



Commentary for the World Wide Bridge Contest

Set 6 – Wednesday 9th May 2018, Session # 5916

Thank you for participating in the 2018 WWBC – we hope that, win or lose, you enjoyed the hands and had fun. All the results can be found at www.ecatsbridge.com/sims as normal - just look for the results for the day you played. **Mark Horton** from England wrote the commentary for this interesting set of boards.

Full details of the Contest itself and the prizes offered can be found by going to the website at <http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/>

Board No 1 - None Vul. Dealer North

<p>♠ J 7 ♥ A 10 9 5 ♦ J 6 3 ♣ Q 10 8 7</p> <p>♠ Q 9 5 ♥ J 8 4 ♦ A 10 5 2 ♣ A K 3</p> <p>♠ K 10 6 3 2 ♥ Q 7 6 ♦ K 7 4 ♣ J 9</p>	<p>♠ A 8 4 ♥ K 3 2 ♦ Q 9 8 ♣ 6 5 4 2</p>
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If West opens INT (12-14/13-15/14-16) there is a case for East pass, even opposite 14-16. The intermediates are poor and 3-3-3-4 is generally an unproductive distribution.

Suppose North leads a club against a notrump contract. Declarer wins and will need to play on diamonds. With plenty of entries you would like to start with dummy's queen, but here you have to play a diamond from hand. If Declarer puts in dummy's eight South wins with the king and returns a club. Declarer wins, plays a diamond to the nine and then plays two more rounds of diamonds followed by a spade to the ace and a spade. With the ace of hearts onside declarer will emerge with eight tricks.

Board No 2 - N/S Vul. Dealer East

<p>♠ K 10 5 3 ♥ Q 9 8 2 ♦ 10 9 ♣ K 7 5</p> <p>♠ Q 9 7 6 ♥ J 7 3 ♦ 7 6 5 4 ♣ Q J</p> <p>♠ A 4 ♥ K 10 ♦ Q J 3 2 ♣ A 9 6 4 3</p>	<p>♠ J 8 2 ♥ A 6 5 4 ♦ A K 8 ♣ 10 8 2</p>
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If East opens 1♣ and rebids INT over West's response it is hard to see NS getting into the auction.

If East starts with 1♦ the situation does not change unless South either overcalls 2♣ - very thin on such a poor suit - or makes a shaded bid of INT - dubious with no source of tricks.

If East begins with a 10-12/12-14 INT and South scrapes up a double EW will be in trouble.

If East plays in INT and South leads a club North will no doubt cover with the king and return a club, South winning and clearing the suit. Placing the club length with South declarer might now try a spade towards the queen, hoping to find South with a doubleton honour. When that works declarer emerges with five tricks.

If NS happen to play in no trumps West must lead a spade, East putting in the eight in order to hold declarer to eight tricks.

Board No 3 - E/W Vul. Dealer South

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

Some pairs use an opening bid of 2NT to show both minors (it is described in detail in *The Mysterious Multi*). Were it to be used here it might see EW get into trouble - perhaps after 2NT-(Pass)-3♣-(3♠)-(Pass)-4♠.

Where South passes and West opens 1♦ North might be tempted to overcall 2♦ to show the majors. If East doubles South bids 2♥ which is a sensible spot (there is no obvious way to defeat it).

Were EW to be given a free run they might bid 1♦-1♠-2♦-2NT - a contract which has practical chances (in theory it is unbeatable, but is very double dummy).

Board No 4 - All Vul. Dealer West

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

If West decides to open the bidding, East will not stop short of game. For example - 1♣-1♦-1♠-3NT.

Suppose North overcalls - then the auction might go 1♣-(1♥)-2♦-(2♥)-Pass-3NT.

Where West passes a few partnerships might be using 2♥ to show a weak hand with hearts and a minor. If East overcalls 3♦ West is sure to bid 3NT.

If East declares 3NT South has to find a club lead when the strongest defence is for North to win and switch to the jack of hearts.

If West declares North leads the ♥J and declarer will be heavily defeated- especially if South finds a switch to the ♣Q when in with the king of diamonds.

Board No 5 - N/S Vul. Dealer North

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

If North opens 1♦ East overcalls 1♠ and South doubles. If West raises to 2♠ South can bid 3♦. If West raises to 3♠ and South doubles again North will have to choose between a pass and 3NT.

