



Commentary for the CBAI Simultaneous Pairs Tuesday 7th February 2023

Dear Bridge Player,

Thank you very much for playing in the CBAI Simultaneous Pairs 2023, and for your continued support for the CBAI.

Thankfully, the signs are that things are stabilising after a very difficult couple of years, but the Association still faces many challenges, including financial ones, following the disruption caused by the covid hiatus. So the funds raised from the Sims this year will be particularly welcome. If you know of clubs that do not participate in the Sims events, please encourage them to sign up – the feedback is that members really enjoy them and look forward to playing in them every year.

I hope that you found the hands (which are randomly dealt by computer with no human intervention whatsoever) as interesting and challenging as ever, and that you enjoyed the chance to pit your bridge wits against your fellow players across the country (and for those still playing online, perhaps a few overseas players as well). Many thanks to our expert commentators: Monday – Fearghal O’Boyle, Tuesday – Lucy & John Phelan, Wednesday – Enda Glynn, Thursday – Brian Senior, and Friday – Carol-Ann Cummins & John Noonan, for their guidance through the maze. I hope that you have picked up some useful tips from their advice. Don’t forget to check your standing in the national results at www.ecatsbridge.com/sims.

Pat O’Mahony – President, Contract Bridge Association of Ireland

Board I. None. Dealer North

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

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

* Roman Keycard Blackwood (Treats the trump King as an Ace and asks about the Queen)

** 2 Aces + the Queen of Trumps

East-West should have no problem finding their spade fit here – even if South decides to butt in with a diamond bid. Any pair who reach slam on this board will score well, as

many pairs will stop in game with only a combined 27 count. But this hand is all about shape and controls. Once West discovers the spade fit her 5-1-1-6 hand looks like a four loser hand. East is clearly short in Clubs which can therefore be ruffed to set up the suit, so once East shows the two missing aces and the spade queen slam is clearly an odds on favourite.

All 13 tricks are available via 2 club ruffs in dummy, and hats off to anyone who bids the grand slam.

(We never argue with success!) But – on a bad day the black suits could divide badly and scupper the contract – so small slam is quite sufficient. Anyway – do you really want to bid a Grand Slam on the very first hand of the night? Imagine partner’s face later if you go 1 down and most of the room missed the small slam!

Board 2. N/S. Dealer East

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

West	North	East	South
		1♥	Pass
1♠	Pass	1nt	Pass
2NT	Pass	3♠	Pass
4♠	Pass	Pass	Pass

OR (Playing Strong NT)

West	North	East	South
		INT	Pass
2♥*	Pass	2♠	Pass
2NT	Pass	4♠	Pass
Pass	Pass		

* Transfer to Spades

Any E/W Pair who bid the spade game will score well here, as the values are marginal with a combined 24 count. Many will stop in a Spade or NT part score – which is quite reasonable as

an unfavourable lie of the cards or bad breaks could easily lead to defeat at game level.

The weak NT folk will all open 1♥ with the East hand, and after Wests' unanimous 1♠ response most likely rebid INT showing 15-16 (or 15-17). West has just an 8 count – but she has three 10's and a five card suit and her points are Aces – so the hand is just about worth a game invite.

Strong NT folk will mostly open INT with the East hand – and the pessimistic West players may just transfer to spades and pass out in part score. But most – for the reasons mentioned above – will invite game which will be accepted by East with her nice 16 count and Qxx of spades.

The play should be not too difficult and any reasonable line should produce 10 tricks without too much drama – provided declarer does not panic when she discovers the 4-1

spade break or decide to commit hara-kiri by short trumping herself with heart ruffs in hand.

Very best play (or a little help from the defenders) can produce 11 tricks for a share of the top score.

Board 3. E/W. Dealer South

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

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

OR

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

Most South players will pass with their revolting 11 count, but considering the ongoing depreciation of opening bid values which we have experienced in recent years (particularly in “expert” circles), quite a few will dredge up a 1 heart or even INT opening. Even if South does sensibly pass, there will be a few naughty Norths who will open 1 diamond third in hand at favourable vulnerability.

Spades are still the “Boss” suit however, and most E/W pairs will be allowed play in a spade part score.

The N/S pairs who compete to 3 diamonds will score well here – as even if this is doubled – with best play (or a boobo by the defenders) North can escape for one down and the -100 will compare very favourably with all the -110's when E/W are allowed play in 1 or 2 spades at other tables.

Of course – the top scores for N/S will happen when E/W compete to the three level (or even

higher) in spades which should fail barring any gifts from the defenders.

Match point pairs is a cruel game and it pays to compete aggressively, especially when non-vulnerable.

Board 4. All. Dealer West

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

West	North	East	South
Pass	Pass	1♥	Pass
Pass	Pass		

OR

West	North	East	South
Pass	Pass	1♥	2♣
Pass	Pass	Db1*	Pass
Pass	Pass		

* Re-opening (Take Out) Double

After East opens 1♥ third in hand, the vulnerability may dissuade most South players from overcalling with their 5 card club suit and 10 count. Should South decide to go where angels fear to tread and E/W find a double they will defeat 2♣ by at least one trick for the match point “magic 200”. (They can break it by two tricks for 500 – but this might require the counterintuitive lead of the spade jack by West).

Those E/W players who are allowed to play in a heart part score should mostly score about 8 tricks.

9 tricks for +140 are possible with very best double-dummy play, but in practice declarer is likely to lose 5 tricks – unless she guesses very well or the defenders render assistance.

This hand illustrates the wisdom of competing conservatively when vulnerable (especially when Both sides are vulnerable). The match point pairs score of +200 (Also Known as “The

Kiss of Death”) is always attractive as you will beat any pair playing in a part score.

When it’s Game All – It’s more attractive to defend, as even if you can make +130 or +140 you give up on a possible +200 defending.

Board 5. N/S. Dealer North

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

West	North	East	South
Pass	3♥	3♠	Pass
Pass	Pass		

The poor quality of the heart suit along with the adverse vulnerability may discourage some North players from opening the bidding, but we paid our entry fee and we have a seven card suit so the majority will just merrily bid their hearts. Some Norths may compromise with a weak 2♥ opening instead of the full blown preempt if they have this in their bidding arsenal.

Most East players will of course compete in spades – only a 14 count – but excellent spade suit and 6-4 shape. The bad news for East is that 3♠ will not play very well here as the West cards are of little use as dummy. But the good news for E/W is that North will roll home fairly easily in 3♥ if allowed to play there. South’s heart 10 is a big card – virtually worth a trick, and the AKQ of diamonds will provide discards for a couple of black suit losers. 10 tricks in hearts are even possible if East does not lead the Spade Ace and declarer guesses the club Queen correctly.

