



u3a Bridge Simultaneous Pairs,
Celebrating our 40th Anniversary.

Monday 19th to Friday 23rd September 2022

Welcome to our Bridge Festival, a unique and innovative way of celebrating u3a's 40th Anniversary, bringing together bridge players from across the United Kingdom. Games will be played all week both Face to Face at local level and online.

All the results will be included in the overall scoring and each day's overall winners will be invited to nominate a Charity of their choice to receive an equal share of the 'surplus' from the donated "table money".

Thank you for joining in, playing and donating at <https://www.ecatsbridge.com/donate/>
Have fun, enjoy yourselves and celebrate in style.

Steve Carter

National u3a Bridge Adviser

Board 1. Love All. Dealer North.

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

Since a 2♣ response to 1♦ would create a rebid problem, East opens 1♠ playing a weak no-trump and 4-card majors. West raises to 2♠ and North should double at this ideal vulnerability to compete. East may redouble and South bids 3♥. It is tempting now for West to bid 3♠, but the 4-1 trump break proves too much to handle if the defenders force East to ruff hearts. 3♦ is makeable, however, as are the contracts of 2♣ and 2♥ for North-South.

Board 2. N/S Vul. Dealer East.

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

The way that the cards lie East-West do well to bid 1♣-1♦-INT-2♦. North may need to lead a heart just to hold declarer to 9 tricks. If East plays in INT, South should start with a club notwithstanding a 1♣ opening, and this prevents any overtricks. If East opens 1♠ then West raises to 2♠ and South has too little to reopen; the singleton ♠4 lead would beat this (crucial if you have doubled and partner has left it in). 3♣ goes down one if you play it carefully.

Board 3. E/W Vul. Dealer South.

<p>♠ J 6 3 ♥ J 4 2 ♦ Q 10 9 4 2 ♣ A 10</p> <p>♠ 10 7 5 2 ♥ A Q 8 ♦ 6 3 ♣ K Q 9 6</p>	<p>♠ A Q 4 ♥ 9 7 6 5 ♦ K 8 7 ♣ 8 4 3</p> <p>♠ K 9 8 ♥ K 10 3 ♦ A J 5 ♣ J 7 5 2</p>
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Whether North-South play a weak, mini or strong no-trump they seem set to play INT from the South seat (in the last case via 1♣-1♦-INT). The inspired lead of the ♣K should hold declarer to 7 tricks: 1 in each major, 3 diamonds and 2 clubs. 8 tricks are easy if West leads a low club since the ♣10 provides an entry for taking the diamond finesse. The overtrick is also possible after a spade lead. If, say, East wins and switches to a club, you can eventually endplay West.

Board 4. Game All. Dealer West.

<p>♠ A 9 8 ♥ 7 ♦ A 9 6 5 4 2 ♣ 7 6 2</p> <p>♠ K Q 10 3 ♥ 6 5 2 ♦ Q 7 3 ♣ A 9 5</p>	<p>♠ J 5 2 ♥ 10 8 3 ♦ K J 8 ♣ K J 4 3</p> <p>♠ 7 6 4 ♥ A K Q J 9 4 ♦ 10 ♣ Q 10 8</p>
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Most likely South plays in 2♥ either by opening 2♥ (playing weak twos – obviously not overly weak in fourth seat) or by rebidding 2♥ after North responds INT or 2♦ to 1♥. Some may view to pass INT, which might be the winning action (if West had the ♣J), but tonight you need the protection of the trump suit to give time to set up a club and so make 9 tricks and beat the pairs scoring 120. North can make 2♦ whilst East-West will regret it if they play the hand.

Board 5. N/S Vul. Dealer North.

<p>♠ A 9 8 3 ♥ A 10 9 ♦ A Q 7 ♣ A 9 7</p> <p>♠ K 6 4 2 ♥ Q 6 4 ♦ 10 3 2 ♣ Q J 5</p>	<p>♠ Q ♥ K 3 2 ♦ K 9 8 6 5 4 ♣ K 10 6</p> <p>♠ J 10 7 5 ♥ J 8 7 5 ♦ J ♣ 8 4 3 2</p>
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Playing 4-card majors North opens 1♠, and East overcalls 2♦; South is short of the values to bid 2♠ and West rather flat for 3♦, but some will raise with one hand or the other. If 2♦ comes back to North either double or 2NT works okay, as this leads to 140 in a spade partial. Defending does not score so well, since the lack of a re-entry to the South hand (to play hearts twice) makes 2♦ unbeatable. The ♦K lead would hold North to INT; other leads allow 120.