If North starts with 1♣ South might be more inclined to double twice rather than support clubs at any stage - acknowledging that many pairs now open 1♣ with a doubleton.

3NT has little chance - even after a low spade lead North has no real hope of nine tricks.

If EW play in spades the strongest defence is for South to lead a trump. Then North plays trumps at every opportunity, holding declarer to eight tricks.

If NS play in diamonds and East starts with the ♥4 declarer wins in hand and does best to duck a club. If West wins and switches to the ♠J East wins and will probably exit with a club. Declarer takes dummy's ace, comes to hand with a diamond, ruffs a spade and cashes the ♦Q. When West discards declarer exits with a club and East is snookered.

Board No 6 - E/W Vul. Dealer East

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

If East opens 1♠ and South overcalls 2♣ North will probably settle for 3NT, perhaps going via 2♠.

If East leads a spade declarer wins in hand and has various ways to secure ten tricks. Returning a spade forces East to win and switch to a diamond honour in order to hold declarer to ten tricks.

Were East to lead a club declarer could win in dummy and play a spade to the king. Once again East would need to switch to diamonds to be sure of three tricks - anything else and a squeeze will operate for a vital eleventh trick.

Board No 7 - All Vul. Dealer South

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

The South hand is ideal for a weak 2♦ opening. Where that happens East will have an interesting choice - starting with a double might see West jump to 5♣ when East will probably try 5♥. An alternative for West would be to bid 3♦, hoping the clubs will be useful if East can bid 3NT. That would be unlucky, but East might prefer to rebid 4♥.

Alternatively East might overcall 3♥, when West has an easy raise to game.

Where South does not have a weak two in diamonds available 3♦ could be chosen. Then East might overcall 4♥.

Where South passes West might open 3♣, East probably responding with a jump to 4♥.

Were West to pass East could open 1♥ after which 4♥ is sure to be reached.

If East starts with a Strong 1♣ South can overcall, but it will not prevent East bidding 4♥.

Unless South leads a trump there will be twelve tricks in hearts, declarer playing to ruff two diamonds while pitching two losing spades on dummy's clubs.

Board No 8 - None Vul. Dealer West

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

If West opens 1♥ East will raise - there will be support for 3♥ and 4♥ as well as those able to make a conventional raise. If South decides to overcall in spades West might pull the trigger.

If South decides to bid a double will work best as North will be delighted to play for penalties.

South can take eight tricks in spades without too much difficulty if the defenders start with three rounds of diamonds. It's tougher if West leads a diamond and East wins and switches to a club. If declarer wins in dummy and runs the five of spades West wins and exits with a club. Now a second trump would be a mistake - declarer must play a diamond, staying one step ahead of the defence.

If EW play in hearts the maximum penalty requires that the defenders start by cashing their four black suit winners.

Board No 9 - E/W Vul. Dealer North

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

If North opens 1♥ and South responds INT West will overcall 2♣, North's 4♥ rebid ending the auction. If North starts with a Strong 1♣ South responds 1♦ and North jumps to 4♥ over West's intervention. If anyone still plays them the North hand is an example of an Acoll Two Bid.

If the defenders start with two rounds of clubs declarer ruffs, crosses to the jack of hearts, comes to hand with a diamond, draws trumps and plays a diamond, scoring eleven tricks. To prevent this West needs to switch to a spade at trick two (swap the location of the queen and jack of spades and the king looks best, but then East can be strip squeezed).

Board No 10 - All Vul. Dealer East

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

If East opens 1♣ West responds 1♥. East has an awkward rebid - 2♣ is not quite enough, but 3♣ is perhaps a little too much. If East rebids 2♣ West might opt for 3NT which probably ends the auction. If East rebids 3♣ West's view will be different. How the auction proceeds from here will depend on agreements. For example a bid of 3♦ by West might be played as an advance cue bid; a raise to 4♣ might be asking for keycards, and so on.

On this deal it works well if East is the one to ask for key cards. Discovering that West has three aces and the ♠K allows East to count 13 tricks.

If East starts with a Strong 1♣ West will immediately think in terms of a slam. Given a free run the strong clubbers will have a chance to reach a grand slam - they might bid along this lines of 1♣-1♠*-2♣-3♣-3♦-3♥-3♠-4♦-4♥-4♠ when East can ask for keycards on the way to 7NT.

