

## The ECatsBridge Summer Pairs Monday 4th July 2022



Thank you so much for joining us for our Summer Charity Pairs in aid of Kidney Research UK and the British Heart Foundation both of which are charities that need as much funding as possible in order to continue their work.

It was with great sadness that we learned of the recent death of Mike Mollart-Rogerson who founded this Simultaneous Pair. We are happy to be able to continue his work and raise funds for Kidney Research which we know was a charity very close to his heart..

We hope you enjoyed the hands and that they weren't too challenging – and whether or not you did well at least you can at least rest assured that you are helping to support two great charities.

The results are at <https://www.ecatsbridge.com/sims/default.asp> and if you want more general information about the event and a link to make donations then just go to : <https://www.ecatsbridge.com/sims/Summer-Pairs/default.asp>

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

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

After North opens 1♦, will East overcall 1♥? It is the bidder's vulnerability, love all. South faces a similar decision whatever East does – bid 1♠ (or double 1♥) to show the spades or simply raise diamonds. With two tricks in each major as losers, 3♦ makes. East-West do better to call 3♥ and go one down. Given the chance, they do better still to play in 3♣ – all the defenders can make is their four top tricks. North can make an overtrick in INT.

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

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

If West opens 1♠, East raises to 2♠, probably ending the auction at this vulnerability. It would be brave (and here foolish) for North to reopen with 3♥. East would know what to do! 3♥ doubled is down 800. If West opens 1♦, North might bid 1♥, whereupon East bids INT. This makes in comfort, with an overtrick – indeed, it takes a heart lead to be sure of stopping 9 tricks. Despite the 5-1 spade split, 2♠ is the best spot in theory, with 140 available.

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

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

With Sandra Landy in the West seat, 4♥ is easy to reach 1♥-2♥-4♥ – bid game and then try to make it! Most people, when looking at 6 losers and poor trumps, will be content with a trial bid of some sort, 3♣ perhaps. East has a little bit of help in clubs and a fourth trump (not guaranteed) but overall the hand looks too minimum to accept. With the ♠A and the ♥Q both onside, 11 tricks to score 200 (or 650) are possible. 4♠ doubled would be three down: 500.

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

<p>♠ 10 7 ♥ A J 8 4 3 ♦ K Q 9 7 ♣ Q 9</p> <p>♠ K 2 ♥ K 10 6 2 ♦ A 10 4 ♣ J 10 6 3</p> <p>♠ A Q 9 8 5 ♥ 9 ♦ 8 6 5 ♣ A 8 5 4</p>	<p>♠ J 6 4 3 ♥ Q 7 5 ♦ J 3 2 ♣ K 7 2</p>
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Four cautious players could pass this deal out. This will rarely happen. Most likely North opens 1♥ – South responds 1♠ and North rebids 2♦. South has a tricky decision to make, with pass, 2♠ and 2NT the contenders. Since the cards lie reasonably well (the ♠J and ♦A are both on side), all three choices should lead to a plus score. Nine tricks are possible in spades diamonds or but only eight in no-trumps. This makes 2♠ the winning action, 2NT OK but pass unlucky.

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

<p>♠ A Q J 10 6 ♥ K J 9 6 3 ♦ A ♣ 10 7</p> <p>♠ 9 8 7 5 2 ♥ 4 ♦ 10 7 6 5 2 ♣ 8 6</p> <p>♠ K 4 3 ♥ A Q 5 ♦ 9 8 4 3 ♣ Q 3 2</p>	<p>♠ 10 8 7 2 ♥ K Q J ♦ A K J 9 5 4</p>
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When North opens 1♠ and South responds 2♦, West must decide whether to bring hearts into the equation by doubling. 3♣ is both more lead directing and more obstructive. Either way North can show the hearts, after which South goes back to spades (with a jump) to reach 4♠. The 5-0 break means that after a club lead declarer loses a trump as well as the ♣A-K. 5♣ and 5♦ doubled are down only three. Best as the cards lie is to play in hearts from the South seat!

