

The ECatsBridge Summer Pairs Monday 3rd July 2023



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.

Our thanks go to the commentators for the event – Julian Pottage for the Monday and Wednesday commentaries, Mark Horton did the ones for Tuesday and Thursday and Mark Mortimer wrote the Friday commentary ... and by now you will know if they got it right!

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

♠ 10	Dealer N
♥ QJ9	Vul: None
♦ A54	
♣ J87654	
♠ Q83	♠ K74
♥ K1072	♥ A853
♦ QJ3	♦ 986
♣ KQ9	♣ A32
♠ AJ9652	
♥ 64	
♦ K1072	
♣ 10	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N			-		-
S			-		-
E	-	-	2	-	2
W	-	-	2	-	2

West	North	East	South
	Pass	Pass	2♠
All Pass			

Most likely South opens a weak 2♠ and buys the contract there. If North-South do not play weak two openings, South might open 1♠ a bit light in third seat. North then responds 1NT and South probably rebids 2♦, though some will rebid 2♦.

2♠ should fail by a trick. So long as East does not cover the ♠10 the defenders should manage to score two tricks in each major and one in each minor.

2♦ is harder to defeat. An opening trump lead, even on a low one, suffices. A heart lead and a trump switch also does it. Without the attack on trumps declarer can score two spade ruffs in dummy and emerge with eight in all.

If East-West buy the contract either in hearts or no-trumps, they can make three tricks in each rounded suit and one trick in each pointed suit for eight in total.

Board 2

♠ AJ105	Dealer E
♥ 6	Vul: N-S
♦ QJ1092	
♣ K52	
♠ Q73	♠ K842
♥ KQ72	♥ A93
♦ K8	♦ A54
♣ J864	♣ Q107
♠ 96	
♥ J10854	
♦ 763	
♣ A93	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-		-	-	-
S	-		-	-	-
E	2	-	1	2	1
W	2	-	2	2	1

West	North	East	South
2♣	Pass	1NT	Pass
2NT	All Pass	2♠	Pass

If East-West play a weak no-trump and Stayman, the auction will probably go as illustrated. East, who in terms of points, is mid-range for 12-14 treats the hand as minimum because of the unproductive flat shape. At adverse vulnerability and being quite happy to receive a spade lead against a heart contract, North is reluctant to overcall 2♦.

If East-West play a strong no-trump, North probably comes in with a takeout double after 1♣-pass-1♥. It is likely then that East would make a support redouble (showing exactly three hearts) and that West will end up in 2NT, East again treating the hand as a minimum opener.

It takes an opening diamond lead to defeat 2NT. Indeed, if South leads the ♥J, West's ♥7 becomes a useful card – declarer can win hand and return the ♥9 to pave the way for scoring four tricks in the heart suit. Then if declarer guesses to sneak a spade past North and knock out the ♣A-K, it is possible to make one spade, four hearts, two diamonds and two clubs for an overtrick.

If North is on lead or has bid diamonds, finding a diamond lead against 2NT is much easier. Then the defenders score three tricks in diamonds and three top winners in the black suits for six in all.

The defenders should prevail if North plays in 2♦, presumably doubled. They can play three rounds of trumps to stop declarer from ruffing a spade in dummy – and West can cover the ♠9 with the ♠Q to stop declarer from scoring three spade tricks by force: East's ♠8 becomes a fourth-round winner.

Board 3

♠ Q53 ♥ K764 ♦ 10982 ♣ 107	♠ K1087642 ♥ AJ ♦ 65 ♣ Q8	Dealer S Vul: E-W	♠ A9 ♥ 85 ♦ A743 ♣ AK643
-------------------------------------	------------------------------------	----------------------	-----------------------------------

♠ J ♥ Q10932 ♦ KQJ ♣ J952

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	1	2	1
S	1	-	1	2	1
E	-	2	-	-	-
W	-	2	-	-	-

=====

West	North	East	South
			Pass
Pass	1♠	2♣	2♥
Pass	2♠	Dble	Pass
3♦	All Pass		

The first bidding decision falls to North, who must decide whether to pre-empt or to open 1♠. The relative flat 7222 shape and the honours outside spades suggest the latter.

Over 1♠ East must choose between 2♣ and 1NT, neither of which are quite ideal: the spades are a bit weak for 1NT and the clubs a bit weak for 2♣. Maybe the ♠9 is just enough to tip the decision in favour of 1NT – I have gone with the 2♣ overcall in the example auction as that was my first thought. Having overcalled 2♣, East later needs to decide what to do over 2♠. Either double or 2NT would suggest some diamonds as well as some clubs, double being the more flexible option. The vulnerability also makes pass an option.

3♦ fails by a trick if North leads a trump (or an unlikely club). Then the defenders can make a spade trick as well as two heart tricks to go with their two trump tricks.

3♠ should fail by a trick. So long as West does not cover the ♠J with the ♠Q, the defenders should make the ♠Q to add to their four top winners. This time it is slightly harder to judge not cover because covering would be right if East had three spade to the ten.

Honestly these are a random set of deals, not ones plucked from a lesson about when to cover!

Board 4 ♠ KQ10 Dealer W
 ♥ K8752 Vul: Both
 ♦ J4
 ♣ 1097

♠ A964 ♠ 532
 ♥ 3 ♥ AQJ96
 ♦ Q9753 ♦ AK8
 ♣ 865 ♣ K4

 ♠ J87
 ♥ 104
 ♦ 1062
 ♣ AQJ32

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	-	-
S	1	-	-	-	-
E	-	3	1	3	2
W	-	3	1	3	2

West	North	East	South
Pass	Pass	1♥	Pass
1♠	Pass	2NT	All Pass

Whether East-West play a weak or a strong no-trump, East is likely to open 1♥ because taking into account a strong 5-card suit the East hand ought to fall outside the 15-17 range. After the 2NT rebid showing 18-19 (or in this case a hand worth 18-19), West is at liberty to pass with 5-6 points and does so.