It is usually difficult to hit the top spot on perfectly fitting hands, but this might be an exception.

Board No 11 - None Vul. Dealer South

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

If South opens 1♦ West might overcall INT, ending the auction unless East takes a view and tries to locate a major suit fit.

If South starts with INT (12-14/13-15/14-16) West can double facing the first range but otherwise will probably pass.

If EW find a route to 2♠ declarer will only be able to get home by playing South for a doubleton spade honour, starting the suit with West's queen.

If South plays in INT West will probably lead a top club and then switch. The best chance (as the cards lie) is to try the ♠Q. Say declarer wins with the king. Now it is easy to go down (making the reasonable assumption that West started with the ♠QJ) for example by playing a heart, trying to establish entries to play diamonds from dummy. West takes the king then plays a second spade when the defenders will take seven tricks.

Board No 12 - N/S Vul. Dealer West

<p>♠ 9 8 7 4 2 ♥ J 9 4 ♦ K J 9 ♣ 6 4</p> <p>♠ K Q 6 3 ♥ Q 7 5 2 ♦ 4 2 ♣ J 8 5</p> <p>♠ A ♥ A K 8 ♦ 7 6 ♣ A K Q 10 9 3 2</p>	<p>♠ J 10 5 ♥ 10 6 3 ♦ A Q 10 8 5 3 ♣ 7</p>
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If South opens 1♣ North responds 1♠ and East chips in with 2♦. Simplest now for South is to bid 3♦ and then raise North's 3NT to 4NT - an invitation that will be declined.

South might well start with 2♣. If North responds 2♦ East can double and South bids 3♣. Now the practical bid for North is to ignore the spades and bid 3NT.

If South starts with a Strong 1♣ North responds 1♦ and East might bid 2♦. When South bids 3♣ North can again try 3NT.

Some players will be able to open the East hand 2♦/3♦ - both make life much tougher for NS. Over 2♦ South might try 3♦ - fine if it asks for a stopper for notrumps.

Over 3♦ I confess I have no idea what South should do. After a double it would be asking a lot for North to prefer 3NT to 3♠. Perhaps South could cross everything and risk 3NT over that, but it would be a huge gamble.

One final point - a few players holding the West hand might have a bid to show both majors (2♦ for example). After 2♦-(Pass)-2♥ South can start with a double but how does the auction continue? If North bids 2♠ the practical bid will be 3NT.

There are ten tricks in notrumps unless East leads a diamond which gets declarer up to eleven.

5♣ can be defeated on the go by three rounds of diamonds, but a spade (or trump lead) is also good enough.

Board No 13 - All Vul. Dealer North

<p>♠ 10 4 ♥ J 10 4 2 ♦ 4 ♣ A Q 10 6 4 2</p> <p>♠ Q 8 7 2 ♥ 6 5 ♦ Q 7 6 2 ♣ 9 8 3</p> <p>♠ A 9 5 ♥ A Q 9 7 ♦ J 10 9 5 3 ♣ K</p>	<p>♠ K J 6 3 ♥ K 8 3 ♦ A K 8 ♣ J 7 5</p>
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If East opens 1NT South will want to have a way of getting into the auction, perhaps by bidding 2♣ to show hearts and another suit. If North then jumps to 3♥ South might consider going on to game.

Suppose East starts with two rounds of diamonds. Declarer ruffs, runs the jack of hearts, crosses to the king of clubs and plays the ♦J pitching a spade if West does not cover. (If West covers declarer ruffs, pitches two spades on clubs and draws trumps.) Then declarer cashes dummy's ♠A, ruffs a spade, pitches two diamonds on the clubs and cross ruffs to get up to twelve tricks.

East can avoid this by switching to a black suit at trick two, but declarer should still secure eleven tricks (on a spade switch declarer wins in dummy, unblocks the clubs, ruffs a diamond and runs the ♥J followed by the ten, the losing spades going on the top clubs).

The way to hold declarer to ten tricks is to lead a spade at trick one - too difficult unless you know diamonds is the second suit.