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

<p>♠ 7 6 ♥ 10 9 7 6 3 ♦ 5 4 3 ♣ Q 6 3</p> <p>♠ A Q 8 5 4 3 ♥ 8 ♦ A Q J 8 ♣ A 4</p> <p>♠ J 10 ♥ A K 5 4 ♦ 9 7 6 ♣ K 9 7 2</p>	<p>♠ K 9 2 ♥ Q J 2 ♦ K 10 2 ♣ J 10 8 5</p>
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1♠-2♣-2♦-2♠-4♠ seems a good sequence. The change of suit, 2♦, should be forcing after the two-level response. Once East shows any sort of spade support (often 2♠ would be on only a doubleton), West knows where to go. I suppose if East held the three kings not from heartland, there could be a slam, so perhaps West should bid 4♥ (splinter) over 2♠. 650 will be a very common score. Those who reach 3NT by luck or by judgement will get 660 and a top.

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

<p>♠ A K J 8 ♥ Q 9 5 4 ♦ A 10 3 ♣ Q J</p> <p>♠ 10 4 2 ♥ J 10 2 ♦ J 5 4 2 ♣ A K 10</p> <p>♠ Q 9 7 3 ♥ K ♦ K 9 ♣ 8 7 6 5 4 2</p>	<p>♠ 6 5 ♥ A 8 7 6 3 ♦ Q 8 7 6 ♣ 9 3</p>
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North opens 1♥ in third seat, South responds 1♠ and North (though not very proud of it) raises to 3♠. South then advances to 4♠. West's natural club lead (nobody bid the suit) does declarer no harm at all. To be fair 4♠ is makeable whatever the lead. Any East who ducks the first round of hearts will live to regret it. With such poor heart spots, there really is little point in ducking. 620 will be common, accompanied by a smattering of 170 and 650 scores.

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

<p>♠ K 3 ♥ 8 7 4 3 ♦ A 2 ♣ Q J 9 8 7</p> <p>♠ Q 9 ♥ 10 9 ♦ K J 10 9 6 4 ♣ 10 6 4</p>	<p>♠ 7 5 4 2 ♥ Q J 6 5 ♦ Q 8 ♣ 5 3 2</p> <p>♠ A J 10 8 6 ♥ A K 2 ♦ 7 5 3 ♣ A K</p>
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These days, players seem to jump at any excuse to upgrade, so South might open 2NT. Optimism is the winning strategy here, so long as you play in the right denomination. 6♣ is a very good contract: win the diamond, unblock the clubs, cross to the ♠K, draw the last trump and cross to the ♠A – if the ♠Q did not fall, you would take the ruffing finesse. 6♠ fails on a diamond lead even if you guess the trumps. Most will play in 3NT, making a few overtricks.

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

<p>♠ A Q 9 6 5 ♥ A K 5 ♦ A J 5 ♣ 7 4</p> <p>♠ 10 8 4 ♥ 8 3 ♦ Q 8 6 2 ♣ Q 10 6 2</p>	<p>♠ K J 2 ♥ Q 4 2 ♦ 10 9 4 ♣ A K 9 3</p> <p>♠ 7 3 ♥ J 10 9 7 6 ♦ K 7 3 ♣ J 8 5</p>
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The bidding is quite likely to begin and end with 1♠ from North. 110 should be the most common score, with two spades, two clubs and a heart to lose. If South scrapes up 1NT, North raises, leading to a probable minus score – even 2NT fails after a club lead to the ace (suit preference), three more clubs and a spade switch. North-South do best to play in hearts, with 9 tricks and 140 available. Finding hearts looks tough unless perhaps you play a strong club system.

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

<p>♠ A 6 2 ♥ K 8 5 4 2 ♦ K ♣ A Q 7 6</p> <p>♠ J 8 4 ♥ A 10 3 ♦ A J 9 5 ♣ J 4 3</p>	<p>♠ Q 10 9 7 5 3 ♥ Q 7 6 ♦ Q 2 ♣ 9 2</p> <p>♠ K ♥ J 9 ♦ 10 8 7 6 4 3 ♣ K 10 8 5</p>
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If East opens a weak 2♠ on this pile of garbage, West probably passes and North reopens with 3♥. Vulnerable, and being consistent with the pass over 2♠, West allows this to play. 3♠ goes down two if North scores the ♦K or a diamond ruff. 3♥ does make – indeed, on a spade lead declarer can ruff a spade in dummy and make 10 tricks. 10 tricks are easier to make playing in clubs. Playing in no-trumps is not such a good idea, with only 7 tricks available.