With the ♥K onside, 2NT is makeable on any lead: one spade trick, two heart tricks (more if North discards two many hearts) and five diamond tricks. If South lead a club, the ♣K becomes a ninth trick. South has a good idea from the bidding that East holds the ♣K; even so, it is a quite a brave decision to lead something else. A spade lead tests declarer the most since if the heart finesse were to lose, South could then put North in with a spade for a club switch.

3♦ is on, though if the defenders lead trumps initially or (more likely), start with a spade and switch to a trump, declarer might need to guess whether to simple finesse in hearts or a ruffing finesse.

With spades 3-3 and the heart finesse right, you can make 3♠; this means 3♠ is theoretically the par spot – but looking only at the East-

West cards you would not really want to be in it.

Board 5 ♠ Dealer N
 ♥ Q1054 Vul: N-S
 ♦ KQ9876
 ♣ 875

♠ KJ764 ♠ AQ109853
 ♥ 93 ♥ AJ6
 ♦ A2 ♦ 43
 ♣ AK94 ♣ 6

 ♠ 2
 ♥ K872
 ♦ J105
 ♣ QJ1032

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	1	1	-	-
S	1	1	1	-	-
E	-	-	-	6	5
W	-	-	-	6	5

West	North	East	South
	Pass	1♠	Pass
2NT	Pass	3♠	Pass
3NT	Pass	4♣	Pass
4♦	Dble	Pass	Pass
Rdble	Pass	4♥	Pass
4♣	Pass	4NT	Pass
5♣	Pass	6♠	All Pass

This time it is very difficult to predict the precise auction. While a lot of players these days use a 2NT response to show a good raise in opener's major, there are a lot of different ways to continue. In the auction shown 3♠ is a waiting bid, confirming at least five spades, and 3NT is a serious slam try, showing extra values. After that comes some cue bids and a key card enquiry.

The play in a spade contract is straightforward. You can win any lead, draw the outstanding trump, discard a diamond on the second round of clubs and play on hearts, ruffing the second round in dummy. Discarding a heart on the club would not work as well because that would leave declarer with an equal number of cards in both red suits in the two hands and so no ruffs available.

Given the adverse vulnerability, North-South are unlikely to attempt to buy the contract. If they do, they will be in trouble if they do so at the five level or higher. The trump situation and the layout in the rounded suits mean that West can score a heart ruff and East a club ruff to defeat 5♦ doubled by four tricks for an 1100 penalty, which is greater than the value of a non-vulnerable slam.

Board 6 ♠ AJ753 Dealer E
 ♡ K1086 Vul: E-W
 ♦ 10
 ♣ K54

♠ Q10986 ♡ 52 ♦ 86 ♣ J762	♠ K42 ♡ AJ73 ♦ Q92 ♣ 1098
------------------------------------	------------------------------------

♠
 ♡ Q94
 ♦ AKJ7543
 ♣ AQ3

Makeable Contracts

	♣	♦	♡	♠	NT
	=	=	=	=	==
N	3	6	5	2	5
S	3	6	5	2	5
E	-	-	-	-	-
W	-	-	-	-	-

	West	North	East	South
	Pass	1♠	Pass	1♦
	Pass	3NT	Pass	3♦
	Pass		All Pass	

After two part-score deals and one slam, at last we have a game deal. The auction I have given should be a common one at the table. With 16 HCP and a decent 7-card suit, South is far too good for a simple 2♦ rebid.

I am not a fan of leading from four-card suits headed by the ace against no-trump contracts. Too often the lead blows a trick and you do not end up scoring a long card to compensate. Moreover, even if you score a long card, you have merely made up for the trick given up at trick one.

On a club lead, declarer can choose to win in dummy and play a heart to the king or to win in hand and take the diamond finesse. If the

latter and East correctly does not cover the ♦10 with the ♦Q, you will also need to decide whether to overtake. I reckon that you do not overtake because diamonds could be 4-1. If you make the inspired decision to finesse East for the ♥J, or more likely run a load of diamonds and then play up the ♥K, you can make 12 tricks. Clearly an initial spade lead would stop 12 tricks.

You can make 6♦ on any lead, though the slam is slightly against the odds because you need East to hold the ♦Q and a 3-2 break. There is also some danger of running into a ruff, if for example hearts are 5-1.

Board 7 ♠ A107653 Dealer S
 ♡ A1097 Vul: Both
 ♦ 8
 ♣ 63

♠ J9 ♡ KQ3 ♦ 10732 ♣ K875	♠ Q842 ♡ 65 ♦ Q64 ♣ AQJ9
------------------------------------	-----------------------------------

♠ K
 ♡ J842
 ♦ AKJ95
 ♣ 1042

Makeable Contracts

	♣	♦	♡	♠	NT
	=	=	=	=	==
N	-	3	4	2	2
S	-	3	4	2	2
E	1	-	-	-	-
W	1	-	-	-	-

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

At some tables North-South will miss their heart fit because North might decide to rebid 2♠ or to pass 2♦. In the modern style North's 2♥ rebid is forcing, so South gives a courtesy raise.

In a heart contract the layout is rather favourable for declarer. Trumps 3-2 with both honours in the West hand is just about as helpful as you can get because you might still

pick up the suit for one loser even if West gets to overruff the third round of spades. Indeed, if East does not lead a club and you are brave (or foolish) enough to finesse the $\heartsuit J$ you might make as many as 11 tricks in $3\heartsuit$.

A club lead also works best against a spade contract, enabling the defenders to take two tricks in each black suit and one in hearts.

In a no-trump contract North-South, declarer does best to discard spades from dummy on the third and fourth rounds of clubs. This makes it possible to score three tricks in each red suit to go with the two top spades for eight in all.

Board 8 \spadesuit AKJ1063 Dealer W
 \heartsuit J52 Vul: None
 \diamondsuit 3
 \clubsuit 1052

\spadesuit 2 \heartsuit K98 \diamondsuit KQ105 \clubsuit AQ863	\spadesuit Q954 \heartsuit A643 \diamondsuit A82 \clubsuit K4
---	--

\spadesuit 87 \heartsuit Q107 \diamondsuit J9764 \clubsuit J97	
---	--

Makeable Contracts

	\clubsuit	\diamondsuit	\heartsuit	\spadesuit	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	4	4	2	5
W	5	4	4	2	5

=====

West	North	East	South
1 \clubsuit	2 \spadesuit	Dble	Pass
3 \clubsuit	Pass	3NT	All Pass

North is good for a non-vulnerable weak jump overcall – but in my experience it pays to jump when you can to make life difficult for the opponents. With poor hearts and the $\spadesuit 9$ offering some chance of a second spade stopper, East might bid 3NT directly over 2 \spadesuit rather than showing the hearts first with the double.