3♠ by East down two for -100 non-vulnerable will be a decent score for E/W provided South doesn’t find a sporting double, which would yield +300 for N/S and a fine score.

Top of the night will be for the N/S players who somehow stumble into 4♥ (Doubled by West even) and manage to make it. Bottom of the night will be for the N/S players who somehow

stumble into 4♥ doubled and go down for -200 after Spade Ace lead.

Bridge is not an easy game !

Board 6. E/W. Dealer East

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

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

OR (Playing Strong NT)

West	North	East	South
		Pass	Pass
INT	Pass	Pass	Pass

The weak NT folk will open 1 diamond with the West hand. North has only an 8 count, but she has nice chunky suits – both majors and at favourable vulnerability will likely overcall 1 heart.

East will raise diamonds, and South should show her heart support – but not get too carried away with her shapely 10 count (remember partner has made a Non-Vulnerable overcall – so don't hang her for her industry). With 5 card trump support East should compete to the 3 level in diamonds which will probably close the auction.

West can actually get home for 9 tricks in diamonds if North does not lead her singleton club and West guesses the club jack correctly. However, with a club lead from North the defenders can get two ruffs which will land the magic +200 for N/S and a share of the top score.

The strong NT folk will have an easy time on this hand, unless North is reckless enough to overcall 2 hearts or if N/S have some gadget in their bidding arsenal to show both majors. (A simple one is 2 clubs for the minors and 2

diamonds for the majors after the opponents open INT).

If INT is left unmolested this will roll home for an easy 8 tricks +120 and a fine score for E/W.

On this hand fortune favours the brave and N/S should find some way to compete against West's NT.

Even a natural 2♣ call by South (if INT is passed around) will produce a better result for N/S than defending INT.

Lesson from this hand : Agree some (preferably simple) methods with your partner for interfering after the opponents open INT.

Board 7. All. Dealer South

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

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

OR (Playing Strong NT)

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

*. Stayman asking for majors

Regardless of bidding system – Weak or Strong NT – All roads should lead to a 3NT contract by North on this hand. After the first auction, East will likely lead a spade. On the second auction East has an unenviable dilemma regarding what to lead – North has shown hearts and South has implied spades using Stayman, and the doubletons in the minors look most unattractive. Of course West may solve the opening lead problem by coming in with a diamond overcall.

In any case, this is one of those hands where the opening lead is not critical to the fate of the contract as declarer is always making 9 or 10 tricks, losing just the club king, diamond ace, and one or both of the major suit kings.

Board 8. None. Dealer West

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

West	North	East	South
Pass	1♠	Pass	4♠
Pass	Pass	Pass	

OR

West	North	East	South
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Pass	1♠	Pass	2♣
Pass	3♣	Pass	4♠
Pass	4NT*	Pass	5♦**
Pass	6s***	Pass	Pass

Pass

- * Keycard (5 "Ace") Blackwood
- ** 0 or 3 Keycards (Aces & Trump King)
- *** Unlikely to be 0 – we hope !!

This is a good spade slam for N/S – But unlikely to be bid at most tables playing natural bidding methods with just a combined 26 count. The vast majority of Norths will play this one in 4♠.

After Norths 1 Spade opening, South is worth a simple "bones of bridge" raise to 4♠.

However some Souths may use a "delayed game raise" and bid their club suit first, and after raising clubs and seeing South jump to game in spades, North may now re-evaluate her hand as a 5-loser having found a double fit in the black suits and drive on to the slam (after checking for Keycards).

There is nothing to the play for an easy 12 tricks, as declarer can just draw trumps and discard a diamond from dummy on the 5th

round of clubs, conceding just one diamond trick.

Don't lose any sleep about missing this slam if you are N/S – It's a skinny one and you will have plenty of company.

Board 9. E/W. Dealer North

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

West	North	East	South
Pass	Pass	Pass	1♥
1♠	Dbl*	Pass	1NT
Pass	2NT	Pass	3♥
Pass	4♥	Pass	Pass
Pass			

* Negative (Take-Out) Double

This hand will likely be played in a variety of Heart and Notrump contracts by N/S. The combined 25 count would suggest bidding game, but the play in either 3NT or 4♥ is by no means straightforward, and declarer will have to tread carefully to bring home the contract. 4♥ should be easier than 3NT, as declarer can just ruff a couple of spades in dummy and just lose a spade, a heart and a club. In fact 11 tricks are available in a heart contract if declarer guesses the clubs right.

Quite a few will play in heart and club part scores however, therefore bringing home any game as N/S should register a decent score.

Board 10. All. Dealer East

	♠ J 5 2 ♥ 4 2 ♦ K Q J 10 7 6 3 ♣ 10		
♠ Q 10 7 3 ♥ 8 6 3 ♦ 9 8 5 ♣ A K 2		♠ A 6 4 ♥ A 5 ♦ A 2 ♣ Q J 9 7 6 5	
	♠ K 9 8 ♥ K Q J 10 9 7 ♦ 4 ♣ 8 4 3		
West	North	East	South
1♠ Pass	2♦ Pass	1♣ 3♣	1♥ Pass

Three No Trump is ice cold with an overtrick for East-West on this hand but will be difficult to get there unless West has some (legal please !) way of showing East her AK of clubs.

Most East players will just open a fairly normal 1 club. The majority of Souths will bid their fine heart suit regardless of the vulnerability, West will bid her spades or make a negative double (depending on system agreements) and North will likely risk 2♦ with her fine 7 card suit.

We have all paid our entry fee – so we all want in on the action !

East will most likely rebid her clubs and this may end the auction, although some adventurous North players may push on to 3 diamonds even though vulnerable with only 7 points.

Some of the strong NT players may decide to open an off-shape INT with the East hand instead of 1♣. Now West may push on to the 3NT game whether or not South bids her hearts.

Even if E/W stop in 2NT, their +180 will beat all the pairs making +130 or +150 in club contracts.

Five Clubs is makeable for E/W – But unlikely to be bid - and declarer will have to guess the spade suit correctly to make 11 tricks. When East plays a low spade towards dummy, South should duck with her King and if declarer puts in the spade 10 from dummy (instead of the Queen) she will be held to 10 tricks.

Board 11. None. Dealer South

	♠ 4 ♥ K 9 8 6 4 ♦ 7 6 4 3 ♣ 10 6 2		
♠ K J 10 8 7 ♥ 7 5 3 ♦ 9 ♣ Q 9 8 3		♠ A Q 9 2 ♥ A Q J 2 ♦ Q 5 ♣ K J 5	
	♠ 6 5 3 ♥ 10 ♦ A K J 10 8 2 ♣ A 7 4		
West	North	East	South
Pass 2♠ Pass	Pass 3♦ Pass	Dbl 4♠	1♦ 2♦ Pass

The majority of E/W players should reach the rock solid game in spades after South's diamond opening is passed around to East who has a clear cut Take Out double with her powerful hand.