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

<p>♠ K J 7 4 3 ♥ J 10 7 5 ♦ K 5 ♣ 9 6</p> <p>♠ A 10 ♥ A Q 8 3 2 ♦ Q J 10 2 ♣ J 2</p>	<p>♠ Q 9 6 2 ♥ 6 4 ♦ 9 8 4 3 ♣ A 4 3</p> <p>♠ 8 5 ♥ K 9 ♦ A 7 6 ♣ K Q 10 8 7 5</p>
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South opens 1♣, West overcalls 1♥, North bids 1♠ and South rebids 2♣. West takes further action, 2♦ I suppose as double would be consistent with holding only three diamonds. Given the vulnerability – at love all anyone who goes down does so at 50 time – 2♦ will not end the auction. Either North bids 3♣ or South bids 2♠ (1♠ showed five). With 2♠ and 3♣ both makeable, East does best to compete to 3♦. This should fail by a trick.

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

<p>♠ J 5 2 ♥ 9 3 ♦ A K 9 8 7 2 ♣ 9 3</p> <p>♠ 10 8 4 ♥ J 10 8 5 2 ♦ Q ♣ J 8 6 4</p>	<p>♠ K 7 6 ♥ A 7 6 4 ♦ J 6 ♣ A K Q 7</p> <p>♠ A Q 9 3 ♥ K Q ♦ 10 5 4 3 ♣ 10 5 2</p>
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If East opens 1♣ and South passes, West faces a decision. 1♥, 2♣ and pass all have their merits. In any event, North will bid diamonds (were it not for the vulnerability North might have opened 3♦). Curiously, the 9-card heart fit yields a trick less than the 8-card club fit does – a diamond ruff by West is not an extra (ninth) winner playing in hearts but it is playing in clubs. For North-South, 3♠ and 3♦ are both on: did South overcall 1♠ at your table?

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

<p>♠ J 9 3 ♥ 10 8 7 ♦ Q J 10 ♣ 7 6 4 2</p> <p>♠ A K 6 5 ♥ A K Q 9 6 4 ♦ 7 6 ♣ 9</p>	<p>♠ 8 7 4 2 ♥ J ♦ 9 3 2 ♣ A K 10 5 3</p> <p>♠ Q 10 ♥ 5 3 2 ♦ A K 8 5 4 ♣ Q J 8</p>
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With a yuck hand and a five-card diamond suit, South is likely to open 1♦ rather than INT. West doubles and, whether East bids 2♣ or 1♠, West will bid again. 4♠ makes exactly: the defenders score two diamonds and a trump. 4♥ also makes with the same three tricks to lose. If you open INT as South, you had better retreat to 2♦ after West doubles and hope nobody doubles that. INT doubled goes for 1100 and 2♦ doubled goes for 800.

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

<p>♠ J 10 6 5 ♥ 9 6 ♦ A J 9 7 4 ♣ 10 8</p> <p>♠ K 7 4 2 ♥ A J 7 ♦ 8 6 5 ♣ 5 4 2</p>	<p>♠ Q ♥ Q 5 2 ♦ K Q 10 2 ♣ A K 7 6 3</p> <p>♠ A 9 8 3 ♥ K 10 8 4 3 ♦ 3 ♣ Q J 9</p>
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East opens 1♣, South probably bids 1♥, in which case West doubles (1♠ shows five spades for most people). At pairs, East is quite likely to rebid INT rather than some number of diamonds. Even if the upper end of the INT range is 17, West is too weak to look for game – the shape and intermediates are both very poor. As it happens, 3NT makes if South leads a heart or a low spade. East can make 4♣ – if South scores a ruff, it is with a natural trump trick.