Board 6. E/W Vul. Dealer East.

<p>♠ 8 2 ♥ 8 7 3 ♦ Q 8 7 6 2 ♣ A Q J</p> <p>♠ K ♥ A K J 4 2 ♦ J 10 4 3 ♣ 4 3 2</p>	<p>♠ J 10 9 6 4 3 ♥ Q 10 9 6 5 ♦ — ♣ 7 6</p> <p>♠ A Q 7 5 ♥ — ♦ A K 9 5 ♣ K 10 9 8 5</p>
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When South opens 1♣ and West overcalls 1♥, much may depend upon North's response. 2♦ will propel the auction rapidly in a slamward direction whilst a tame 2♣ would make it nigh on impossible to get there. You can make 6♦ despite the 4-0 trump break, as it will be natural to put up the ace if East leads the ♠J because you hope to discard your second spade on the long clubs. 6♣, however, goes down, whilst 6♥ doubled is cheap at 500 but very hard to find.

Board 7. Game All. Dealer South.

<p>♠ 6 5 3 2 ♥ A 10 7 5 3 ♦ 10 9 7 3 ♣ —</p> <p>♠ 10 ♥ 9 2 ♦ A Q 6 4 ♣ J 10 8 7 5 2</p>	<p>♠ Q J 7 4 ♥ Q 8 6 4 ♦ K 8 2 ♣ 9 3</p> <p>♠ A K 9 8 ♥ K J ♦ J 5 ♣ A K Q 6 4</p>
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As South, you must decide whether to open an off-shape 2NT, a heavy 1♣ or a light 2♣. Most routes lead to a contract of 4♠, but a sequence that starts 1♣-1♥-2♠ is most likely to tip West off about the killing diamond lead. Even if West leads a club, you may need to ruff this in dummy and finesse the ♥J to get home, so I expect 4♠ to fail rather more often than not. North-South can make 3♥ if declarer times the play right and 2NT should also scrape home.

Board 8. Love All. Dealer West.

<p>♠ K Q 4 2 ♥ A K J 5 ♦ 10 7 3 ♣ Q 3</p> <p>♠ 10 7 6 ♥ Q 6 ♦ K J 2 ♣ A 10 8 7 2</p>	<p>♠ J 9 5 3 ♥ 8 ♦ Q 6 5 ♣ K J 9 6 4</p> <p>♠ A 8 ♥ 10 9 7 4 3 2 ♦ A 9 8 4 ♣ 5</p>
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Most tables will see North playing in 4♥, either after opening 1♥ and probably 4♣ splinter by South, or via a strong no-trump and some sort of transfer. A lot of matchpoints depend upon the opening lead, with a club essential, though hardly obvious, to prevent the overtrick. A club lead does not seem very attractive from the West hand either, and I expect the 450s to outnumber the 420s. 5♣ doubled costs 500 – too high a price to pay for a non-vulnerable game.

Board 9. E/W Vul. Dealer North.

<p>♠ Q J 8 4 ♥ Q 10 ♦ K Q 5 3 2 ♣ 7 6</p> <p>♠ 10 9 6 5 ♥ A 9 8 6 3 ♦ A J ♣ 3 2</p>	<p>♠ A 3 2 ♥ J 4 ♦ 7 6 ♣ A Q J 10 9 5</p> <p>♠ K 7 ♥ K 7 5 2 ♦ 10 9 8 4 ♣ K 8 4</p>
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Having passed initially, North surely makes a take-out double after the bidding goes 1♣-1♥. East rebids 2♣, South bids 2♦ and a problem confronts West. Given that North-South must have a diamond fit, a double ought to be competitive; otherwise you probably bid 3♣ hoping to push the opponents up a level. As it happens, both 2♥ and 3♣ appear likely to go down a trick whilst 3♦ makes anyway. Any plus for East-West should score reasonably well.