At matchpoints North has a tricky decision after South leads a spade. Cashing two top spades ensures two defensive tricks but more

or less gives up hope of defeating the contract. North needs to work out what layout(s) would make it possible to beat the contract and decide how likely or unlikely that is.

One possibility is that South holds four clubs (to the jack) and a red ace. Then declarer could make four tricks in the other red suit, only three clubs and one spade. Another possibility is that South holds the queen of hearts and the ace of diamonds. Then declarer could make five clubs, only two hearts and a spade.

Overall it seems all too likely that declarer can cash five tricks in clubs and four tricks in one of the red suits, in which case playing the $\spadesuit 10$ will at best break even. The danger of playing the $\spadesuit 10$ is that South might have very little and the $\spadesuit Q$ is a twelfth trick for declarer, as is the case here.

Board 9 \spadesuit K8 Dealer N
 \heartsuit 984 Vul: E-W
 \diamondsuit Q10982
 \clubsuit K83

\spadesuit AJ92 \heartsuit Q1063 \diamondsuit A7 \clubsuit J94	\spadesuit 7 \heartsuit KJ5 \diamondsuit K543 \clubsuit AQ1052
---	---

	\spadesuit Q106543 \heartsuit A72 \diamondsuit J6 \clubsuit 76
--	---

Makeable Contracts

	\clubsuit	\diamondsuit	\heartsuit	\spadesuit	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	6	3	5	2	5
W	6	3	5	3	5

=====

West	North	East	South
	Pass	1 \clubsuit	2 \spadesuit
Dble	Pass	3 \clubsuit	Pass
3NT	All Pass		

Some tables will have near identical auction to the previous deal, the only real difference being a different dealer and so an initial pass this time.

With the $\spadesuit A-J-9-x$ over the spade bid, West is happy to commit the partnership to game.

As South has bid spades, North leads the ♠K. South can then cash the ♠Q after getting in with the ♥A. Declarer thus makes eleven tricks by way of one spade, three hearts, two diamonds and five clubs while the defenders score one trick in each major. Since declarer lacks the playing strength for twelve tricks, an initial diamond lead would also be good enough to hold declarer to eleven tricks.

If clubs are trumps, you can make an extra trick by ruffing a diamond in the West hand. You are unlikely to bid a slam, however, missing the king of trumps and an ace... and with only 25 high card points between the two hands.

Why do you not make twelve tricks with hearts as trumps? The answer is that South does not have to take the ace of trumps on the first round. If you ruff a spade in dummy and lose the lead while dummy has no more trumps then South can cash a spade when in with the ♥A. Even ruffing two spades in dummy does not help because that still leaves West with a spade loser.

BOARD 10 ♠ K542 Dealer E
 ♥ J74 Vul: Both
 ♦ 984
 ♣ AJ7

♠ QJ9 ♠ 86
 ♥ AQ85 ♥ 109
 ♦ KJ ♦ A762
 ♣ Q1042 ♣ K9865

 ♠ A1073
 ♥ K632
 ♦ Q1053
 ♣ 3

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	4	1	1	-	3
W	4	1	1	-	3

=====

West	North	East	South
1♥	Pass	Pass	Pass
		INT	All Pass

Which of East and West declares a INT contract will depend upon whether a weak or a strong no-trump opening is in use.

Since both North and South would probably lead a spade, you might think it unlikely to matter which of West and East becomes declarer. Why might it matter?

The crucial thing on this deal is the club guess. If North leads the two of spades then West as declarer might reason that North is rather unlikely to have a singleton club since most hands with only four spades and a singleton club would have a five-card red suit. Declarer might in that scenario decide to finesse North for the jack of clubs, though of course clubs could still be 2-2.

More often than not declarer would play for 2-2 break if North captures the ♣Q with the ♣A on the first round. This means that eight tricks for 120 will be the most common result. Since South has both the ♦Q and the ♥Q, it does not matter which red-suit finesse declarer decides to take. The defenders make three spades and two clubs but nothing else.

Playing with clubs as trumps enables declarer to make an extra trick because the defenders do not make a long spade if they are defending a suit contract. As on the previous deal, playing in clubs might not produce a good matchpoint score, though those you guess right can score 130, which will beat those in no-trumps who misguess the clubs and score 120.

BOARD 11 ♠ A72 Dealer S
 ♥ K32 Vul: None
 ♦ K1082
 ♣ K104

♠ 104 ♠ KQ93
 ♥ Q7654 ♥ A108
 ♦ J743 ♦ A965
 ♣ Q6 ♣ AJ

 ♠ J865
 ♥ J9
 ♦ Q
 ♣ 987532

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	-	1
S	1	-	-	-	-
E	-	3	3	1	-
W	-	3	3	1	-

West	North	East	South
Pass	INT	Dble	Pass
2♥	Pass	3♥	Redbl
			All Pass

If North opens a weak no-trump, East has plenty enough to double. In my usual methods South redoubles to show a single-suited hand. West's competition with 2♥ shows some values, which is why East invites game.

If (playing a strong no-trump) North opens 1♦, East might make a heavy INT overcall or start with a double. West would probably transfer into hearts facing a INT overcall. If East decides the hand is too good for a INT overcall, again East-West should manage to find their heart fit and stop short of game.

How might the play go in a heart contract? Suppose North leads the ♦2, won by the ♦Q. If South switches to a spade and North wins with the ♠A, continuing with a diamond, declarer might make an overtrick. Declarer plays low from dummy again and, after South ruffs with the ♥9, later leads the ♥Q to pin the ♥J. The losers are just a spade and a ruff.