South may try to mix things up by rebidding her diamond suit, but West is well worth competing with 2 spades, and as this shows some values East is happy to raise to game with her 19 count.

The play in spades is fairly straightforward and most will make 11 tricks via the heart finesse.

Some N/S pairs may find the profitable sacrifice in 5♦, which just goes for -300 doubled for a fine score to N/S. But of course E/W may still rightly or wrongly bid on to 5♠ - which turns out to be rightly this time thanks to the favourable location of the King of Hearts.

Board 12. N/S. Dealer West

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

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

Following the normal 1♦ opening bid by West and an equally normal spade overcall by North, most N/S pairs will settle in a spade part score, whether South decides to show her hearts or not. On the lie of the cards N/S can make 10 tricks in a Spade (or even a Heart) contract, but the game is difficult to bid using natural methods, and just a tad fortunate to make.

Anyone who plays in a spade part score and makes 10 tricks for +170 should score above average, as it is easy to misplay this hand and hold yourself to 9 tricks for +140.

Board 13. All. Dealer North

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

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

3NT by N/S is an easy make on the lie of the cards, but not so easy to bid.

After East's 1 spade opening, South has a wee dilemma.

What does she do with her balanced 15 count?

Various options:

Pass - Seems a bit timid with 15 points – and she paid her entry fee.

1NT - This shows the point count – but Jx is not a great spade stop

2C - The suit quality is not great – and this puts all the eggs in one basket

DBL - We would like to have 4 hearts for a Take out double.

Anyway – life is not perfect, so we decide to go with the take out double (“Sorry Partner – I had a diamond mixed up with my hearts”).

North will respond with either 2 Hearts or 1 NT, which should probably end the auction, and roll home with 9 or 10 tricks.

Some E/W pairs may decide to compete to 2 Spades, but they will have picked the wrong time to be brave, as even undoubled 2S will fail by 2 tricks for -200 vulnerable and a poor E/W score.

Board 14. None. Dealer East

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

West	North	East	South
		Pass	Pass
1♣	1♦	Pass	Pass
2♣	Pass	Pass	2♦
Pass	Pass	3♣	Pass
Pass	3♦	Pass	Pass
4♣	Pass	Pass	Pass

This hand should develop into a part score bidding battle with E/W bidding clubs and N/S competing in diamonds. As both sides are non vulnerable, the bidding may reach quite a high level before one side backs out.

E/W will score well if they compete to and are permitted to play in 4♣, which makes 10 tricks easily and possibly even 11 if declarer enters dummy with the heart Queen, runs a club honour and South does not cover with the club King. Declarer can then play a club to the Ace, drawing the outstanding trumps, unblock the AK of hearts and re-enter dummy with the remaining club honour to cash the last two hearts for spade discards.

N/S will score well if they are permitted to play in 3♦ (which makes easily) or in 4♦ as even doubled this will be only -100 which beats all the -130's E/W can make in club contracts.

Moral of the story – It pays to compete aggressively when both sides are non-vulnerable.

Board 15. N/S. Dealer South

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

West	North	East	South
			Pass
INT	Pass	Pass	Pass
OR			
West	North	East	South
1♣	Pass	1♥	1♠
INT	Pass	Pass	Pass

Most South players will likely pass as dealer on this hand with their 11 count.

The spade suit is quite poor and do you really want to rebid them with five to the 10 ?

Nevertheless – considering the ongoing devaluation of opening values we can expect most of the experts to start with 1 Spade or even INT. Fortunately – we are not experts so we can just Pass.

“ But I have the boss suit and three 9’s” you say – Well then why don’t you go away and play poker instead. (Note: The Experts have bidding methods to stay out of trouble after light openings).

The weak NT folk will open INT with the West hand which should likely end the auction, as the adverse vulnerability should dissuade South from bidding her miserable spades. Should North find a diamond lead this will defeat INT (South inserts the 9 if dummy plays low etc). Should North lead a heart, then the defenders will need to find a diamond switch after they win their first club trick.

The strong NT folk will open 1 Club with the West hand, and after East’s normal response of 1♥, South may decide to overcall 1♠. West will

be happy to rebid 1 NT with her AQx of spades and North may decide to stay quiet at the vulnerability and the concern that her heart King could be poorly placed after East has shown hearts. North will be happy to lead a spade against INT with her Jxx, and unless N/S can find a diamond switch after winning their first club, INT will roll home with 3 clubs, 3 spades and the Ace of diamonds.

This hand illustrates how INT is reckoned by many to be both the most difficult contract to play AND the most difficult contract to defeat.

Board 16. E/W. Dealer West

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

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

This hand should develop into a familiar part score bidding battle between the Hearts of E/W and the Clubs of N/S. When the bidding reaches the three level E/W will probably give up due to the adverse vulnerability. Those who bid on to 3♥ will not fare too badly as 9 tricks are makeable with careful play (easiest line is to finesse South for the Spade Jack) but it’s by no means easy and many will fail. Nevertheless they will have plenty of company and will still do better than those who defend 3 clubs making 110 for N/S.

For N/S 3♣ is a tricky contract and will require careful handling. Probably leave trumps alone and go after a heart-diamond cross-ruff for best chance and there are also some endplay possibilities, but don’t be embarrassed if you are -50, as there will be more going down than making in this contract, and you are still beating anyone who allowed E/W to play in a soft 2♥ contract.

Board 17. None. Dealer North

	♠ Q J 9 5 2		
	♥ K 3		
	♦ 7 2		
	♣ 9 8 7 3		
♠ 10 7 6		♠ K 8 3	
♥ 10 6 4 2		♥ Q 5	
♦ Q 10 8 5		♦ A K J 9 3	
♣ K 2		♣ A J 4	
	♠ A 4		
	♥ A J 9 8 7		
	♦ 6 4		
	♣ Q 10 6 5		
West	North	East	South
	Pass	1♦	1♥
2♦	Pass	2NT	Pass
Pass	Pass		

East will generally open 1♦ here and after South's inevitable 1♥ overcall West has a decision to make. She may decide to raise to 2♦ ("I owe you a point partner – but I do have a doubleton") or considering her heart length she may decide to pass – both are reasonable options.

A slight majority may favour the diamond raise, as it's always nice to establish a suit fit and there is nothing partner likes to hear more than her suit being supported.

(A Happy Partner = A Pleasant Game).

Should West raise diamonds, then East, with her 18 count will no doubt make some move to invite game. The scientists may cuebid 2♥ to ask partner if she has a stopper for NT, but some may just bid 2NT hoping partner has a partial stop (she has !) or the gamblers may even jump to 3NT.

Other Easts may just raise to 3♦ as a general game invite.