Board 10. Game All. Dealer East.

<p>♠ A K 9 ♥ A 9 7 4 2 ♦ J 7 3 ♣ 9 6</p> <p>♠ 8 5 4 ♥ K 8 ♦ 8 5 2 ♣ A J 10 4 2</p>	<p>♠ J ♥ 6 5 ♦ A K 9 6 ♣ K Q 8 7 5 3</p> <p>♠ Q 10 7 6 3 2 ♥ Q J 10 3 ♦ Q 10 4 ♣ —</p>
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If ever there were an advert for weak jump overcalls, this could be the hand. Without them, North-South may allow their opponents to steal the board with a simple 1♣-3♣, giving them a handy 110. If South can bid 2♠, however, North may bid 4♠ over 3♣ or at any rate make a game try of 3♥, which South will accept. The way the cards lie five of either major makes, but defending 5♣ doubled may prove more popular and just +500 could score above average.

Board 11. Love All. Dealer South.

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

When partner opens 1♦, you should probably raise to 2♦ with these East cards. Responding 1NT with no cover in the majors is likely to result in playing the contract from the wrong side. This is exactly the case here, since the ♥J or ♠Q lead from South should hold a no-trump contract to 8 tricks whereas West can win a heart lead from North, cross to the ♦Q and give up a club before endingplay North for 9. 3♣ and 1♦ also make, as does 1♠ by South.

Board 12. N/S Vul. Dealer West.

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

After West opens a weak 1NT North seems a little light to act directly (presumably with 2♣ to show hearts and a minor) but may well act on the next round when the chance to double 2♠ for take-out presents itself. With the higher-ranking suit, East-West will declare at most tables and the generally kind layout of the opposing cards makes 10 tricks possible. North-South can make 8 tricks with hearts as trumps, so one off in 3♥ should score well.

Board 13. Game All. Dealer North.

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

If the bidding starts 1♣-Double-1♠, North probably does not bid 2♦. So East rebids 2♣ and West 2♦. East now has a choice between preference to 2♠ or showing the heart stoppers with 2NT. West would pass 2NT but might well make one more try over 2♠. The foul black-suit breaks mean they may be too high even in 2NT (a heart lead gives the defenders four hearts, a spade and a diamond) or 3♠. North-South can make 8 tricks with a red suit as trumps.

Board 14. Love All. Dealer East.

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

2NT from East raised to game by West and 11 tricks on a spade lead seems the normal result here. Anyone who has to open 2♣ to show 21-22 balanced will allow North into the auction and the resultant heart lead holds declarer to 10 tricks and a poor result. 5♣ and 5♦ both make but score even worse. The top for East-West will come if North declares 4♥ doubled and West wins the first diamond (overtaking the ♦Q with the king if need be) to play a trump for 500.

Board 15. N/S Vul. Dealer South.

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

South should make a splinter of 4♣ to show a raise to game with a club shortage after the bidding starts 1♦-1♠. North, unable to wheel out 4NT at this point without a heart control, cue bids 4♦ and South can cue bid 4♥. Despite the 4-1 diamond break, you can make an overtrick in 6♠ by drawing trumps (with the aid of the finesse) and ruffing the fourth diamond. 12 tricks are the limit in 6♦ by South or 6NT by North. 7♣ doubled would be a very expensive sacrifice.

Board 16. E/W Vul. Dealer West.

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

East, with decent spades, may open 1♠ when playing 4-card majors and a weak no-trump. West's response of 1NT then ends the auction. A heart lead through the ace doubleton allows the defenders to make 4 tricks and hold their minus to 150. East-West fare better if East opens 1♦ and rebids 1NT over 1♥ (or opens 1NT of course). With South on lead 10 tricks are within reach since North is virtually a spectator. East-West could make 130 with clubs as trumps.

Board 17. Love All. Dealer North.

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

Most likely South opens 1NT in third seat and arrives in game when North invites it. If West leads the ♥J against 3NT, you must win, drive out the ♣A, win the next heart and lead a low diamond. West puts in the nine, but you win in dummy and cash the rest of the clubs. To keep the ♦Q guarded West must bare the ♠K (when you can cash the ♠A and exit with a heart) or release a heart. Many, however, will quite reasonably finesse in diamonds and go down.