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

<p>♠ J 5 ♥ A Q J 9 ♦ 10 8 7 5 ♣ A K Q</p> <p>♠ Q ♥ 8 5 ♦ K Q J 6 4 ♣ J 7 6 5 2</p>	<p>♠ A 10 9 6 4 3 2 ♥ K 2 ♦ 3 2 ♣ 9 3</p> <p>♠ K 8 7 ♥ 10 7 6 4 3 ♦ A 9 ♣ 10 8 4</p>
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North opens 1♥ in third seat, East jumps to 3♠. The normal rule is to allow opposing bidding to push you one level higher than you would have bid without intervention. On this basis, South should pass, though many will bid 4♥. If South passes in tempo, North may reopen with a double anyway. If East leads the ♠A at trick one or switches to it after declarer takes a losing trump finesse, a ruff beats 4♥. 3♠ would fail by a trick – at least it gives North-South a plus score.

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

<p>♠ J 3 ♥ Q J 8 5 4 ♦ 7 ♣ A 10 8 7 4</p> <p>♠ Q 10 6 5 ♥ K 7 6 2 ♦ Q 9 ♣ K Q 5</p>	<p>♠ A 9 7 4 ♥ 10 9 ♦ 6 5 4 3 2 ♣ 9 2</p> <p>♠ K 8 2 ♥ A 3 ♦ A K J 10 8 ♣ J 6 3</p>
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With the doubleton ♦Q not pulling full weight, West should probably pass as dealer at this vulnerability. If you open 1NT, you may be in trouble after South doubles in fourth seat. If East retreats to 2♦ and either South doubles for penalties or North doubles for takeout (rather than bidding hearts), you could lose 1400. 1NT doubled is down at least 1100. 2♠ doubled is a bit cheaper, down 'only' 800. North-South can make 3NT or 4♥.

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

<p>♠ 10 6 5 3 ♥ K 3 2 ♦ 9 7 4 ♣ 6 5 3</p> <p>♠ A K Q 8 ♥ J 7 6 ♦ A 8 6 5 3 ♣ 7</p>	<p>♠ 4 2 ♥ Q 10 9 5 4 ♦ K J 10 ♣ Q J 2</p> <p>♠ J 9 7 ♥ A 8 ♦ Q 2 ♣ A K 10 9 8 4</p>
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South opens 1♣ in third seat, West doubles and East jumps to 2♥. West is better than minimum for the initial takeout double but has only three hearts. A raise to 3♥ seems about in order. Having already jumped, East has little to spare – the fifth heart may be the deciding factor in bidding 4♥. After a top club and three rounds of hearts, declarer will have to guess the location of the ♦Q to make 4♥. East can also make 3NT. 3♣ by South goes two down.

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

<p>♠ A 6 3 ♥ 4 2 ♦ A K 6 5 4 ♣ 9 6 2</p> <p>♠ Q J 5 4 ♥ K J 6 ♦ Q 7 3 ♣ J 8 5</p>	<p>♠ K 10 9 8 7 2 ♥ 10 8 3 ♦ 10 8 ♣ 10 3</p> <p>♠ ♥ A Q 9 7 5 ♦ J 9 2 ♣ A K Q 7 4</p>
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Given a free run, North-South start 1♥-2♦-3♣. Whether North now bids 3NT or 3♠, South does best to bid 4♣, though 4♦ is tempting. Making 6♣ is easy: the heart finesse loses but one ruff sets up the suit. 6♦ is trickier, especially if West doubles for a heart lead. Even not guessing trumps, you can do it: take the ♥A, cash the ♦A-K and play clubs. Three clubs stand up, so away goes a heart on the fourth. 5♥ and 4NT are on. 6♠ doubled is costly: 1400.

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

<p>♠ J 10 ♥ 8 5 ♦ 6 3 ♣ A Q J 10 8 4 3</p> <p>♠ K 6 ♥ J 10 9 7 6 4 2 ♦ 8 2 ♣ 7 2</p>	<p>♠ A 9 4 ♥ A 3 ♦ A K Q J 9 7 5 ♣ K</p> <p>♠ Q 8 7 5 3 2 ♥ K Q ♦ 10 4 ♣ 9 6 5</p>
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Given the vulnerability, South may open a weak 2♠. North had better bid some number of clubs or South will not know what to lead if East plays in 3NT. East may try 3NT even after North bids clubs since West could easily have some help in the suit. With seven hearts, West probably retreats to 4♥ in any event. It takes a trump lead to stop the overtrick in 4♥. 3NT makes ten tricks on a non-club lead but only six on a club lead. 5♦ makes exactly whatever the lead.