West – who has pushed her hand to the limit already – should of course pass any invite.

On the lie of the cards East has good chances of making 3NT. After the normal heart lead, North has to switch to the ♠Q to break the contract by force. If she continues hearts, West's ♥10 will become a stopper after 3 rounds have been cashed. Now when East runs her diamonds South will be forced to either bare her Queen of clubs or can be endplayed to lead away from it if East reads the position correctly (watching South's discards).

Of course most East players will fail in 3NT by just taking the simple club finesse, which is not an unreasonable line of play.

East can make 9 tricks in a diamond contract, but she will have to guess to duck spades twice to bring down South's Ace so that her King is a winner, unless the defenders render assistance.

Board 18. N/S. Dealer East

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

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

OR

West	North	East	South
		Pass	INT
2♥	Pass	Pass	Pass

East has only an 11 count which on this occasion is just about worth an opening bid.

She has 5-4 shape with good spot cards in her spade suit, two 10's, and no rebid problems if partner answers INT or 2♣ (she can rebid 2♦) or 2♥ (she can rebid 2♠).

But don't be embarrassed if you decided to pass this hand – it's still just an 11 count.

The adverse vulnerability may discourage South from coming into the auction, even with her 14 count. West will eventually bid on to four spades with her 12 count and Qxx trump support once she discovers East has 5 of them. This is a very thin game for E/W with a combined 23 count, but on this occasion everything is lying right and unless declarer can contrive some unusual line to lose a trick to the Jack of Spades, game rolls home.

Once again, do not be concerned if you missed this game – it's a lucky one.

Should East pass, then South will likely open INT. She will be unlikely to be allowed play there at this vulnerability unless both West and East have taken a vow of silence. The most likely contract will be a heart or spade part score by East or West.

Should South be allowed to play in INT (maybe West has fainted and East can't find her bidding box), this will fare badly on a (very unlikely) lead of a spade resulting in -200.

In practice West will likely lead the King of Hearts against INT and now declarer can escape for -100 or even make +90 (if West persists with hearts) for a share of the top spot.

Board 19. E/W. Dealer South

	♠ 7 6 2		
	♥ A 8		
	♦ Q J 7		
	♣ A Q J 8 2		
♠ A 10 4		♠ K Q J 8 3	
♥ 4		♥ K 3 2	
♦ A 9 8 5 4		♦ 10 6	
♣ 7 6 5 3		♣ K 9 4	
	♠ 9 5		
	♥ Q J 10 9 7 6 5		
	♦ K 3 2		
	♣ 10		
West	North	East	South
Pass	Pass	3♠	Pass
4♠	Pass	Pass	Pass

South has the perfect hand for a heart pre-empt - an excellent heart suit and only the King of Diamonds outside. North will experience some temptation with her 14 count and doubleton heart, but bearing in mind that partner has less than normal opening values, and that there are likely losers in spades and diamonds, discretion is the better part of valour here and a disciplined pass is the wisest action. All the good stuff in North's hand means that partner might actually have a chance of making her 3♥ contract.

East has a tricky decision to make with her good 5 card spade suit and 12 count. It's a wee bit risky coming in at the three level, considering partner passed the pre-empt. Still - It's a bidders game - and passing with hands like this is boring and a losing action in the long run as partner could be sitting there with some values - so 3♠ it is.

West has only 8 points, but she has 3♠ to the Ace and a singleton - so the hand looks to be worth a bit more and it's hard to resist a raise to 4♠, which should finish the auction.

4♠ will probably fail by 2 tricks after South leads her singleton Club, or after North finds the AQ of clubs switch after winning the heart lead.

Hats off to any E/W pair who manage to stop in 3 Spades, as this is unlikely to be doubled and -100 will beat all those who defend 3♥ which is always making.

Quite a few Souths will actually make 4♥ if the defenders slip up and fail to take their spade tricks quickly. Declarer can cash the club Ace in dummy and then take a ruffing finesse through East to establish a club honour for a spade discard, while she still has the heart ace as an entry.

Board 20. All. Dealer West

	♠ A Q 10 9 5		
	♥ A K 7 6		
	♦ K J		
	♣ K 9		
♠ 8 6		♠ 3	
♥ J		♥ Q 10 9 8 5	
♦ A Q 10 8 3 2		♦ 7 6 5	
♣ A 8 7 4		♣ J 10 3 2	
	♠ K J 7 4 2		
	♥ 4 3 2		
	♦ 9 4		
	♣ Q 6 5		
West	North	East	South
1♦	Dbl	Pass	1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

West should open 1 Diamond as dealer, only an 11 count but nice 6 card suit and 6-4 shape. North's hand playing a natural system seems a bit too strong for anything except a Take Out Double.

When South responds 1♠, North just raises to 3♠, as even though she has a massive 20 point hand with at least a 9 card spade fit, South has been forced to bid (in response to the take out double) and could be totally bust in points.

When you are looking at a 20 count with an opening bid on your right, it stands to reason that the other two hands are not going to have many points between them. (There are only 40

points in the deck in total – or so we are told.) As it happens, South has nearly all the remaining goodies and will be happy to raise to the spade game.

There is not much to the play of the spade game, as declarer has to lose the two minor suit aces and cannot avoid a heart loser as well, so +620 will be a popular score.

Board 21. N/S. Dealer North

	♠ A 10 6		
	♥ K Q 6 5		
	♦ 7 6		
	♣ A 10 8 2		
♠ Q J 5 4		♠ K 9 2	
♥ A J 9 8		♥ 3 2	
♦ 10 5		♦ K Q 9 8 4 3	
♣ 9 6 4		♣ Q J	
	♠ 8 7 3		
	♥ 10 7 4		
	♦ A J 2		
	♣ K 7 5 3		
West	North	East	South
	INT	2♦	Pass
Pass	Pass		

North will likely open INT (Playing weak NT) and East will bid her diamonds naturally or via one of the many bidding “gadgets” available to interfere with opponents INT openings.

At this vulnerability, East will likely be allowed to play in her diamond suit, possibly doubled by South (especially if she has to go to the 3 level).

The East players who play in diamonds should be held to 7 tricks, losing 2 clubs, 2 diamonds, a heart and a spade. However, if N/S do not set up their heart trick in time declarer may manage to establish dummy’s 4th spade for a heart discard and come to 8 tricks for an excellent score.

Board 22. E/W. Dealer East

		♠ 7 6 5	
		♥ —	
		♦ Q 10 8 6 5	
		♣ K 10 8 5 4	
♠ A J 2		♠ K Q 8 3	
♥ Q 8 7 6 5 4		♥ A J 9 2	
♦ 3		♦ 7 4	
♣ A Q 2		♣ 7 6 3	
		♠ 10 9 4	
		♥ K 10 3	
		♦ A K J 9 2	
		♣ J 9	
West	North	East	South
		Pass	INT
2♥	Pass	3♥	Pass
4♥	Pass	Pass	Pass
OR			
West	North	East	South
		Pass	1♦
1♥	3♦	3♥	4♦
4♥	5♦	Dbl	Pass
Pass	Pass		

The Weak NT folk will mostly open INT with the south hand, and West will likely overcall in hearts.