The defenders fare better against a heart contract if they defend more passively. Indeed if declarer starts trumps low to the ten (presumably after having ruffed the third round of spades) the defenders might even make five tricks.

Why is INT (doubled) on for North-South? On the normal lead of a spade honour, declarer wins at once and tackles the clubs, taking care not to block the suit. Even if East were somehow to find a heart lead, declarer can prevail by capturing the ♥Q with the ♥K (East's strong heart intermediates block the suit) and removing West's club entry by starting the suit with the ♣10.

BOARD 12	♠ 1072	Dealer W
	♥ Q86	Vul: N-S
	♦ K98	
	♣ AK43	
♠ AK6		♠ Q3
♥ KJ109		♥ 52
♦ A74		♦ J10532
♣ J107		♣ 9865
	♠ J9854	
	♥ A743	
	♦ Q6	
	♣ Q2	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	1	1	-
S	-	-	1	2	-
E	1	2	-	-	1
W	1	2	-	-	1

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

If East-West play a weak no-trump, West opens 1♥ and might to play there. More likely South reopens with 1♠. West should not rebid INT with only 16 points – East might have no values. If East-West play a strong no-trump, a INT opening is likely to buy the contract. Vulnerable and with half the values in the minors, I would not fancy a Landy 2♣ to show the majors with this South hand.

So long as South declares, 2♠ is makeable. The defenders can make three trumps, a heart and a diamond. Indeed, if declarer manages to lead the second round of trumps from hand, the defenders might crash honours allowing an overtrick. Why might 2♠ fail if North declares? East can lead a heart, win the first trump with the ♠Q, put East 1 with the ♦A and score a heart ruff.

How does West make INT even on a spade lead? You use the ♠Q entry to lead the ♦J. This sets up a second diamond trick, after which you can knock out the ♥A-Q to make three tricks in spades and two hearts as well as two diamonds.

East-West can make 2♦ even if the defenders do not crash honours in clubs, which clearly there is danger they will do. If South leads a spade, the way to make it is to win in hand and lead a heart to the king. This is not an obvious line because the temptation will be there to discard a heart on the third round of spades. If you use up dummy's spade entry, the defenders can prevail if they play four round of clubs. You can overruff the ♦Q with the the ♦A but lack the entries to lead twice towards the jack-ten.

BOARD 13 ♠ KJ1052 Dealer N
 ♥ J953 Vul: Both
 ♦ Q64
 ♣ J

♠ A ♥ Q1042 ♦ AK85 ♣ KQ82	♠ Q ♥ K7 ♦ 10973 ♣ A109765
------------------------------------	-------------------------------------

♠ 987643 ♥ A86 ♦ J2 ♣ 43	
-----------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	2	-
S	-	-	-	2	-
E	5	5	2	-	3
W	5	5	2	-	3

West	North	East	South
	Pass	Pass	Pass
1♦	1♠	3♣	3♠
4♠	Pass	5♣	All Pass

Vulnerable I would not be opening a weak two on a nine-high suit even in third seat on the South hand. West therefore gets to make the opening bid. Since the plan is to rebid 2NT over a 1♠ response, there is a case for opening 1♥. There is also some case for opening 1♣. Here I have assumed that East-West have agreed to open 1♦ on hands with 4-4 in the minors. East's 3♣ is a fit-showing jump, at least five clubs and at least four diamonds. Even if you do not play fit-showing jumps in as many situations as some do, East's status as a passed hand means it cannot really be anything else. West is

interested in a slam if East has a singleton heart and so cue bids on the way to 5♣.

With either minor suit as trumps, the defenders should make a trick in each red suit. Possibly if clubs are trumps and the defenders do something kamikaze in hearts, you might get two diamonds away on two hearts.

If you are playing in no-trumps on a spade lead, the best you can do is cash your nine top tricks. Although North will have some discards to find, keeping the ♦Q guarded seems normal. Since South has the longer spades, North can afford to discard some spades, just not to block the suit. North can also afford to discard hearts – South should signal possession of the ♥A with a discard.

BOARD 14 ♠ K54 Dealer E
 ♥ J84 Vul: None
 ♦ K83
 ♣ K1074

♠ 92 ♥ AQ62 ♦ Q1076 ♣ Q95	♠ A10876 ♥ 73 ♦ J542 ♣ 32
------------------------------------	------------------------------------

♠ QJ3 ♥ K1095 ♦ A9 ♣ AJ86	
------------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	2	1	2
S	3	-	2	1	2
E	-	-	-	-	-
W	-	-	-	-	-

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

My usual method is that a jump rebid to 3NT shows exactly four cards in the suit opened and 15-16 points.

If North-South play a strong no-trump, South opens 1NT and North raises to 3NT.

As I mentioned on board 6, I do not like leading from four-card suits headed by the ace. If South

has bid hearts, it is easy for West to avoid a heart lead – but if South has opened INT then I still would not lead a heart from the West hand.

Any lead other than heart defeats 3NT even if declarer plays on clubs and guesses who holds the queen. Most likely West leads a diamond. While declarer would like to win the lead in dummy to take a heart finesse, doing so would rule out holding the second stopper until the third round.

In all probability declarer will win the first diamond in hand and lead a spade to the king. As the cards lie East wins with the ace and continues diamonds. You take the king on the third round as planned and then attack hearts. With the ♥Q offside you lose two tricks in hearts and two diamonds as well as the ♠A. You go one down but never need to guess the clubs.

If West leads a black card in 3NT, East needs to take the ace of spades at the first opportunity and switch to a low diamond. If instead West leads a heart, declarer puts up the jack from dummy (East would play the queen on that if holding the card) and knows to look for tricks in the black suits.