Board No 14 - None Vul. Dealer East

<p>♠ A Q 10 8 5 3 2 ♥ 9 2 ♦ 6 ♣ J 5 4</p> <p>♠ 9 ♥ A 10 6 3 ♦ 7 5 4 ♣ K 9 8 7 2</p> <p>♠ J 7 6 4 ♥ J 7 ♦ A K Q 10 9 3 ♣ A</p>	<p>♠ K ♥ K Q 8 5 4 ♦ J 8 2 ♣ Q 10 6 3</p>
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If East opens 1♥ and South overcalls 2♦ West will raise hearts - but North is sure to

introduce the spades up to and including the four level.

If East passes South opens 1♦ and North responds 1♠ and jumps to game over South's raise.

If the defenders start by cashing two hearts the only remaining issue will be how declarer tackles the trump suit. The odds play is to cash the ace.

Board No 15 - N/S Vul. Dealer South

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

If South opens 1♥ West might overcall 2♦ which will lead to a serious penalty if North decides to pass, declarer probably taking no more than four tricks (the thing the defenders need to avoid is letting South ruff any spades in hand).

Where West passes North responds 2♦ and probably continues with 3♣ if South rebids 2♥. Then South will bid 3NT most likely ending the auction.

Might South rebid 2♠? Given that the hand rates 17.60 on the Kaplan-Rubens hand Evaluator it is not unreasonable. In that case North might see the possible advantages of playing in the Moysian fit. If North bids 2NT followed by 3♠ over South's 3♥ there is some chance that NS might cue bid their way to 6♠. For example after 1♥-2♦-2♠-2NT-3♥-3♠-4♣-4♦-4♥ North might ask for key cards before bidding 6♠.

If South plays in 6♠ and West leads a diamond (the only dangerous lead - otherwise declarer can establish the hearts) declarer wins in dummy and plays a heart to the king and ace, West returning a top diamond forcing declarer to ruff. If declarer now decides to play for trumps to be 2-2 there is a way to get home. Declarer plays a club to the jack, returns to

hand with a club, cashes a heart and plays a small heart (this caters for West having a doubleton 8 or 9 of spades). Declarer ruffs with dummy's ♠7, cashes the ♣A and then has a high cross-ruff.

I'm not 100% sure this is the best line - it would fail if West is the one with four spades (then declarer needs to play both top hearts).

The key difference between the two lines is that when West has ♠9x or ♠8x ruffing the third heart with the higher card can be met by an overruff (as long as declarer plays a low heart). Then declarer plays a spade to the ten, cashes the ♥J and cross-ruffs the last three tricks.

Board No 16 - E/W Vul. Dealer West

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

This might be one of these very rare birds - a flat board around the world.

West opens 4♥ ending the auction and takes ten tricks.

Board No 17 - None Vul. Dealer North

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

Were North to open a 10-12 INT South would have to choose between looking for a spade suit fit before introducing the diamonds, or transfer to diamonds and then bid spades.

If North passes and East opens 1♥ South can overcall 2♦. If West then bids 3♥ and North passes South might decide to double, the distribution compensating for the lack of high cards. North's hearts are not good enough to play for a penalty so the choice will be between 4♦ and 5♦.

If East does not open South starts with 1♦. West might overcall 1♥ and if North bids INT East will probably bid 2♦ to show a good raise. South might like to bid 2♥ now - the idea being to use it as a take-out of hearts, but North might imagine a stronger hand.

Clearly NS want to play in diamonds - with the ♦K onside and the clubs behaving there are eleven tricks.

Board No 18 - N/S Vul. Dealer East

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

If East opens 2♥ that might end the auction unless North is willing to re-open with a double. When South responds 2♠ will West be tempted to double?

If East starts with a Multi 2♦ West responds 2♥. Here North might double for take-out, South bidding 2♠ as before.

If East passes and West opens 1♦ East responds 1♥ and West rebids 1♠. At this form of scoring East is likely to bid 2♥.

The play is not complicated - there should be eight tricks in hearts and nine in diamonds, declarer playing to ruff spades in dummy - after a club lead for the queen, king and ace declarer can play a heart or a spade. If South plays in spades the defenders should not be hard pressed to score six tricks.

Board No 19 - E/W Vul. Dealer South

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

If North opens 1♦ East doubles and South bids 1♥. If West decides to bid 1♠ North might consider jumping to 4♥. That could see East try 4♠.

If NS play in hearts declarer should take ten tricks without any great difficulty.