The suit quality is poor and she is vulnerable, so some Wests may pass, but it is a 6 card suit and the hand has nice controls in the side suits. Still – if we were to swap the North and East hands, North would be putting the double card on the table with glee.

East’s hand is certainly worth a raise considering Partner has made a vulnerable overcall and should have a serious hand, and E/W can get to the excellent heart game, although many will stop in a part score.

The Strong NT folk will open 1 Diamond with the South hand, and after West overcalls in hearts, North can make a pre-emptive raise of diamonds with her excellent shape (Only 5 points, but a 7 loser hand with a known 9+ card fit).

This should enable N/S to find the excellent sacrifice of 5♦ at favourable vulnerability, conceding -300 (doubled) instead of -620. However, most E/W pairs will stop in a heart part score, so -300 will still be a below average score – it’s a hard life.

Board 23. All. Dealer South

	♠ A 9 4		
	♥ K		
	♦ A Q J 7 3 2		
	♣ K 8 5		
♠ J 7 5 3		♠ K 8 6 2	
♥ J 10 7 5		♥ 8 6 3	
♦ K 6		♦ 9 8 4	
♣ A Q 10		♣ 7 4 3	
	♠ Q 10		
	♥ A Q 9 4 2		
	♦ 10 5		
	♣ J 9 6 2		
West	North	East	South
			Pass
Pass	1♦	Pass	1♥
Pass	3♦	Pass	3NT
Pass	Pass	Pass	

South will pass as dealer and some West players will open their balanced 11 count, but most will pass and North will get the action going with 1♦. After South responds the standard 1♥ North rebids 3♦ to show her 6 card suit and surplus values and South bids 3NT with her balanced 9 count to end the auction.

After this auction, West will likely lead a spade to East's King. South will win the spade continuation and finesse in diamonds to bring home the standard 10 tricks - 6 Diamonds, 2 Spades and 2 Hearts (Overtaking the heart King with the Ace to cash the Queen).

If East, after winning the Spade King at trick one, gets the bright idea of switching to a heart (seeing the singleton king in dummy), Declarer can make 11 tricks by returning to hand with the spade Queen, cashing the AQ of hearts, and taking the diamond finesse – but this is a risky line and in practice most will settle for 10 tricks which should score well above average, as there will doubtless be some who do not reach 3NT in the auction and others who can only make 9 tricks.

Board 24. None. Dealer West

	♠ A J 2		
	♥ 6 4 3		
	♦ Q 10		
	♣ A J 10 8 4		
♠ 9 3		♠ K 10 8 7 5 4	
♥ 8 7 2		♥ J	
♦ A J 3 2		♦ K 9 6 5	
♣ K Q 6 5		♣ 7 3	
	♠ Q 6		
	♥ A K Q 10 9 5		
	♦ 8 7 4		
	♣ 9 2		
West	North	East	South
			4♥
Pass	1NT	2♠	
Pass	Pass	Pass	
			OR (Playing Strong NT)
West	North	East	South
Pass	1♣	1♠	2♥
Pass	3♥	Pass	4♥
Pass	Pass	Pass	

Most of the N/S pairs will bid the Heart game after North opens the bidding and South shows opening values and a good heart suit. East will most likely overcall in Spades at this favourable vulnerability with her 6 card suit and 6-4 shape. This will not dissuade most N/S's from carrying on to 4 hearts regardless.

The layout is somewhat unfortunate for N/S, and the game will most likely fail by one trick. (2 Diamonds, 1 Spade and 1 Club to lose).

If East has bid spades, then West should lead one – which will consign declarer to defeat as it is not possible to both ruff a diamond in dummy and enjoy a club discard on the third round of spades. (West can ruff). Moral of the story: Lead partners suit and win the post-mortem.

Should declarer escape a spade lead, she might just be able to sneak the contract home by drawing just one round of trumps and working on the clubs for a spade discard, while retaining a trump in dummy to ruff a diamond. If North has not bid clubs, West may even lead the Club King, which will enable declarer to make 10 tricks without breaking a sweat.

A few of the more cautious N/S pairs may manage to stop in a heart part score which

should yield a good score as the majority of the game bidders will be going down.

Board 25. E/W. Dealer North

	♠ K 2		
	♥ A K 3		
	♦ A K J 9 3 2		
	♣ 8 2		
♠ A 9 8		♠ 7 6 3	
♥ J 9 8		♥ Q 10 5 4	
♦ Q 4		♦ 10 6 5	
♣ Q 9 7 5 3		♣ A K 10	
	♠ Q J 10 5 4		
	♥ 7 6 2		
	♦ 8 7		
	♣ J 6 4		
West	North	East	South
	1♦	Pass	Pass

Pass

There will not be much excitement in the auction here. After North opens 1♦ South will pass with her 4 count and the adverse vulnerability will discourage all but the most daring Wests from coming into the auction with a 9 count and a very poor 5 card club suit.

Even if Evel Knievel himself happens to be sitting West and comes in 2♣, North will no doubt be delighted to rebid 2♦ with such a fine hand and that is where she shall play.

East will begin with the Ace of Clubs (always a good plan when you have the King behind it) to get a look at the dummy and will continue clubs when partner encourages, with declarer ruffing the 3rd round. Declarer will then cash one top diamond and play the Spade King next, hoping that the defenders will take the Ace so that she can gain access to dummy later to discard a heart on the 3rd round of spades. But the defenders are awake – and East plays her lowest spade – the 3 – to show an odd number (“Count Signal”), so West knows to hold up the Spade Ace until the 2nd round which holds declarer to 9 tricks.

Any West who errs by taking their Ace on the first round of spades will allow North to romp home with 10 tricks for +130 and a fine score. (Not quite a full top – as there will be just a few lunatics competing with the E/W hands and going off 200 or more)

Two Lessons to be learned from this hand:

When declarer has a long suit in dummy with no outside entries – be sure and give your partner a COUNT signal if possible, so that she knows when to take the Ace if she has it.

Don't go jumping motorcycles over rows of trucks when all you have is a poor club suit.

Board 26. All. Dealer East

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

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

Most East players will open a pre-emptive Three Spades with this hand, and that is not unreasonable per the “bones of bridge” as we have a 7 card suit and less than 11 points.

The 3♠ opening should end the auction, and on the basis of the East-West cards it is a satisfactory contract, as you might sometimes have up to 3 spade losers and you have finesses to take in diamonds and clubs as well.

