for take-out and South tries to keep West out by raising clubs higher. West has a difficult decision because his hand is very flat: 3♥ will get him the best result because that is the limit of the hand.

The play in a heart contract is a little complicated, but declarer should be held to nine tricks. However, if the defence start with a diamond to the ace and a diamond ruff, then North must now play a club or declarer can make ten tricks by drawing trumps and establishing both diamonds and spades. Even if North finds the club switch, declarer can make ten tricks if he manages to squeeze South in the minors.

4♣ is too high because it is likely to get doubled and go one off for -200.

It is hard to know how this deal will pan out. The three-level is high enough for both sides, but because 3♠ is likely to make 4♥ one off might score all right.

North's hand is very much borderline for an opening bid, but the modern style is to open anything, so many will open 1♠.

East starts with a double and South bids 2♠. If you have a method of showing a weak raise to 3♥ (using 2NT in the style of Lebensohl) then this would be a good time to use it, otherwise it is difficult to resist bidding 3♥ since the shape of the hand is so good.

In the play, North is likely to lead ♦9 against 4♥ and declarer will win and lead ♥Q. South wins, cashes ♦K and gives his partner a ruff for one down.

Against spades with x-ray vision East could lead ♣A and give his partner two ruffs to defeat 3♠, but more likely is that nine tricks will make.

## BOARD 25

*Dealer North; East-West Game*

♠ 10 8 5 4 ♥ A K 4 ♦ 10 7 2 ♣ Q 10 7	<table style="margin: auto; border: 1px solid black; padding: 5px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ K Q 7 6 2 ♥ Q J 10 9 ♦ J ♣ J 9 8 Void ♥ 8 7 6 5 3 2 ♦ K 8 6 3 ♣ K 5 2 ♠ A J 9 3 ♥ Void ♦ A Q 9 5 4 ♣ A 6 4 3	♠ Void ♥ 8 7 6 5 3 2 ♦ K 8 6 3 ♣ K 5 2
N							
W							
S							
E							

West	North	East	South
	Pass	Pass	1♦
Pass	1♠	Pass	3♥
Pass	3♣	Pass	4♣
Pass	4♠	End	

Since a 2♥ rebid from South would be a reverse, 3♥ is available as a splinter bid, but North does not like what he hears: his solid hearts are wasted and even over another cue bid, North fails to get excited. 4♠ is certainly far enough.

On the ♥8 or ♥7 lead there seems little point in discarding because it appears that West has the ace and king. In which case you should try to ruff as many hearts as possible. My aim would be to discard my clubs on my diamonds and to this end I would lead a diamond to the jack and king. Now you win the ♣A cash two diamonds discarding clubs and set about a cross ruff: club ruff, heart ruff, club ruff, heart ruff; now poor West only has trumps left, but you don't let him make any of them!

## BOARD 26

*Dealer East; Game All*

♠ 3 2 ♥ K J 10 8 4 ♦ Q 8 5 ♣ K 6 2	<table style="margin: auto; border: 1px solid black; padding: 5px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ Q J 6 4 ♥ 3 ♦ 10 7 6 4 ♣ Q J 7 4 ♠ 10 8 ♥ 9 7 5 2 ♦ 9 3 ♣ A 10 9 5 3 ♠ A K 9 7 5 ♥ A Q 6 ♦ A K J 2 ♣ 8	♠ 10 8 ♥ 9 7 5 2 ♦ 9 3 ♣ A 10 9 5 3
N							
W							
S							
E							

West	North	East	South
		Pass	1♠
Pass	2♠	Pass	4♣
Pass	4♠	End	

South has a wonderful hand and a 2-level opening is not out of the question, but there are certainly not the eight playing tricks required for a strong two.

If East-West stay out of the auction, then North-South should stay in game: South makes a splinter bid – showing shortage in clubs, but with his ♣QJ wasted North's hand is looking weaker so he signs off. However, if West braves a 2♥ overcall, then the interference may push North-South in to a slam: North will view his singleton heart as quite a positive feature.

6♠ depends on the position of the ♦Q and on this particular day it is wrong, so eleven tricks are the limit.

