



Commentary
for the
SBU Easter Simultaneous Pairs for the Bobby Allan Trophy
Tuesday 5th April 2022

Dear Bridge player

Thank you for your support of the Bobby Allan Easter Pairs 2022. Some of you will have played face to face at a club, others online, but whichever it was, we do hope you enjoyed the hands, found them interesting, challenging and fun whatever result you ended up with!

So now you can relax and enjoy the commentary - did you see the hands in the same way I wonder.

You will be able to enjoy many such future events as we work our way back to a more normal way of life. Do have a look on the SBU website at <https://www.sbu.org.uk/> for all the SBU news and also for information about forthcoming tournaments.

Board 1. Love All. Dealer North.

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

After North's probable INT opening, many Easts may not be able to show their Diamond suit at the 2-level due to their conventional defensive methods, such as Astro. If they choose to pass instead they will be rewarded by taking six Diamonds and the ♠A against INT. If East does overcall a natural 2♦, South may be tempted to compete; however unless double is for take-out it is difficult to see what he might bid. Come what may, any plus score should be above average.

Board 2. N/S Vul. Dealer East.

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

At favourable vulnerability surely many Easts will open 3♣ (I certainly would!). This will probably get passed round to North, for whom a natural 3♦ bid will work well. If North instead chooses a take-out double, he should instead find partner bidding a disastrous 4♠. If East passes as dealer then North will open 1♦ over which East will surely bid 2♣, forcing South to try 2♠. It is very tempting for North to pass this (after all partner is a passed hand), but rebidding 3♦ is the winning choice.

Board 3. E/W Vul. Dealer South.

<p>♠ Q 5 3 ♥ K J 2 ♦ A Q 6 ♣ K 8 5 2</p> <p>♠ A 4 2 ♥ A 8 6 3 ♦ K 3 ♣ 10 9 7 4</p> <p>♠ J 8 7 ♥ 10 4 ♦ J 10 8 7 ♣ A J 6 3</p>	<p>♠ K 10 9 6 ♥ Q 9 7 5 ♦ 9 5 4 2 ♣ Q</p>
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After North's 1♣, South will probably raise to 2♣ if 1♣ promises a 4-card suit; otherwise it is a choice between 1♦ & a more aggressive INT. If North-South end up in INT, a Spade lead should ensure eight tricks, as will a Diamond; however a Heart lead gives the defence every chance of restricting declarer to seven tricks as in reality declarer will not be able to secure more than three Diamonds, to add to his three Clubs and a Heart. Any East-Wests who play in 2♥ could well scrape home on poor defence.

Board 4. Game All. Dealer West.

<p>♠ K 10 6 ♥ A 2 ♦ 10 6 4 ♣ J 10 8 7 3</p> <p>♠ Q J 9 8 5 4 ♥ J 5 3 ♦ 5 ♣ 9 6 2</p> <p>♠ A 2 ♥ K Q 4 ♦ K Q 9 8 3 2 ♣ A 4</p>	<p>♠ 7 3 ♥ 10 9 8 7 6 ♦ A J 7 ♣ K Q 5</p>
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There will normally be three passes before South opens the bidding 1♦, which should prompt a INT response from North (whether or not West bids 1♠). Any South who now rebids 3♦, rather than raising No Trumps, risks playing there for a very poor score. Should South instead open the bidding with an Acol 2♦, or its equivalent, a positive response from North could well prompt an overambitious drive towards slam, which should make if West leads a top Spade.

Board 5. N/S Vul. Dealer North.

<p>♠ 2 ♥ 8 5 3 2 ♦ J 8 5 ♣ K J 9 8 5</p> <p>♠ 9 8 5 ♥ Q 7 6 4 ♦ A K Q 9 ♣ A 4</p> <p>♠ Q 4 ♥ A K J 10 9 ♦ 10 6 4 ♣ Q 10 7</p>	<p>♠ A K J 10 7 6 3 ♥ — ♦ 7 3 2 ♣ 6 3 2</p>
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Given the favourable vulnerability, East has the values for an ever so slightly aggressive 4♠ opening; nevertheless it is still hard to believe that West will do anything other than pass as, from his perspective, there could easily be two Hearts and a trump to lose. 7♦ is the sort of contract that only the Rueful Rabbit (from Victor Mollo's excellent Bridge in the Menagerie books) could fall into, as it requires a 3-3 trump break and the ability to ignore the excellent 7-3 Spade fit.

Board 6. E/W Vul. Dealer East.

<p>♠ Q 8 4 ♥ K Q J 3 ♦ J 8 5 ♣ 7 4 2</p> <p>♠ 9 6 ♥ 10 8 7 2 ♦ 6 2 ♣ K J 9 8 3</p> <p>♠ K J 10 7 5 2 ♥ 4 ♦ A K Q 4 ♣ 10 5</p>	<p>♠ A 3 ♥ A 9 6 5 ♦ 10 9 7 3 ♣ A Q 6</p>
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If East opens INT, South will either bid 2♠ or, if he has a suitable conventional defence available, he may show Spades and another suit. Whichever route he takes, the final contract is going to be a Spade part-score which should only make nine tricks; however there will be a good number of declarers who make eleven tricks when the defence fails to take its Club tricks in time. If East instead opens 1♣, perhaps because he is playing a strong INT, at least partner should end up leading the right suit!