However on closer examination of the East hand we note that it has 10 Points, a 7 Card suit, a Void, an outside Ace, and a couple of 10's in the side suit holdings. Altogether this hand is just about worth a 1♠ opening. Once East opens 1♠ most Wests will not stop short of game with their 12 count so the contract will be either 4♠ or 3NT.

As the cards lie either game (NT or Spades) should roll home happily, as both minor suit finesses are working. The only way 4♠ can fail is if East decides to play a club to the Ace, getting ruffed.

Don't feel bad if you opened 3♠ and missed game – you were just unlucky this time.

Try swapping around the North and South hands and you will be lucky to make 9 tricks, let alone 10.

Board 27. None. Dealer South

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

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

The bidding should be fairly straightforward here, with South the dealer picking up a balanced 21 point hand – 2NT should be the normal choice of opening bid, with North raising to the NT game.

The play of this hand however, is far from straightforward and many declarers will fail.

West's diamond lead will be won by the Ace followed by the Jack from East. We are now immediately put to the test – do we cover or play low? If we err by playing the Queen the defence take the first five tricks to defeat the contract.

A little thought however (always handy when we are declaring) will tell us that playing the Queen cannot possibly be correct, unless E/W are up to something very strange. But they have honest faces and we have known them both for years. So we play low on the 2nd round of diamonds and the diamond suit is blocked as West cannot overtake without setting up our Queen.

We are still not out of the woods however. We play a couple of rounds of hearts next and the pesky suit is dividing 5-1 (West discards the diamond 3 on the 2nd round). OK – Let's try the clubs next – we cash the AK and the Queen falls doubleton – yippee – we are now up to 8 tricks, and all we need is the spade finesse for a 9th trick. So we now play a spade to the

King and one back to hand losing to the Queen in West, who now cashes his K10 of diamonds to defeat us by one trick.

Was this all unlucky or did we go wrong?

When we see West discarding on the 2nd round of hearts – we need to pay attention– West will probably be showing some signs of discomfort, so let's make West squirm a bit more – it costs us nothing to cash a THIRD round of hearts and now West is in pain. She has the unenviable choices of throwing another diamond winner, allowing us to endplay her later, or a spade allowing us to drop the Queen, or a club which would make our 4th club in dummy our 9th trick.

We may still guess the end position wrong and go down. West's best option is to throw a spade endangering the Queen but making us guess, but most Wests will not have the steely nerves to do this (unless Evil Knievel is still sitting there).

Board 28. N/S. Dealer West

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

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

The auction will be passed around to South (assuming natural bidding methods), who will open either 1♦ or possibly a slightly off-shape 1NT (if playing strong NT).

West will likely take advantage of the favourable vulnerability to overcall 2♣, and North will either bid 2♠ or make a negative double to show both majors, following which it should not be too difficult for N/S to reach the good 4♥ game.

North has only 6 points, but has 6-5 shape in the majors which makes it an excellent hand provided a fit can be found. Game makes easily in Hearts, and the spade game is also playable, although we will need to either find the Jack of spades or follow the (very) counterintuitive line of playing for Qxx of diamonds in East.

At this vulnerability E/W may be tempted to sacrifice in 5♣ – but this is not a good time, as this contract will fail by four or five tricks doubled for -800 or -1,100. The spade and heart honours in the E/W hands should sway them towards defending instead of committing hara-kiri.

Two lessons from this hand:

Six-Five Come Alive

Non-Vulnerable does NOT mean Invulnerable.