BOARD 15 ♠ 72 Dealer S
 ♥ AK1076 Vul: N-S
 ♦ AK7
 ♣ Q105

♠ A854 ♥ 9 ♦ J9853 ♣ K83	♠ K3 ♥ J832 ♦ 1064 ♣ A942
-----------------------------------	------------------------------------

♠ QJ1096
 ♥ Q54
 ♦ Q2
 ♣ J76

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	2	2	2
S	1	-	2	2	2
E	-	1	-	-	-
W	-	1	-	-	-

=====

West	North	East	South
Pass	1♥	Pass	Pass
Pass	INT	Pass	1♠
All Pass			2♥

Staying out of game is quite difficult with these North-South cards. North is going to show 15-17 points either with a INT rebid (as illustrated) or with a INT opening (if that would be strong). If South invites game, which one often would with 8 points facing 15-17, then North with 16 points, a 5-card suit and a couple of tens would surely accept.

Whatever the contract the defenders have four top winners in the black suits. The extra winner they can make depends upon the trump suit or lack thereof.

If hearts are trumps, East has a natural trump winner. If spades are trumps, West can score a heart ruff. If there are no-trumps, East can score a long club.

Possibly 3NT would make if East leads and (after getting in with the ♠K) continues diamonds. Then declarer can set up and run the spades before the defenders have the clubs going. There is also some possibility of endplaying East if the defenders hold up in spades.

BOARD 16 ♠ A64 Dealer W
 ♥ 1074 Vul: E-W
 ♦ Q972
 ♣ QJ5

♠ 93 ♥ 8532 ♦ A854 ♣ K97	♠ QJ10 ♥ KJ96 ♦ KJ10 ♣ A63
-----------------------------------	-------------------------------------

♠ K8752
 ♥ AQ
 ♦ 63
 ♣ 10842

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	2	-
S	1	-	-	2	-
E	-	1	2	-	1
W	-	1	2	-	1

=====

West	North	East	South
Pass	Pass	1♥	1♠
2♥	2♠	Pass	Pass
3♥	All Pass		

Although East-West have slightly more high cards than their opponents, their shape is poor and they lack the benefit of having the highest-ranking spade suit. The fact that the heart finesse works for North-South is a further factor.

If East-West play a strong no-trump, East opens INT and West will not envisage game. If South does not overcall, INT would then be the contract.

An initial club lead defeats 3♥. The defenders are able to secure their club trick before declarer has been able to use a slow spade winner to dispose of one of West's low clubs.

Whatever the lead to 3♥, declarer is likely to have some guessing to do. If you lead up to the ♥J and then the ♥K (or the other way round), you lose three trump tricks because North scores the ♥10. In addition to this, there is a two-way finesse position in clubs. Knowledge of South's greater length in the black suits, or in spades at any rate, should encourage declarer to find the winning play (entries permitting) of finessing North for the ♦Q.

With the ♥K inside and breaks friendly, South can make 2♠ in comfort. The defenders just make two tricks in each minor and a trump trick.

BOARD 17	♠ AJ1098	Dealer N
	♥ AK4	Vul: None
	♦ 85	
	♣ 543	
♠ Q743		♠ 62
♥ QJ72		♥ 1053
♦ AQ		♦ KJ1042
♣ K107		♣ A92
	♠ K5	
	♥ 986	
	♦ 9763	
	♣ QJ86	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	1	-
S	-	-	-	1	-
E	-	2	2	-	1
W	-	2	2	-	1
=====					

West	North	East	South
	1♠	Pass	INT
All Pass			

Only the most diehard Robson fan is going to open the North hand INT. With a good 5-card major and two suits wide open, 1♠ is normal – and will be the only option anyway for those playing a strong no-trump.

West has four hearts and opening values but too many spades to double INT, an action that would be takeout of spades.

In theory INT should go two down, though in practice it is quite difficult for the defenders to avoid blocking the diamond suit. I suggest that West initially starts with a heart, won in dummy, after which declarer plays a club to the queen and king. While for sure East can switch to a diamond when in with the ♣A, it will not be obvious to switch to a low one – and even if East does switch to a low diamond West will be doing well to win with the ace rather than the queen.

INT is more likely to go two down if declarer attempts to run the spades rather than playing on clubs. For one thing, the ♠Q is in an extra defensive trick. For another, once South turns up with the ♠K and some club values, it will be easier for the defenders to work out that they have the top diamonds between them. 2♠ should fail by a trick, the winners being four trumps, two hearts and a club. With hearts 3-3, East-West can make 2♥ in comfort. Indeed they might make an overtrick if the defenders slip because given the chance declarer could make two tricks in each rounded suit and five in diamonds.

A slam is not quite as good as needing two out of three finesses to succeed because if the breaks are bad (trumps 4-1 for example) you might make only eleven tricks even with two out of three finesses right.

The computer says that you can also make twelve tricks in no-trumps. With no ruff available, you will need to make a second diamond trick to make twelve in no-trumps. I suppose you could lead towards the ten of diamonds planning to finesse on the second round if, as expected the jack of diamonds on the first round. Here, with a doubleton king of diamonds, West might feel under pressure to put up the king. In real life I expect pairs who miss their spade fit to miss having having a good score as well and make only eleven tricks.

BOARD 20

<p>♠ Q ♥ Q9876 ♦ KJ632 ♣ A6</p> <p>♠ AJ42 ♥ J54 ♦ 107 ♣ J1087</p>	<p>Dealer W Vul: Both</p>	<p>♠ 73 ♥ A102 ♦ 985 ♣ KQ943</p> <p>♠ K109865 ♥ K3 ♦ AQ4 ♣ 52</p>
---	-------------------------------	---

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	4	3	2	1
S	-	4	3	2	1
E	1	-	-	-	-
W	1	-	-	-	-

West	North	East	South
Pass	1♥	Pass	1♠
Pass	2♦	Pass	3♣
Pass	3♦	Pass	3♠
Pass	4♠	All Pass	

North-South are quite likely to go overboard on this deal. To stop out of game South would need to treat the hand as worth only inviting game despite the prime cards and juicy spade intermediates. The fourth suit bid of 3♣ in the example auction leads inexorably to game.

West's normal lead against a spade contract is the ♣J. After this start the defenders should score one trick in each rounded suit and two trump tricks to defeat the spade game by one trick. An inspired opening diamond lead could beat 4♠ by two tricks. West can then grab the ♠A on the first round and switch to a club. If East then comes in with the ♥A, an immediate reversion to back to diamonds enables the defenders to score a diamond ruff. I doubt that this defence will happen at many tables.