If EW play in spades the defenders do best to lead trumps. If North starts with a top heart declarer will be in a strong position - a trump switch can be taken in dummy when one winning line is to ruff a heart, cross to dummy with a club, ruff a heart and play another club. It does not help North to ruff and after winning in dummy declarer ruffs another heart and gives up a club. In some other lines declarer gets home by ducking the first round of clubs when North's queen appears.

Board No 20 - All Vul. Dealer West

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

If East opens INT West transfers to spades and that will ensure that the spade game is reached.

If East starts with 1♣ West responds 1♠ and then goes on to game over East's 3♠.

The play is uncomplicated, declarer losing a heart, a diamond and a club.

Board No 21 - N/S Vul. Dealer North

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

If East opens 1♣ and West responds 1♥ North will be stymied. However, if East rebids 1♠ and West passes there is some chance that North might try 2♥.

If North happens to open 1♥ and East doubles South will probably redouble. With no clear cut action West will probably pass. Anything could happen from here - North might decide to rebid 2♥ and then pass South's invitational raise, or perhaps North will pass and then South will double East's 2♣, which might put NS on the way to a great result.

If NS play in hearts there should be nine tricks.

Board No 22 - E/W Vul. Dealer East

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

If East opens 1♠ and West responds 2♣ North will overcall 2♦. If East rebids 2♠ and West bids 3♦ East will probably bid 3NT.

In theory 3NT can be heavily defeated - South leads a club and North wins and switches to the jack of diamonds, but in practice it is likely to make - if South starts with the king of diamonds the best the defenders can do is cash four tricks.

Board No 23 - All Vul. Dealer South

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

If North opens 1NT South will look for a heart fit and then bid game.

When East leads the ♠K declarer ducks, wins the next spade and plays two rounds of hearts. When East discards declarer plays two rounds of clubs, finessing against West, and pitches a spade on the third round of the suit. After that there will only be two more losers, one in each red suit.

Board No 24 - None Vul. Dealer West

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

If West opens 1♠ North will probably want to get involved in the auction, either doubling or overcalling 2♥. After a double South can jump to 3♣ when North's best move is to let matters rest.

If North bids 2♥ South is awkwardly placed. Bidding 2NT will see North raise to game, and that is likely to fail.

Were West to open 2♠ North must choose between a double and 2NT. Is there a case for South to convert a double?

If West's first bid is a Multi 2♦ North can double and when East bids a 'Pass or correct' 2♠ South might try a value showing 3♣.

3♣ is the last making contract for NS - the play might be quite pretty. Clearly if West leads a top spade declarer has an easy route to nine tricks via a club ruff in dummy. A trump lead makes it clear that playing for a spade ruff will not work. Declarer must play for elimination, winning the trump lead and ducking a heart. After a second trump declarer can play a third round and then test the hearts. When West discards on the third round declarer plays three rounds of diamonds and exit with a heart, finally scoring a ninth trick with the ♠10.

Board No 25 - E/W Vul. Dealer North

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

If East opens 1♦ (easier for a pair playing a Strong 1♣) West responds 2♣. When East rebids 2♦ West might bid 2♥ (it is generally accepted that this type of bid can be made on a three card suit). If East then raises to 3♥ West can bid 3♠ and will pass over East's next bid, be it 3NT or 4♥.

Where East passes and West opens 1♣ East responds 1♦. If West decides to rebid 3♣ East might settle for 3NT. If West prefers to rebid 2♣ East might let matters rest. The alternative is to bid 2♥ when West can bid 2♠ and then raise East's 2NT to game.

If West starts with a Strong 1♣ East can respond 2♦ and then choose between 3♥ and 3NT over West's 3♣. In the former case West's 3♠ will see East bid 3NT.

Played by East 3NT has excellent chances - a spade lead from South does not work but South is unlikely to find a minor suit lead. Just one further point - after a diamond lead, North must duck the first round of clubs.

Board No 26 - All Vul. Dealer East

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

If South opens 1♣ West might decide that facing a passed partner 1♠ is less committal than a two-suited overcall. That might result in this sequence: 1♣-(1♠)-2♥-(2♠)-Pass-(Pass)-4♣.

Were South to start with 1♦ a la Precision the auction could continue (1♠)-2♥-(2♠)-Pass-(Pass)-3♣-4♣.