004125 CBAI 2023 Tuesday

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<p>1 ♠ 843 ♥ KQT52 ♦ 43 ♣ J74</p> <p>♠ KT972 ♥ A ♦ 6 ♣ AK6532</p> <p>6 ♠ 6 ♥ 74 14 13 ♦ KQT975 7 ♣ QT98</p> <p>Dir: N Vul: None</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>-----</td></tr><tr><td></td><td>S</td><td>-----</td></tr><tr><td></td><td>E</td><td>5 1 2 7 3</td></tr><tr><td></td><td>W</td><td>5 1 2 7 3</td></tr></table>	♣♦♥♠NT	N	-----		S	-----		E	5 1 2 7 3		W	5 1 2 7 3	<p>2 ♠ K ♥ QT95 ♦ K763 ♣ K964</p> <p>♠ AT876 ♥ 2 ♦ T842 ♣ AT3</p> <p>11 ♠ J543 ♥ J73 8 16 ♦ J95 5 ♣ Q72</p> <p>Dir: E Vul: N-S</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>-----</td></tr><tr><td></td><td>S</td><td>-----</td></tr><tr><td></td><td>E</td><td>3 3 3 5 3</td></tr><tr><td></td><td>W</td><td>3 3 3 5 3</td></tr></table>	♣♦♥♠NT	N	-----		S	-----		E	3 3 3 5 3		W	3 3 3 5 3	<p>3 ♠ 62 ♥ T98 ♦ A8652 ♣ KQ9</p> <p>♠ 875 ♥ J7432 ♦ 3 ♣ A854</p> <p>9 ♠ Q94 ♥ AQ65 5 15 ♦ Q97 11 ♣ JT6</p> <p>Dir: S Vul: E-W</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 2 - - 1</td></tr><tr><td></td><td>S</td><td>- 2 - - 1</td></tr><tr><td></td><td>E</td><td>1 - - 2 -</td></tr><tr><td></td><td>W</td><td>1 - - 2 -</td></tr></table>	♣♦♥♠NT	N	- 2 - - 1		S	- 2 - - 1		E	1 - - 2 -		W	1 - - 2 -	<p>4 ♠ Q32 ♥ 83 ♦ AQJ86 ♣ T93</p> <p>♠ J85 ♥ J52 ♦ 432 ♣ QJ52</p> <p>9 ♠ 976 ♥ K97 5 16 ♦ 75 10 ♣ AK864</p> <p>Dir: W Vul: Both</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 1 - - -</td></tr><tr><td></td><td>S</td><td>- 1 - - -</td></tr><tr><td></td><td>E</td><td>- - 3 3 2</td></tr><tr><td></td><td>W</td><td>- - 3 2 2</td></tr></table>	♣♦♥♠NT	N	- 1 - - -		S	- 1 - - -		E	- - 3 3 2		W	- - 3 2 2
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<p>9 ♠ 3 ♥ Q92 ♦ A8743 ♣ KT92</p> <p>♠ KQJ87 ♥ J853 ♦ K95 ♣ J</p> <p>9 ♠ AT42 ♥ AKT76 11 4 ♦ J 16 ♣ A75</p> <p>Dir: N Vul: E-W</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>3 4 5 1 4</td></tr><tr><td></td><td>S</td><td>3 4 5 1 4</td></tr><tr><td></td><td>E</td><td>- - - - -</td></tr><tr><td></td><td>W</td><td>- - - - -</td></tr></table>	♣♦♥♠NT	N	3 4 5 1 4		S	3 4 5 1 4		E	- - - - -		W	- - - - -	<p>10 ♠ J52 ♥ 42 ♦ KQJT763 ♣ T</p> <p>♠ QT73 ♥ 863 ♦ 985 ♣ AK2</p> <p>7 ♠ K98 ♥ KQJT97 9 15 ♦ 4 9 ♣ 843</p> <p>Dir: E Vul: Both</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 2 - - -</td></tr><tr><td></td><td>S</td><td>- 2 - - -</td></tr><tr><td></td><td>E</td><td>5 - 1 4 4</td></tr><tr><td></td><td>W</td><td>5 - 1 4 4</td></tr></table>	♣♦♥♠NT	N	- 2 - - -		S	- 2 - - -		E	5 - 1 4 4		W	5 - 1 4 4	<p>11 ♠ 4 ♥ K9864 ♦ 7643 ♣ T62</p> <p>♠ KJT87 ♥ 753 ♦ 9 ♣ Q983</p> <p>3 ♠ 653 ♥ T 6 19 ♦ AKJT82 12 ♣ A74</p> <p>Dir: S Vul: None</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 3 - - -</td></tr><tr><td></td><td>S</td><td>- 3 - - -</td></tr><tr><td></td><td>E</td><td>3 - 3 5 -</td></tr><tr><td></td><td>W</td><td>3 - 3 5 -</td></tr></table>	♣♦♥♠NT	N	- 3 - - -		S	- 3 - - -		E	3 - 3 5 -		W	3 - 3 5 -	<p>12 ♠ AJT643 ♥ J ♦ K8 ♣ AJ76</p> <p>♠ KQ5 ♥ 8532 ♦ AQ942 ♣ Q</p> <p>14 ♠ 97 ♥ AKQ96 13 3 ♦ J65 10 ♣ T98</p> <p>Dir: W Vul: N-S</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>4 1 4 4 2</td></tr><tr><td></td><td>S</td><td>4 1 4 4 2</td></tr><tr><td></td><td>E</td><td>- - - - -</td></tr><tr><td></td><td>W</td><td>- - - - -</td></tr></table>	♣♦♥♠NT	N	4 1 4 4 2		S	4 1 4 4 2		E	- - - - -		W	- - - - -
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<p>13 ♠ AT4 ♥ 9653 ♦ T72 ♣ AJ5</p> <p>♠ 853 ♥ T84 ♦ A93 ♣ T942</p> <p>9 ♠ J7 ♥ AQJ 4 12 ♦ Q86 15 ♣ KQ876</p> <p>Dir: N Vul: Both</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>4 1 4 1 4</td></tr><tr><td></td><td>S</td><td>4 1 4 1 4</td></tr><tr><td></td><td>E</td><td>- - - - -</td></tr><tr><td></td><td>W</td><td>- - - - -</td></tr></table>	♣♦♥♠NT	N	4 1 4 1 4		S	4 1 4 1 4		E	- - - - -		W	- - - - -	<p>14 ♠ AQ ♥ T65 ♦ AQJ982 ♣ T2</p> <p>♠ K54 ♥ AK9 ♦ K ♣ A87654</p> <p>13 ♠ JT962 ♥ J4 17 5 ♦ 7653 5 ♣ K9</p> <p>Dir: E Vul: None</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 3 - 1 -</td></tr><tr><td></td><td>S</td><td>- 3 - 1 -</td></tr><tr><td></td><td>E</td><td>4 - 3 - -</td></tr><tr><td></td><td>W</td><td>4 - 4 - -</td></tr></table>	♣♦♥♠NT	N	- 3 - 1 -		S	- 3 - 1 -		E	4 - 3 - -		W	4 - 4 - -	<p>15 ♠ J72 ♥ K642 ♦ QT53 ♣ K6</p> <p>♠ AQ6 ♥ 85 ♦ A87 ♣ Q9874</p> <p>9 ♠ T9543 ♥ A93 12 8 ♦ K96 11 ♣ A3</p> <p>Dir: S Vul: N-S</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 1 1 2 1</td></tr><tr><td></td><td>S</td><td>- 1 1 2 1</td></tr><tr><td></td><td>E</td><td>2 - - - -</td></tr><tr><td></td><td>W</td><td>2 - - - -</td></tr></table>	♣♦♥♠NT	N	- 1 1 2 1		S	- 1 1 2 1		E	2 - - - -		W	2 - - - -	<p>16 ♠ 52 ♥ QT87 ♦ Q9 ♣ QT853</p> <p>♠ QT973 ♥ K42 ♦ T2 ♣ J76</p> <p>6 ♠ AJ64 ♥ 5 13 15 ♦ J763 13 ♣ AK42</p> <p>Dir: W Vul: E-W</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>3 - - - -</td></tr><tr><td></td><td>S</td><td>3 - - - -</td></tr><tr><td></td><td>E</td><td>- 2 3 2 1</td></tr><tr><td></td><td>W</td><td>- 2 3 2 1</td></tr></table>	♣♦♥♠NT	N	3 - - - -		S	3 - - - -		E	- 2 3 2 1		W	- 2 3 2 1