Defeating 3NT by two tricks is much easier because the defenders can make four club tricks together with the two major-suit aces.

5♦ would make on any lead against a club – but the layout means that an initial club lead is easy to find – indeed, as clubs is going to be the unbid suit, whoever is on lead would probably find the club lead even from a broken suit.

BOARD 21

<p>♠ J5 ♥ J10863 ♦ QJ432 ♣ J</p> <p>♠ 742 ♥ KQ54 ♦ A1076 ♣ A3</p>	<p>Dealer N Vul: N-S</p>	<p>♠ Q10986 ♥ ♦ 95 ♣ Q108654</p> <p>♠ AK3 ♥ A972 ♦ K8 ♣ K972</p>
---	------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	3	-	1
S	-	2	3	-	1
E	1	-	-	2	-
W	1	-	-	2	-

West	North	East	South
Pass	Pass	Pass	1♥
Pass	2♥	Pass	2NT
Pass	4♥	All Pass	

Playing a weak no-trump and four-card majors, South's 2NT rebid invites game while denying a fifth heart. North has minimal values but good shape and so accepts the invitation.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	3	-
S	3	-	-	3	-
E	-	4	3	-	-
W	-	4	3	-	-

West	North	East	South	Pass
1♦	Dble	2♥	Pass	
3♦	Pass	5♦	All Pass	

With a good five-card suit, a couple of tens and nothing wasted, West will usually stretch to an opening bid. East's jump to 2♥ is a fit-showing jump. If you play 2♥ as a weak jump shift, East starts with 1♥ but again will surely not let the auction stop short of game.

With West as declarer it is not easy as the computer suggests to defeat 5♦. The only card North can lead to beat it is the ♣6!

On the normal lead of a high club, declarer can get home in 5♦ even if North does not cash the ♠A at trick two. The way home, after say a trump switch, is to draw two rounds of trumps and then play on hearts. You can discard one spade on the third round of hearts. Then, after you ruffed the suit good and returned to dummy, you can discard another on the fifth heart.

If East declares a heart contract, the normal lead of the ♠Q allows the defenders to make four tricks. If South decides to lead a low club, declarer might get home by ruffing two diamonds in hand and cashing three top trumps. North, after ruffing a diamond at some point, would have to concede a trick to the ♠K.

If North-South buy the contract, they should make nine tricks with either black suit as trumps, just losing to three top cards in the red suits as well as a slow trick in spades.

BOARD 24

♠ J8	Dealer W
♥ AK862	Vul: None
♦ 87	
♣ A1093	
♠ Q1092	♠ K653
♥ J	♥ Q1074
♦ Q6543	♦ J92
♣ Q42	♣ 85
♠ A74	
♥ 953	
♦ AK10	
♣ KJ76	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	1	4	1	3
S	5	2	4	1	3
E	-	-	-	-	-
W	-	-	-	-	-

West	North	East	South
Pass	1♥	Pass	2♣
Pass	3♣	Pass	4♥
All Pass			

The natural bidding sequence shown will be common at many tables. South, though lacking a ruffing value, has fast winners in North's short suits and so opts for the suit game. Some people play that raising 2♣ to 3♣ shows something extra, in which case North rebids 2♥ – again the final contract is 4♥.

In a heart contract, the 4-1 trump break means that you cannot avoid losing two trump tricks as well as a spade. If you are going to make 4♥, you will need to take the winning view in clubs. When you find that East has three more hearts than West, it is logical to place the ♣Q in the West hand – a standard vacant places situation. Here logic earns its reward and you make 4♥ if you finesse West for the ♣Q, ideally after cashing the ♣K in case East has the bare ♣Q.

If you play with clubs as trumps, you can in theory make eleven tricks. In real life, I am not so sure that you will. If you ruff a spade and a diamond in the North hand, you will be unable to take the winning view in trumps. If you attempt to cash the ace-king of hearts and have one of them ruffed, you will be a trick short.

You might make 5♣ if you duck the initial spade lead (severing communications between the defenders) and then twice lead up to the ace-king of hearts, using a diamond as a re-entry. Then if West ruffs in front of dummy, your slow heart loser evaporates and East is unable to gain the lead to give West a second ruff. Having discovered the 4-1 heart break, it will be logical to play West for the ♣Q: you ruff the fourth round of hearts with the ♣K and then run the ♣J.

In 3NT all will depend on the club guess, which you should get right for the same reason as above – the player short in hearts is favourite to hold the ♥Q,

BOARD 25 ♠ AJ Dealer N
 ♥ AQ1054 Vul: E-W
 ♦ KQ62
 ♣ J3

♠ 96 ♥ J732 ♦ 87 ♣ KI0764	♠ KQ10853 ♥ K6 ♦ AJ54 ♣ 9
------------------------------------	------------------------------------

♠ 742 ♥ 98 ♦ 1093 ♣ AQ852	
------------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N				-	-
S			2	-	-
E	-	-	-		
W	-	-	-		
=====					

West	North	East	South
Pass	1♥	1♠	Pass
	2♦	2♠	All Pass

North has close decision whether to reopen with a double or with 2♦. The fact that the diamonds are good is a factor, as is the fact that the strong spades make it unlikely South would wish to leave 1♠ double in.

Since North has bid both red suits, South might lead either suit. Defeating 2♠ after a diamond lead is slightly more challenging. Declarer probably allows the ♦Q to win at trick. If North switches to ace and another trump, declarer

can get home by drawing trumps and leading a club. Eventually South will be endplayed, forced to concede a trick to the diamond tenace. So the way to beat 2♠ is for North to switch to a club after taking the ♠A and South then revert to spades.

Defeating 2♠ after a heart lead is maybe a fraction easier, though again South might need to score the ♣A early in the play or face having to make a losing lead later.

The play in red-suit contract is a bit scrappy. 2♦ is slightly easier to defeat than 2♥. Indeed in theory East needs to lead the singleton club to defeat 2♥. In practice the normal lead of the ♠K may be good enough because declarer will naturally want to play clubs from hand and red suits from dummy.