Board 18. N/S Vul. Dealer East.

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

After 1♦-1♥ East should treat the hand as worth 18 points and rebid 2NT even if this shows 18-19 rather than 17-18. 3♥ from West now should be forcing (what do you suggest West bids otherwise?) and East's cue bid of 4♣ sets West off on the slam hunt. A cue bid of 4♦ works best, since when West bids 4NT RKCB and follows with 5♦ (asking for the ♥Q), East may bid 5NT to show it and extra values in diamonds. 7♦, 7♥ and 7NT are all cold.

Board 19. E/W Vul. Dealer South.

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

If West opens INT, North will double and East will run, either to 2♥ or with a bid to show both majors. A natural 2♥ gives South the toughest problem; a Lebensohl 2NT planning to alight in 3♣ may be a possibility. To beat 3♥ (or hold 2♥ to 110), the defenders need to set up a spade ruff whilst South still has a club entry. To stop 3♠ they need to cash two clubs and set up a heart ruff. 3♣ and 3♦ are rather easier to defeat and North could make INT.

Board 20. Game All. Dealer West.

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

South has a tough choice after East opens 1♥. A pass is possible, but double may work better. If West bids 1♠ and North 2♦, the East-West club fit may never come to light. Even if it does, South can compete to 3♦, which nobody is about to double. If the ♦A scores, 3♣ makes only 9 tricks and the defenders have a choice of ways to hold 2♥ to 8 tricks. To get out for down one in 3♦, you may need to ruff the fourth heart with the ♦J and later pin the ♦9.

Board 21. N/S Vul. Dealer North.

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

When North opens 1♦ a very light 1♠ overall may score a goal; South makes a negative double, West raises pre-emptively to 3♣ and North ventures 3NT. With no defence, East bids 4♠, which costs only 300 when doubled. If East passes, North will surely play 3NT on a spade lead. After knocking out the ♦A, you have 9 tricks on top, but watching the opponents discard on the diamonds may give you a good enough feel for the layout to finesse West for the ♣Q for 10.

Board 22. E/W Vul. Dealer East.

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

Having passed as dealer, East can probably afford to double North's 1♠ as converting a 2♣ reply to 2♦ cannot show extra values. This gives West a choice between INT and some number of diamonds. The former may allow North-South to find their club fit but East-West can compete to 3♦ anyway. To make this if the defenders cash their black winners and play a third spade, you ruff high and finesse South for the ♦J. 3♣ has 4 top losers if the defenders take them.

Board 23. Game All. Dealer South.

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

Given a free run, East-West will bid something like 1♣-1♥-INT(15-17)-2♣(inquiry)-2NT-3♥. It is decision time between 3NT and 4♥, though both figure to go down a trick, making 100 to North-South by far the most common result. 3NT may go 2 down if the ♠J covers the ♠10 on the first trick, but you should play low from dummy. A strong no-trump leads to the same contracts but a few brave Norths will try 2♠ over 1♣ and perhaps lose 800.

Board 24. Love All. Dealer West.

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

West has a tricky opening bid. Not many play 2♦ as strong these days and the playing strength is high for a 2NT opening, though this seems a pragmatic shot. If West opens 2♣, the absence of a spade stopper may come to light, leading to an unfortunate 5♦ down one. Declarers in 3NT will generally make 9 tricks if North leads a spade or 13 on any other lead: playing safe for 10 tricks produces a windfall when South's ♣Q drops doubleton.

Board 25. E/W Vul. Dealer North.

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

Essentially, making 6♥ on a club lead depends on a 4-3 diamond break and either the spade finesse or finding whoever has the ♥A shorter in diamonds, so I guess you do not want to be in it. Whether the opening is 1♦, 1♠ or INT, South is likely to find out that North has about 15 points and 3-card heart support, so it is a close call. 6♥ fails as the cards lie when East can ruff both the third and fourth round of diamonds low. 3NT can be made but may not be.

Board 26. Game All. Dealer East.