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<p>17 ♠ QJ952 ♥ K3 ♦ 72 ♣ 9873</p> <p>♠ T76 ♥ T642 ♦ QT85 ♣ K2</p> <p>6 ♠ A4 ♥ AJ987 5 18 ♦ 64 11 ♣ QT65</p> <p>Dir: N Vul: None</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>2 - 1 1 -</td></tr><tr><td></td><td>S</td><td>2 - 1 1 -</td></tr><tr><td></td><td>E</td><td>- 3 - - 2</td></tr><tr><td></td><td>W</td><td>- 2 - - 1</td></tr></table>	♣♦♥♠NT	N	2 - 1 1 -		S	2 - 1 1 -		E	- 3 - - 2		W	- 2 - - 1	<p>18 ♠ J2 ♥ J65 ♦ J943 ♣ 9742</p> <p>♠ Q76 ♥ KQT93 ♦ Q82 ♣ K8</p> <p>3 ♠ A54 ♥ A72 12 11 ♦ T5 14 ♣ AQ653</p> <p>Dir: E Vul: N-S</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>1 - - - -</td></tr><tr><td></td><td>S</td><td>1 - - - -</td></tr><tr><td></td><td>E</td><td>- 3 3 4 1</td></tr><tr><td></td><td>W</td><td>- 3 3 4 1</td></tr></table>	♣♦♥♠NT	N	1 - - - -		S	1 - - - -		E	- 3 3 4 1		W	- 3 3 4 1	<p>19 ♠ 762 ♥ A8 ♦ QJ7 ♣ AQJ82</p> <p>♠ AT4 ♥ 4 ♦ A9854 ♣ 7653</p> <p>14 ♠ 95 ♥ QJT9765 8 12 ♦ K32 6 ♣ T</p> <p>Dir: S Vul: E-W</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- 3 - - -</td></tr><tr><td></td><td>S</td><td>- 3 - - -</td></tr><tr><td></td><td>E</td><td>- - - 2 1</td></tr><tr><td></td><td>W</td><td>- - - 2 1</td></tr></table>	♣♦♥♠NT	N	- 3 - - -		S	- 3 - - -		E	- - - 2 1		W	- - - 2 1	<p>20 ♠ AQT95 ♥ AK76 ♦ KJ ♣ K9</p> <p>♠ 86 ♥ J ♦ AQT832 ♣ A874</p> <p>20 ♠ KJ742 ♥ 432 11 3 ♦ 94 6 ♣ Q65</p> <p>Dir: W Vul: Both</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>- - 2 4 2</td></tr><tr><td></td><td>S</td><td>- - 2 4 2</td></tr><tr><td></td><td>E</td><td>2 2 - - -</td></tr><tr><td></td><td>W</td><td>2 2 - - -</td></tr></table>	♣♦♥♠NT	N	- - 2 4 2		S	- - 2 4 2		E	2 2 - - -		W	2 2 - - -
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<p>21 ♠ AT6 ♥ KQ65 ♦ 76 ♣ AT82</p> <p>♠ QJ54 ♥ AJ98 ♦ T5 ♣ 964</p> <p>13 ♠ 873 ♥ T74 8 11 ♦ AJ2 8 ♣ K753</p> <p>Dir: N Vul: N-S</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>3 - 2 1 2</td></tr><tr><td></td><td>S</td><td>3 - 2 1 2</td></tr><tr><td></td><td>E</td><td>- 1 - - -</td></tr><tr><td></td><td>W</td><td>- 1 - - -</td></tr></table>	♣♦♥♠NT	N	3 - 2 1 2		S	3 - 2 1 2		E	- 1 - - -		W	- 1 - - -	<p>22 ♠ 765 ♥ QT865 ♦ KT854</p> <p>♠ AJ2 ♥ Q87654 ♦ 3 ♣ AQ2</p> <p>5 ♠ T94 ♥ KT3 13 10 ♦ AKJ92 12 ♣ J9</p> <p>Dir: E Vul: E-W</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>1 3 - - -</td></tr><tr><td></td><td>S</td><td>1 3 - - -</td></tr><tr><td></td><td>E</td><td>- - 4 2 -</td></tr><tr><td></td><td>W</td><td>- - 4 2 -</td></tr></table>	♣♦♥♠NT	N	1 3 - - -		S	1 3 - - -		E	- - 4 2 -		W	- - 4 2 -	<p>23 ♠ A94 ♥ K ♦ AQJ732 ♣ K85</p> <p>♠ J753 ♥ JT75 ♦ K6 ♣ AQT</p> <p>17 ♠ QT ♥ AQ942 11 3 ♦ T5 9 ♣ J962</p> <p>Dir: S Vul: Both</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>4 5 3 2 4</td></tr><tr><td></td><td>S</td><td>4 5 3 2 4</td></tr><tr><td></td><td>E</td><td>- - - - -</td></tr><tr><td></td><td>W</td><td>- - - - -</td></tr></table>	♣♦♥♠NT	N	4 5 3 2 4		S	4 5 3 2 4		E	- - - - -		W	- - - - -	<p>24 ♠ AJ2 ♥ 643 ♦ QT ♣ AJT84</p> <p>♠ 93 ♥ 872 ♦ AJ32 ♣ KQ65</p> <p>12 ♠ Q6 ♥ AKQT95 10 7 ♦ 874 11 ♣ 92</p> <p>Dir: W Vul: None</p> <table border="1"><tr><td>♣♦♥♠NT</td><td>N</td><td>2 - 3 - 2</td></tr><tr><td></td><td>S</td><td>2 - 3 - 2</td></tr><tr><td></td><td>E</td><td>- 2 - 3 -</td></tr><tr><td></td><td>W</td><td>- 2 - 3 -</td></tr></table>	♣♦♥♠NT	N	2 - 3 - 2		S	2 - 3 - 2		E	- 2 - 3 -		W	- 2 - 3 -
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<p>25 ♠ K2 Dir: N ♥ AK3 Vul: E-W ♦ AKJ932 ♣ 82</p> <p>♠ A98 ♠ 763 ♥ J98 ♥ QT54 ♦ Q4 ♦ T65 ♣ Q9753 ♣ AKT</p> <p>18 ♠ QJT54 ♣♦♥▲NT ♥ 762 N - 3 - 2 1 9 9 ♦ 87 S - 3 - 2 1 4 ♣ J64 E 1 - - - - W 1 - - - -</p>	<p>26 ♠ A65 Dir: E ♥ A7632 Vul: Both ♦ KJ953 ♣</p> <p>♠ J ♠ K987432 ♥ KQ98 ♥ ♦ 82 ♦ AQT ♣ AQ9654 ♣ JT7</p> <p>12 ♠ QT ♣♦♥▲NT ♥ JT54 N - - 1 - - 12 10 ♦ 764 S - - - - 6 ♣ K832 E 5 1 - 4 4 W 5 1 - 4 4</p>	<p>27 ♠ K85 Dir: S ♥ Q82 Vul: None ♦ 985 ♣ J753</p> <p>♠ QT3 ♠ 9742 ♥ T ♥ J7653 ♦ KT763 ♦ AJ ♣ T842 ♣ Q6</p> <p>6 ♠ AJ6 ♣♦♥▲NT ♥ AK94 N 3 1 2 2 4 5 8 ♦ Q42 S 3 1 3 2 5 21 ♣ AK9 E - - - - W - - - -</p>	<p>28 ♠ QT8532 Dir: W ♥ A9643 Vul: N-S ♦ 75 ♣</p> <p>♠ A96 ♠ J4 ♥ K ♥ QJT ♦ 962 ♦ Q83 ♣ KT9875 ♣ J6432</p> <p>6 ♠ K7 ♣♦♥▲NT ♥ 8752 N - 5 4 5 1 10 7 ♦ AKJT4 S 1 5 4 5 5 17 ♣ AQ E - - - - W - - - -</p>
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RECAP

	N	S	E	W
AvgHCP	10.00	10.57	10.11	9.32
Bal-anced	11	14	13	12
Voids/Singles*	3/9	0/9	2/8	0/15
Suit with7+	2	1	1	0
* Number of voids/ Number of singletons in all hands.				