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

<p>♠ 8 ♥ K 10 7 6 3 ♦ A 8 ♣ K J 6 5 4</p> <p>♠ K J 9 5 3 2 ♥ Q 5 ♦ J 7 3 ♣ 9 7</p>	<p>♠ A Q 7 4 ♥ A 9 2 ♦ K 4 2 ♣ A Q 8</p> <p>♠ 10 6 ♥ J 8 4 ♦ Q 10 9 6 5 ♣ 10 3 2</p>
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With their ten-card fit East-West are very likely to get to 4♠. If West plays it, a heart lead can concede an overtrick. 11 tricks can also result if North ducks the first diamond and later has to break the heart suit (or give a ruff and discard). 3NT is better in theory, with 630 on. If South leads a heart, you must play low from dummy and win the first or second round to block the suit. On a diamond lead, South must keep three clubs to stop 11 tricks (660) via a strip squeeze.

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

<p>♠ K 7 ♥ 10 8 7 5 3 2 ♦ A 10 5 ♣ 8 7</p> <p>♠ A 8 6 3 ♥ A Q 4 ♦ J 7 3 ♣ A K J</p>	<p>♠ Q J 10 ♥ J ♦ Q 9 8 6 4 ♣ Q 9 4 2</p> <p>♠ 9 5 4 2 ♥ K 9 6 ♦ K 2 ♣ 10 6 5 3</p>
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West opens 1♠ and, perhaps after a brave North has come in with 2♥, East raises to 2♠. With some misgivings (the shape and spot cards are both poor), West rebids 3NT. Holding only three spades, East passes. After the natural heart lead, declarer can get out for one down but is quite likely to go two down, trying to make it. 4♠ also stands little chance as the cards lie. Even if West (correctly I think) rebids only 2NT, East might very well raise to 3NT.

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

<p>♠ J 10 4 3 ♥ A K Q 10 ♦ J 3 ♣ 10 9 7</p> <p>♠ K 9 8 5 2 ♥ 5 ♦ K 5 4 2 ♣ Q 4 2</p>	<p>♠ 6 ♥ J 8 7 6 2 ♦ Q 9 6 ♣ K J 6 5</p> <p>♠ A Q 7 ♥ 9 4 3 ♦ A 10 8 7 ♣ A 8 3</p>
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South opens 1NT, North bids 2♣ (Stayman) and South rebids 2♦. North invites game with 2NT and South goes on to 3NT. West has no reason to lead a club but does have two entries (the ♠K and ♦K) and so can switch in time. Two clubs and two kings give the defenders four tricks to stop the overtrick. If they fail to get on to the clubs, declarer can make ten tricks by finessing in diamonds to score a club trick and three tricks in each of the other three suits.

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

<p>♠ 7 ♥ A Q 8 7 2 ♦ J 9 ♣ K 9 8 4 3</p> <p>♠ K 10 9 8 5 3 2 ♥ ♦ K Q ♣ Q J 7 2</p>	<p>♠ A Q 4 ♥ K J 9 6 4 ♦ 6 4 3 2 ♣ A</p> <p>♠ J 6 ♥ 10 5 3 ♦ A 10 8 7 5 ♣ 10 6 5</p>
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West has too many high cards and too much of a moth-eaten suit for 4♠. Over 1♠ North is likely to overcall 2♥ or make a Michaels cue bid of 2♠. East may smell blood but West has no desire to defend at a low level. Most pairs will reach 4♠ and make 12 tricks by taking one ordinary club ruff and a ruffing finesse against North's ♣K. I cannot see how you can really get to 6♠ unless someone overbids. 3♥ doubled can go down 800 on a club lead.

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

<p>♠ A K Q J ♥ A ♦ A Q 9 5 ♣ K Q J 2</p> <p>♠ 10 9 2 ♥ Q 8 6 ♦ J 8 4 3 2 ♣ A 6</p>	<p>♠ 5 ♥ K J 10 9 7 5 4 3 ♦ ♣ 8 5 4 3</p> <p>♠ 8 7 6 4 3 ♥ 2 ♦ K 10 7 6 ♣ 10 9 7</p>
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North opens 2♣ and East overcalls at least 4♥. Have you discussed what to do over this? From which side, if either, is a double for takeout? I suspect a few pairs will find themselves writing an embarrassing -590 on the traveller. 6♠ is a very good contract but fails if East gets a diamond ruff. If North is declarer, East will need to lead a club and West will need to switch to a diamond. If West is on lead, East might double to ask for an unusual lead. 6♦ also fails by a trick.