Board 7. Game All. Dealer South.

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

4♥ can certainly make, given the lie of the cards. Most declarers will just end up losing three trump tricks, unless West finds the disastrous start of Ace and another trump; however whether they will have reached game will be another matter. After 1♥-1♠, South has to decide between 2♦ and a rather ropey 3♥; over 2♦ North should just bid 2♥, but will he accept the game try of 3♥ from South? A 3♥ rebid will surely prompt a raise to 4♥ from North. Those in 3NT will struggle to make nine tricks.

Board 8. Love All. Dealer West.

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

INT from West should prompt East to bid 2♥ (transfer) and then follow up with 3♥ to indicate a game-going hand with 5-4 in the majors or, in some cases, make partner worry that East has forgotten the system and just has a weakness take-out into Hearts! If transfers are not your thing then Stayman followed by extended Stayman (3♦ over the 2♦ response) should eventually lead to the Spade fit being found. Those in 3NT are likely to do well as 10 tricks are there for the taking on a Club lead.

Board 9. E/W Vul. Dealer North.

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

After South's INT opening has been doubled for penalties, North has little choice but to pass, even if he has "wriggle" methods available. East surely will run to 2♠, a contract that should certainly make, given the lie of the cards. If South is not playing a weak No Trump, a 1♦ opening may well prompt a take-out double and a raise to 2♦ from North; now West may well try 3♣ which will struggle, and should go two down, given that there is only one entry to the dummy.

Board 10. Game All. Dealer East.

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

If East opens 1♥ (some will), the most practical response for West is a raise to 2♥, which give North quite a problem; double is risky if partner has Clubs and so 3♦ is the likely choice, which will result in an easy 9 tricks. If East passes, then the bidding should start with three passes, 1♦ from North, 1♥ from East, over which South should bid INT; but what will North do next? Sticking to No Trumps works best but most will revert to Diamonds. Anybody who reaches 3NT will score very well indeed.

Board 11. Love All. Dealer South.

<p>♠ A ♥ A K Q 5 ♦ A 10 8 6 ♣ K 8 3 2</p> <p>♠ 9 4 ♥ J 9 8 4 ♦ 7 4 2 ♣ J 9 7 4</p> <p>♠ Q 10 8 2 ♥ 10 7 6 ♦ K Q J ♣ A 6 5</p>	<p>♠ K J 7 6 5 3 ♥ 3 2 ♦ 9 5 3 ♣ Q 10</p>
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6NT is going to be a popular contract but even the most generous of defences shouldn't let it make. After South's INT, it is difficult for North to stop short of slam, even if he finds out that partner's only 4-card suit is Spades with just 12 HCPs. At first glance it hard to see how declarer can even make 11 tricks, unless West leads Hearts and declarer ducks in the dummy (the rule of 11 points the way!); however cashing all his winners ending in hand and exiting with a high Spade certainly works.

Board 12. N/S Vul. Dealer West.

<p>♠ Q 8 ♥ A 8 5 4 2 ♦ A K 4 ♣ 9 7 4</p> <p>♠ K 10 5 ♥ 7 3 ♦ 9 8 7 6 5 ♣ A K J</p> <p>♠ 9 7 6 4 ♥ J 10 6 ♦ J 3 ♣ 10 6 5 2</p>	<p>♠ A J 3 2 ♥ K Q 9 ♦ Q 10 2 ♣ Q 8 3</p>
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E/W certainly have the points for 3NT, but it is only certain to make if you can negotiate the Spade suit for four tricks, which takes some good guessing. A good few will fall short of game: if North opens INT (a not unreasonable choice given the poor quality of the Heart suit), that is likely to be the final contract; however a 1♥ opening by North will get passed round to West whose reopening double (what other choice does he have?) should drive his side on to 3NT

Board 13. Game All. Dealer North.

<p>♠ 9 4 ♥ K J 8 ♦ Q 7 2 ♣ Q J 5 3 2</p> <p>♠ A K J 7 ♥ A 10 3 ♦ K J 10 3 ♣ 8 4</p> <p>♠ Q 5 ♥ Q 7 5 4 ♦ A 9 6 4 ♣ A K 10</p>	<p>♠ 10 8 6 3 2 ♥ 9 6 2 ♦ 8 5 ♣ 9 7 6</p>
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It depends on style as to whether South opens 1♦ or 1♥. Whatever the choice, West has a 1NT overcall; North is then just about worth a double (not take-out, merely a way to show 9+ points and a desire to penalise), over which East will scurry to 2♠ which will succeed if he is left to play there. Surely though North will try 3♣, over which West won't be able to resist competing to 3♠. If initially North just bids 2♣ over West's INT (non-forcing since he didn't double), the Spade fit may never come to light.