## BOARD 27

*Dealer South; Love All*

	♠ J		
	♥ A 10 3		
	♦ 10 8 7 4		
	♣ AK 10 9 5		
♠ 9 5 4 2	♠ A Q 7 3	N	E
♥ 8 4	♥ Q 9 2	W	S
♦ Q 6 3 2	♦ J 5		
♣ 8 6 4	♣ Q 7 3 2		
	♠ K 10 8 6		
	♥ K J 7 6 5		
	♦ AK 9		
	♣ J		

West	North	East	South
			1♥
Pass	2♣	Pass	2NT
Pass	3♥	Pass	4♥
End			

South has an awkward rebid and since he is strong enough to go for game after his partner's 2♣ bid, he could bid 2♠, but 2NT seems reasonable too – it depends on your bidding style. North shows delayed heart support (three cards) and South raises to 4♥. This is an excellent contract, but you would like to outscore those pairs in 3NT to make sure of a top!

After a spade lead to the ace, East may well switch to ♦J. Reading this for a doubleton declarer can aim for overtricks by cross-ruffing. Win ♦AK, ♠K, ruff a spade, ♣AK discarding a diamond and then a diamond ruff, another spade ruff and then another diamond ruff. Finally, a trump to the ace and a club from dummy finesses East's queen of trumps. 4♥+2 should get you the top score.

## BOARD 28

*Dealer West; North-South Game*

	♠ Void		
	♥ A 10 9 7		
	♦ AK J 7 3		
	♣ 9 7 6 3		
♠ AK 10 8 4	♠ Q 9 7 6	N	E
♥ Q J	♥ K 8 6 4 2	W	S
♦ Q 8 5	♦ 9 4		
♣ J 5 2	♣ Q 8		
	♠ J 5 3 2		
	♥ 5 3		
	♦ 10 6 2		
	♣ AK 10 4		

West	North	East	South
1♠	Dbl	2♠	3♣
3♠	4♣	End	

Another very competitive board. North has the perfect take-out double and over 2♠, (some East's will stretch to 3♠), South should try to show his hand: although he has four spades, they are unlikely to be worth much in defence since the declarer is warned that North will be short in the suit, so South may as well bid his good suit. With a fit found North bids on to 4♣, perhaps assuming that both sides have a nine-card fit.

4♣ is too far for East-West because two off doubled is 300 – it may also push North-South in to a making game – because South may well make eleven tricks in clubs. He ruffs the ♠A lead, cashes ♦A, takes ♣AK and finesses in diamonds. When the diamond finesse works he has an easy eleven tricks.

## BOARD 29

*Dealer North; Game All*

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

West	North	East	South
	Pass	1♥	Pass
Pass	Dbl	End	

South must pass on the first round as he has nothing to show, but after his partner's re-opening double he can either choose to defend or go for 3NT. If you choose to defend West must keep quiet: rescuing to 2♣ is an unmitigated disaster!

If you do defend 1♥ you have to aim to take declarer three down because 3NT is likely to make.

South leads ♠J against 1♥ doubled, which runs to declarer's king. Declarer unblocks ♣A, then tries a spade to North's queen. North switches to the ♦J to king and ace, then the ♦Q and a diamond ruff. On the ♠A South can discard a club and North then leads a club, East ruffs, but South overruffs and leads a diamond ruffed by the ♥J and East's ♥Q. Finally, South cannot be stopped from making his ♥AK9. Declarer makes just four tricks and +800 should be a great score for North-South.

## BOARD 30

*Dealer East; Love All*

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

West	North	East	South
		Pass	Pass
1NT	Dbl	End	

West has an ugly 1NT and it is not unreasonable to pass on such a hand. However if you do open North will no doubt double and South should pass: with such a flat hand it makes no sense to take the double out.

Accurate defence should take 1NT one down. North leads the ♦A and on seeing the discouraging ♦5 from partner, tries the ♣10 which runs to declarer's ace. Declarer then leads spades, but North wins and continues with a low club, allowing South to take his eight and king before switching to a heart. The defence end up with three clubs, two diamonds, ♠A and ♥K.

However a less accurate defence could allow declarer to make a few more tricks, so there may be scores ranging from +100 to -280 on the traveller from the same contract!

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