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

<p>♠ 10 7 6 4 ♥ ♦ J 10 9 7 6 2 ♣ Q 10 3</p> <p>♠ A J 9 ♥ A Q J 10 2 ♦ A 5 4 ♣ 6 4</p>	<p>♠ Q 8 3 2 ♥ K 9 6 4 ♦ K 3 ♣ K 7 5</p> <p>♠ K 5 ♥ 8 7 5 3 ♦ Q 8 ♣ A J 9 8 2</p>
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After West opens 1♥ in fourth seat, North may feel called upon to do something at this vulnerability – maybe 3♦. If so, East bids 4♥ (3♥ would just sound competitive). If North passes, a jump raise to 3♥ does the hand justice. All ways on West seems to arrive in 4♥. If you play South for K-x of spades, you make 11 tricks. If you take two finesses in spades (the book play), you make only 10 – unlucky! 5♣ and 5♦ doubled can both go down 1100.

### Board 26. Game All. Dealer East.

<p>♠ A K J 7 ♥ K 8 7 5 ♦ 10 9 5 4 ♣ 3</p> <p>♠ Q 3 2 ♥ 10 6 3 ♦ A J 8 6 2 ♣ 5 4</p>	<p>♠ 10 9 8 6 4 ♥ 2 ♦ Q 7 ♣ K J 10 9 2</p> <p>♠ 5 ♥ A Q J 9 4 ♦ K 3 ♣ A Q 8 7 6</p>
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Playing splinters and a form of key card Blackwood, 1♥-4♣-4NT-5♥-6♥ is the obvious sequence. A trump lead often works well when dummy has shown a shortage in the bidding. Declarer can make 6♥ either by finessing East for the ♣Q or by finessing West for the ♠Q. Leading up to the ♦K is rather less successful. If East doubles 4♣, taking the club finesse should be an easy play to find – indeed West may lead a club, sparing you the bother.

### Board 27. Love All. Dealer South.

<p>♠ 6 ♥ A K 9 7 2 ♦ 10 9 2 ♣ J 10 6 3</p> <p>♠ K J 5 2 ♥ Q 4 ♦ K Q 7 4 ♣ 9 4 2</p>	<p>♠ A Q 10 9 8 7 ♥ 8 6 5 ♦ 8 6 5 ♣ 5</p> <p>♠ 4 3 ♥ J 10 3 ♦ A J 3 ♣ A K Q 8 7</p>
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South opens 1♣, North responds 1♥ and East is likely to bid 2♠ (weak). South doubles (takeout) and West ups the ante with 3♠ or even 4♠. Holding a singleton spade and good club support, nothing will keep North out of the action. With the ♥Q onside, 6♣ is cold. On a non-diamond lead, declarer can ruff a spade in dummy – on a diamond lead, declarer can draw trumps and eventually set up a diamond. 5♥ also makes. 4♠ doubled is only one down.

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

<p>♠</p> <p>♥ Q 6 4</p> <p>♦ K 9 8 7 2</p> <p>♣ K 8 7 4 3</p> <p>♠ K Q 9 6</p> <p>♥ A K J 9 5 3</p> <p>♦ A J</p> <p>♣ A</p>	<p>♠ J 7 4 3</p> <p>♥ 8 2</p> <p>♦ 10 6 5</p> <p>♣ Q J 9 2</p> <p>♠ A 10 8 5 2</p> <p>♥ 10 7</p> <p>♦ Q 4 3</p> <p>♣ 10 6 5</p>
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When West opens 2♣ the vulnerability is likely to deter North from bidding 2NT. East bids 2♦, West rebids 2♥ and East rebids 2NT (second negative). If West now bids 3♠, East raises to 4♠. If West prefers 3♥, East might raise to 4♥ (rather than bid 3NT) to avoid putting the strong hand on the table. With the spades 5-0 and the heart finesse wrong, 4♥ by West is the only making game (via an endplay if North finds the safe club lead).