When South passes West can open 1♠, when North must choose between 2♠ (hearts and a minor) and 2♥. Were the auction to go 1♠-(2♥)-2♠ South could consider bidding 3♣ which for most pairs would suggest at least tolerance for hearts.

A tough deal on which to stop in a part score, especially if South opens.

Board No 27 - None Vul. Dealer South

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

If South opens 1♥ and West overcalls 1♠ East can bid 1NT. If West rebids 2♣ and East raises to 3♣ West might go back to 3♠ leaving the final decision to East.

If West plays in spades and North leads a heart South wins and must cash the ♣A in order to hold declarer to nine tricks.

If East plays in 3NT a low heart lead will put declarer one step ahead - South needs to start with a diamond when the contract should go two down.

Board No 28 - N/S Vul. Dealer West

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

If West is able to open a 10-12 INT East may want to have a way of inviting game - perhaps via a non-promissory Stayman sequence.

Where West passes and East opens 1♦ South might double. If West redoubles North will probably pass, hoping to see South bid a major if East passes. When South bids 1♠ a double by West should produce an excellent score. All the defenders have to do is make sure they attack hearts at an early stage when they will be sure of seven tricks.

Board No 29 - All Vul. Dealer North

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

Terence Reese wrote of hands like the one dealt to North here - 'All I can do is Pass and hope to be on the winning side.' If East opens 1♣ and South doubles West can redouble and then bid an invitational 2NT when East rebids 2♣, ignoring the generally sound principle of bidding game when partner has opened the bidding and you also have an opening bid because of the modern trend towards light opening bids.

If East passes and South opens 1♣ West might double. If East then bids INT West will have no reason to advance.

If West plays in no trumps and North leads a heart declarer can get up to nine tricks by winning the second heart and cashing five clubs (not a certainly if South has made a take out double) which puts too much pressure on South. The only way to prevent this happening is for North to lead a spade at trick one.

If East plays in no trumps a spade lead does not help - declarer will win and play a diamond and should emerge with ten tricks. To restrict declarer to nine tricks South needs to start with a high heart.

Board No 30 - None Vul. Dealer East

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

If East opens 1♣ West responds 1♠. If East then jumps to 4♣ West has to decide if it is right to cue bid with 4♦ - a close decision. Obviously East will not stop short of 6♠ if West bids 4♦, but even if West signs off with 4♠ East is likely to at least make a further try and 6♠ should be reached.

If East starts with a Strong 1♣ West may have a special response to show this type of hand, for example 2NT to show any 4441 hand with 3♣ then asking for the singleton (responder bids 3NT with a singleton club). Another possibility is to respond 2♥ when 2♠ asks responder to bid one under the singleton. One advantage of this method is that the opener can then bid the shortage to ask for controls, while a new suit becomes RKCB. In the early days of Precision it was possible to respond 1♦ and then jump on the next round - the 'Impossible Negative' - it still has supporters.

If EW play in 6♠ and North leads a heart declarer wins in dummy and has many alternatives. Here is one possibility - cash the

ace of spades and play a spade to the ten. When it holds run the king of clubs pitching a heart, ruff a club, play a diamond to the king, ruff a club, cash the ♥K, ruff a heart and draw the outstanding trump, squeezing North, who is down to ♦J75 ♣A for an overtrick.

Board No 31 - N/S Vul. Dealer South

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

If South opens 1♦ West will probably make a two-suited overcall - 3♣ being a popular choice to show the black suits. If East responds 3♠ I suspect South might try 3NT - after all, give North just the ♦A and it is cold.

If South starts with 2♣ West may still be able to make a two-suited bid - for example 2♥ to show two suits of the same colour. If North doubles to show some values East bids 2♠ and South rebids 3♦. If North then bids 3♥ South might raise to game. An aggressive West might double that for a great result.

If South starts with a Strong 1♣ West is sure to bid - as above one option being to overcall 1♥ to show two suits of the same colour.

If South plays in 3NT West needs to lead spades - with the ♦A as a certain entry it looks automatic.

Board No 32 - E/W Vul. Dealer West

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

If North opens 1♠ East will overcall in clubs. After 1♠-(2♣) South can double, when North will probably jump to 4♥.

It's hard to see NS failing to reach a major suit game. The vital thing for the defence is to lead a diamond, holding declarer to eleven tricks.