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

North is likely to play in 3NT after opening 2NT in fourth seat and finding out that South has a 5-card heart suit. Double dummy you can make 10 tricks by winning the first diamond, cashing four rounds of spades and playing ace followed by another club. It is more likely, however, that declarer will duck two rounds. The ♣K lies with the long diamonds, but West cannot clear the suit and 9 tricks roll in. Both 5♣ and 4♥ would probably fail by a trick.

Board 27. Love All. Dealer South.

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

Assuming that South passes as dealer, East-West are likely to bid 1♠-3♠-4♠. An undisciplined 3♦ from South may or may not affect the final contract, as West has an obvious 3♠ bid and East an easy raise to game. Of course, North may decide to sacrifice in 5♦ doubled, which proves profitable at 2 down. A similar result may come if South passes as dealer but North makes a wafer-thin 2♥ overcall; 5♥ doubled also goes two down. A club ruff defeats 5♠.

Board 28. N/S Vul. Dealer West.

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

Many play that a 2♦ overcall of INT conveys a special meaning – spades and another typically. In this case South has a problem when East bids 3♦. A practical jump to 5♣ may or may not work well; if you reach this contract more hesitatingly, West may feel less inclined to sacrifice in 5♦ doubled down two. A take-out double of 3♦ could backfire badly if North passes or bids 3NT; the moral is that even when it is a minor a 7-card suit is worth bidding.

Board 29. Game All. Dealer North.

<p>♠ J 5 4 3 ♥ K Q J 7 6 ♦ J 5 ♣ 3 2</p> <p>♠ 6 ♥ A 9 ♦ Q 10 8 3 ♣ K 10 9 6 5 4</p>	<p>♠ A K Q 9 8 2 ♥ 5 4 ♦ A K 6 ♣ A 8</p> <p>♠ 10 7 ♥ 10 8 3 2 ♦ 9 7 4 2 ♣ Q J 7</p>
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After East opens a strong 2♣ and West gives a 3♣ positive problem the problem will be to work out that neither trump suit is sold and therefore that there is no grand slam available. Mind you, the ♠7 (or ♣Q) lead would let 7♠ through, so a few will make it. 7♦ has the best chance as the cards lie, since it takes a heart lead to beat it, killing the entry to the long clubs. +1440 will clearly be good and there may be enough minus scores for +1430 to be above average.

Board 30. Love All. Dealer East.

<p>♠ 8 7 2 ♥ K J 6 3 ♦ J 9 6 2 ♣ Q 5</p> <p>♠ 6 5 ♥ A 7 4 2 ♦ 8 5 ♣ A J 8 4 2</p>	<p>♠ Q 10 9 3 ♥ 8 ♦ A Q 4 3 ♣ 10 9 7 6</p> <p>♠ A K J 4 ♥ Q 10 9 5 ♦ K 10 7 ♣ K 3</p>
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East, having passed originally, will probably stick in a double if South opens 1♥ and North raises to 2♥. West is delighted by this development and bids 3♣, possibly after South has redoubled. North, holding 4-card support should take the push to 3♥. If one side or the other has a 9-card fit, one of 3♣ or 3♥ figures to make. Indeed, as the cards lie, both ought to do so. If South opens a strong no-trump, INT will become the final contract and make to give North-South 90.

Board 31. N/S Vul. Dealer South.

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

South has an HLQT count of 20.5 (8 points, 11 cards in spades and diamonds and 1.5 defensive tricks), so is a whisker away from a normal opening. In practice, more will open 3♠ or 1♠ than pass, in which case North will raise to game. If South does pass, West will usually open 1NT (weak) and North-South will find their spade fit, but North may not envisage game facing a passed partner. 4♠ makes (as would 2NT!) whilst East-West can make 1♥ but not 1♣.

Board 32. E/W Vul. Dealer West.

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

West's 3♦ pre-empt may buy the contract at some tables. Knowing that both -200 and -300 will beat the pairs conceding game, declarer may well risk the spade finesse trying to go one down and finish three light. More likely South reopens with 3NT. With 28 points between the two hands, you might expect more than 9 tricks, but that is the number due to North-South here. Barring an accident, the defenders come to two spades, a heart and a club, or the equivalent.