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

<p>♠ Q 9 6 2</p> <p>♥ J 5</p> <p>♦ 9 2</p> <p>♣ A Q 7 5 4</p> <p>♠ A K 10 4</p> <p>♥ A K 7</p> <p>♦ 6 5 4</p> <p>♣ 10 9 6</p>	<p>♠ J 7 3</p> <p>♥ Q 10 9 8 6</p> <p>♦ 8 3</p> <p>♣ 8 3 2</p> <p>♠ 8 5</p> <p>♥ 4 3 2</p> <p>♦ A K Q J 10 7</p> <p>♣ K J</p>
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What does West bid after South opens 1♦? Double, 1♠ and pass all have their merits. 1♠ may induce North to bid INT, a contract that fails after a spade lead and heart switch. If West doubles or passes over 1♦, North bids 1♠. South then rebids 2♦ or, if feeling aggressive (or if East has bid 2♥ because West doubled 1♦), 3♦. 110 will be a common score – West takes the first four tricks against a diamond contract and declarer the rest.

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

<p>♠ 10 9 7</p> <p>♥ 8</p> <p>♦ 8 6 5 3 2</p> <p>♣ K Q 8 7</p> <p>♠ A Q 5</p> <p>♥ K Q 4 2</p> <p>♦ K J 10 9 7</p> <p>♣ 3</p>	<p>♠ J 6 4</p> <p>♥ J 10 9</p> <p>♦ A Q 4</p> <p>♣ A J 10 2</p> <p>♠ K 8 3 2</p> <p>♥ A 7 6 5 3</p> <p>♦</p> <p>♣ 9 6 5 4</p>
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East opens INT and West checks for 4-card majors. When East rebids 2♦, West jumps to 3NT. There are 11 tricks – two spades, three hearts, five diamonds and a club. Indeed scores of other than 460 will be a rarity on the deal. Declarers favoured with a spade lead will make 490 and get a shared top. The hostile breaks in the red suits make it a very bad idea to play in a suit. 5♦ is not on and 4♥ only makes if played by East (when South cannot ruff a diamond).

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

<p>♠ A K Q 3</p> <p>♥ 7 4</p> <p>♦ K Q J 5</p> <p>♣ K 6 4</p> <p>♠ J 8 4</p> <p>♥ K 9</p> <p>♦ 9 7 4 3</p> <p>♣ A 8 5 2</p>	<p>♠ 9 7 6 2</p> <p>♥ J 5</p> <p>♦ A 8 6</p> <p>♣ Q J 9 3</p> <p>♠ 10 5</p> <p>♥ A Q 10 8 6 3 2</p> <p>♦ 10 2</p> <p>♣ 10 7</p>
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South's heart suit just about justifies a 3♥ opening. Bearing in mind the vulnerability, North raises to game. The ♥K is offside but the ♣A is onside and 10 tricks are safe. Indeed, after a diamond lead to the ace, a club needs to come back straight away or declarer can throw one club on a spade and another on a diamond to make 11 tricks. The Hideous Hog, if playing North, would be out of luck here as a club lead defeats 3NT.



Board 32. E/W Vul. Dealer West.

<p>♠ Q 10 4 3 ♥ 6 4 3 ♦ 8 ♣ Q J 10 9 7</p>	<p>♠ 8 7 6 ♥ K 10 9 ♦ A K 10 6 ♣ A 4 2</p>
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<p>♠ A K 9 2 ♥ Q 5 ♦ 9 7 2 ♣ K 6 5 3</p>	<p>♠ J 5 ♥ A J 8 7 2 ♦ Q J 5 4 3 ♣ 8</p>
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North-South may have the auction to themselves: INT-2♦(transfer)-2♥. Eight tricks for 110 should be a common result – the defenders make a trump, two diamonds, a diamond ruff and the ♣A. 110 is equally available playing in diamonds, though the play is somewhat messier. Essentially, declarer loses three trumps and a club. 90 for seven tricks is the limit in INT if East leads (or more likely switches to) a low club. East-West cannot make anything.