BOARD 26 ♠ KQ2 Dealer E
 ♥ AJ6 Vul: Both
 ♦ J943
 ♣ Q94

♠ A ♥ Q932 ♦ A752 ♣ KJ106	♠ 743 ♥ K108 ♦ 1086 ♣ A753
------------------------------------	-------------------------------------

♠ J109865 ♥ 754 ♦ KQ ♣ 82	
------------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-		-
S	-	-	-		-
E	4	4	3	-	
W	4	4	3	-	
=====					

West	North	East	South
1♦	Pass	Pass	Pass
2♣	Pass	1NT	Pass
Pass	Pass	Pass	2♠
		3♣	All Pass

Playing a weak no-trump and four-card majors, West has a choice of actions. Some will open 1NT because the singleton is the ace. If you are opening a suit, it needs to be 1♦ because opening 1♥ and rebidding 2♣ would indicate

five hearts, not something you want to do with four moderate hearts.

West has a further decision after the INT response. Do you pass expecting a spade lead to come or do you rebid 2♣ knowing that might let the opponents into the auction? South, who declined to open a weak two or overcall directly with a poor suit vulnerable, surely cannot resist coming in when 2♣ comes back.

In a club contract you can nine tricks without having to guess well as it is hard for the defenders to get all their diamond tricks – given time declarer can set up the hearts and discard one of dummy’s diamonds on the fourth round of hearts.

Making ten tricks in a club contract does require some good guessing. Because you might end up ruffing two spades in the West hand and so being unable to avoid a trump loser, getting the hearts right is probably the more crucial play.

In a no-trump contract the defenders are likely to make five spade tricks and the ♥A; so, if they score either the ♣Q or ♥J s well, even INT would fail.

In case you are wondering why the computer thinks you can make 4♦, I can confirm this is not a mistake. If you guess successfully in both rounded suits and score the ♦10 on an overruff you can do it. In real life, I doubt that anyone will!

BOARD 27

♠ A95 ♥ 82 ♦ 10982 ♣ K642	♠ 62 ♥ J975 ♦ Q74 ♣ AJ105	Dealer S Vul: None	♠ 873 ♥ AQ1063 ♦ J53 ♣ 93
	♠ KQJ104 ♥ K4 ♦ AK6 ♣ Q87		

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	4	3	5	4
S	4	4	3	5	4
E	-	-	-	-	-
W	-	-	-	-	-
=====					

West	North	East	South
Pass	Pass	Pass	1♠
Pass	INT	Pass	3NT
All Pass			

With the chunky five-card spade suit surely worth an extra point, South raises the INT response directly to game. North would go on after a 2NT raise anyway.

Deals on which game is possible seem to have been a bit thin on the ground in this session. Here, with a combined 26 high card points, just about everyone should be in game with the North-South cards.

East is likely to lead a fourth best ♥6 against 3NT. Declarer wins this in hand with the ♥9 and knocks out the ♠A. If the defenders then clear the hearts, declarer will not need to take the club finesse because the defenders will already have three tricks. That means one club trick will suffice to allow declarer to make the rest of the tricks.

You can make an extra trick playing with spades as trumps because, with the ♣K onside and spades 3-3, all the defenders make are the two major-suit aces. Why might the 3-3 spade split be relevant? An initial heart lead run round to the ten would leave East able to cash a heart after West gets in with the ♠A and then play a third round of hearts. Declarer would need to ruff that high.

BOARD 28 ♠ A1065 Dealer W
 ♥ 4 Vul: N-S
 ♦ AKJ109
 ♣ 852

♠ J972 ♠ 843
 ♥ 762 ♥ QJ1093
 ♦ Q85 ♦ 7642
 ♣ 976 ♣ 4

♠ KQ
 ♥ AK85
 ♦ 3
 ♣ AKQJ103

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	7	7	4	6	7
S	7	7	4	6	7
E	-	-	-	-	-
W	-	-	-	-	-

=====

West	North	East	South
Pass	1♦	Pass	2♣
Pass	2♦	Pass	2♥
Pass	3♣	Pass	4NT
Pass	5♥	Pass	5NT
Pass	6♦	Pass	7NT
All Pass			

With 22 points facing an opening bid, South immediately knows the partnership is heading for a slam. When North shows two key cards (with 5♥) and the ♦K (with 6♦), South can count thirteen tricks so long as North has at least three spades and an entry is available.

At teams or rubber bridge South would bid 7♣ in case North is short in both majors or West finds a diamond lead and there is no way to reach the ♠A. At matchpoints it is reasonable to pot 7NT. Even if North has the wrong shape or the lead removes a vital entry, a red queen would provide a thirteenth trick.

On any lead bar a diamond, you can claim 13 tricks in 7NT. West is unlikely to lead a diamond but perhaps if the bidding marks North with the ace-king then someone will find the lead. Faced with a diamond lead, declarer is unlikely to risk immediate defeat by finessing at trick one. Much more likely you play high from dummy and, perhaps after cashing a second top diamond, try two rounds of clubs. You hope

that the nine of clubs falls either doubleton or singleton, in which case the ♣8 will be an entry to the ♠A after you unblock the king-queen.

In 7NT, if you get a diamond lead and no joy in clubs, you will either need the ♠J short or some sort of squeeze. If you are trying to squeeze East in the red suits, you overtake the ♠K with the ♠A after you have finished the clubs. If you are trying to squeeze West in the majors, you cash the ♥A-K instead – a tough one.

BOARD 29 ♠ KJ87 Dealer N
 ♥ QJ86 Vul: Both
 ♦ J1065
 ♣ 5

♠ Q106532 ♠ A9
 ♥ 107 ♥ A542
 ♦ A4 ♦ Q72
 ♣ 873 ♣ AK104

♠ 4
 ♥ K93
 ♦ K983
 ♣ QJ962

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	1	-	2
S	-	2	1	-	1
E	1	-	-	3	-
W	1	-	-	2	-

=====

West	North	East	South
	Pass	1♥	Pass
1♠	Pass	1NT	Pass
2♠	All Pass		

Playing a weak no-trump, East opens a suit and West responds in spades, thereby becoming declarer in a spade partial. If East-West are playing a strong no-trump and transfers then East can become declarer in a spade contract.

If West declares and East has bid hearts, North might lead the ♦J. Nine tricks (so an overtrick in 2♠) is then possible by leading a spade to the nine, ideally having ducked the first trick. You can go on to ruff two hearts and a diamond in hand, with the result that your second trump loser and your slow club loser fall on the same trick.

An initial club lead – certainly a possible choice with the singleton – would knock out one of the entries to the East hand and prevent the strategy of ruffing three red cards in the West hand from working. At the table I suspect that more declarers will make eight tricks rather than nine even without a club lead.

A no-trump contract would not play well. East can in theory escape for one down in INT after the ♣Q lead by endplaying South at some point – but if you play on spades you might well go two down.

BOARD 30 ♠ KQ109875 Dealer E
 ♥ Q63 Vul: None
 ♦ A
 ♣ K2

♠ A6 ♥ K10 ♦ Q64 ♣ AQJ1086	♠ ♥ AJ742 ♦ KJ7532 ♣ 94
-------------------------------------	----------------------------------

♠ J432 ♥ 985 ♦ 1098 ♣ 753	
------------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	2	-
S	-	-	-	2	-
E	5	6	6	-	2
W	5	6	6	-	2

=====

West	North	East	South
		1♦	Pass
2♣	2♠	Pass	Pass
Dbl	3♠	4♥	Pass
4♠	Pass	5♦	All Pass

East must decide whether to open and, if so, whether to open the longest suit. While the hand might be easier to describe the shape following an initial pass, it usually pays to get into the auction early.

After North overcalls 2♠, West needs to make sure that the bidding does not die. A cue bid of 3♠ would waste a lot of space; double is much better. When East bids 4♥, West might as well cue bid 4♠ on the way to 5♦.

South is surely going to lead a spade against a diamond contract. Declarer discards a club on the ♠A at trick one and then probably leads a low diamond off dummy at trick two. If declarer was sure that the ♦A was bare, it would be fine to plan to ruff one heart low and another high – but North might have played the ♦A from a doubleton. As the cards lie, with hearts 3-3 and the ♣K doubleton in the North hand, it is hard to avoid making twelve tricks. If you play on hearts, because they are 3-3, it does not matter whether you ruff the third round high or low. If you play on clubs, the king pops up on the second round and it does not matter whether you were planning to take a ruffing finesse.

If North declares a (sacrificial) spade contract, East is likely to lead a club. West wins this and switches to the king of hearts, enabling the defenders to take the first four tricks with the ♠A to come, so 300 against 4♠ doubled. A diamond lead would yield the same result: by using some spade other than the jack to knock out the ♠A, declarer can reach dummy with the ♠J to lead up to the ♣K.

BOARD 31 ♠ K1042 Dealer S
 ♥ 1093 Vul: N-S
 ♦ 4
 ♣ KQ962

♠ AJ753 ♥ KQ ♦ Q9532 ♣ J	♠ 8 ♥ A8762 ♦ K108 ♣ 8743
-----------------------------------	------------------------------------

♠ Q96 ♥ J54 ♦ AJ76 ♣ A105	
------------------------------------	--

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	-	-
S	1	-	-	1	-
E	-	3	1	-	-
W	-	3	1	-	-

=====

West	North	East	South
			INT
2♠	Pass	3♣	Pass
3♦	All Pass		

While there is a case for South to pass as dealer at adverse vulnerability, most will open. If it is with a weak no-trump, West might bid 2♠ to show spades and a minor. North is happy to defend 2♠ so passes. East knows that playing in a minor will be better than playing in spades and so bids 3♣ 'pass or correct'.

If North-South play a strong no-trump, South opens 1♦ (or 1♣ for some) and West overcalls 1♠. North then bids INT. If South has opened 1♣, West will compete with 2♦ and then North with 3♣. If South has opened 1♦, INT is likely to be the final contract.

3♦ makes even on a trump lead (or more likely a club lead a diamond switch). Declarer can make four trump tricks, three heart tricks, the ♠A and a spade ruff. If North mistakenly did not switch to a trump, declarer could make ten tricks by ruffing more than one spade in dummy.

If North plays in INT, only an initial diamond lead defeats the contract. On any other lead South's diamond holding constitutes a double stopper – indeed declarer can make at least eight tricks (two spades, five clubs and a diamond).

BOARD 32	♠ AK52	Dealer W
	♥ K3	Vul: E-W
	♦ A43	
	♣ 8764	
♠ Q43		♠ 1096
♥ 875		♥ J102
♦ QJ1096		♦ K752
♣ A5		♣ Q103
	♠ J87	
	♥ AQ964	
	♦ 8	
	♣ KJ92	

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	6	1	5	5	3
S	6	1	5	5	3
E	-	-	-	-	-
W	-	-	-	-	-
=====					

West	North	East	South
Pass	1NT	Pass	2♦
Dble	Pass	Pass	2NT
Pass	3NT	All Pass	

Playing a weak no-trump and transfers, the bidding may well go as illustrated. West doubles 2♦ because a diamond lead is likely to be best against a no-trump contract and will be good against a heart contract too unless East holds the ace of diamonds and North the king. North passes 2♦ doubled because completing the transfer would show 3-card heart support. South rebids 2NT rather than 3♣ because 3♣ would create a game force, which the hand is not worth. With a maximum, North has an easy decision to accept the invitation.

The play in 3NT on a diamond lead requires some care. If you decide to hold up the ♦A for two rounds, you need to discard two clubs from dummy. The next move is to play on hearts, hoping for a 3-3 split, and cashing five rounds when the hoped for break materialises.

West can spare the ♣5 on the fourth round of hearts but has no good discard on the fifth round. A spade discard will allow declarer to drop the queen while a diamond discard would allow declarer to knock out the ace of clubs, presumably having come to hand with a spade to play clubs towards dummy.

As the cards lie, if you guess to finesse East for the queen-ten of clubs rather than the ace-queen, you can make 12 tricks in 5♣, thus outscoring those in 3NT just making.