Board 14. Love All. Dealer East.

<p>♠ 10 5 ♥ K 8 2 ♦ Q 8 4 ♣ A J 9 4 3</p> <p>♠ A 6 4 ♥ A 9 5 ♦ 10 3 ♣ Q 10 7 6 2</p> <p>♠ J 9 2 ♥ Q J 10 7 ♦ K J 9 7 2 ♣ 8</p>	<p>♠ K Q 8 7 3 ♥ 6 4 3 ♦ A 6 5 ♣ K 5</p>
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At most tables East will open and rebid his Spades over West's 2♣ response; the only question then is will West raise to 3♠? In most cases the answer will be yes, which should result in declarer going one down, unless of course the defence leads Diamonds or forgets to take its Club ruff. If North opens with a mini (10-12) INT a cautious East could well pass, leaving North to go one or two down depending on whether the defence sets up a Club trick before taking its red suit Aces.

Board 15. N/S Vul. Dealer South.

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

After 1♠-INT-3♠ what will East bid next? 3NT is the winning, if rather fortunate, choice but 4♠ strikes me as the most sensible course of action; no doubt some will even pass 3♠. No matter what the contract, it is difficult to see declarer making anything other than ten tricks; however in 3NT if South starts with a top Club (not my choice, I would have led a small one) and then switches to a major suit, declarer will squeeze himself by cashing all his Hearts and Spades, ending up with just nine tricks.

Board 16. E/W Vul. Dealer West.

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

Traditional Acoll suggests 1♥ is the correct opening bid for West but the modern style (middle of three touching suits) suggests 1♦. No matter what West chooses, surely North should overcall 4♠ which will probably end the auction. If North only bids 3♠, West can reopen with a double prompting 4♣ from East, but I still believe that North won't be able to resist going on to 4♠. Any North who plays in 3♠ making (it is possible to get the Hearts wrong) should get an excellent match-point score.

Board 17. Love All. Dealer North.

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

If South opens 1♥ West will double and, whether or not North bids 1♠, East has to choose between INT with a rather ropey Heart stop (he doesn't need a Spade stop as partner is supposed to have that) and 2♦. Both work well as each contract should make with relative ease, though overtricks will be hard to come by. If South opens INT West is just about worth a double, which will test N/S's escape mechanism; although 2♣ & 2♠ can both make seven tricks, 2♣ is certainly the easier contract to play.

Board 18. N/S Vul. Dealer East.

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

If East opens 1♥, as many will, it is just a question of how optimistic West gets. A 2♠ response should prompt 3♠ from East and now, if cue bidding is your thing, West's 4♣ will be followed by 4♥ from East (showing the ♥A and denying the ♦A), making sure that at least 6♠ is reached. If East passes initially, surely West will open with an Acoll 2♠, or its equivalent, and a positive response, be it 3♥ or 3♠, should result in slam. Thirteen tricks are easy as you can test the Heart suit before resorting to the Club finesse.

Board 19. E/W Vul. Dealer South.

♠ K 9 6 4
 ♥ A J 7 4
 ♦ K Q 9 7
 ♣ A

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

♠ A Q 3 2
 ♥ 8
 ♦ A J 5 4
 ♣ Q 9 7 3

Even with the problems of both being 4-4-4-1, N/S should find their Spade fit; only if it starts 1♣-1♦ and South then chooses to raise to 2♦, rather than bid 1♠ could there be difficulties. After the fit has been found it is down to North to decide how far to go; my guess that most will rest in game but there will be a few optimists who will push to slam. Twelve tricks can always be made provided that you don't draw more than two rounds of trumps before ruffing twice in one hand (it doesn't matter which).

Board 20. Game All. Dealer West.

♠ 10 7
 ♥ K Q 2
 ♦ K Q 10 4 2
 ♣ A 5 4

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

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

East will probably double if North opens 1NT, then South will run to his Club suit and East will settle in 2♠ as West isn't quite strong enough to raise to 3♠. If North opens 1♦, it depends on style what East will do: if the hand is too strong for a 2♠ overcall East will start with a double and then may get carried away if West bids 1♠. Double dummy 4♠ can make on anything other than a Diamond lead from South but in reality declarer will struggle due to the lack of entries in the West hand.

Board 21. N/S Vul. Dealer North.

♠ 7 4
 ♥ A K Q
 ♦ 8 7 6 5
 ♣ J 8 6 4

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

♠ K J 8
 ♥ 10 9 8 2
 ♦ A 9 3
 ♣ K 10 3

It is not often that you get a "pass out" hand in a simultaneous pairs, but that is likely to be the most common result on this hand. An optimistic South might count his two 10s as bringing him up to twelve points and a 1NT opening, over which West *might* make a bid to show his 5-4 in the majors. 2♠ should make comfortably but 1NT by South will be more of a struggle. At the end of the day any plus score should reap an excellent match point reward.

Board 22. E/W Vul. Dealer East.

♠ Q 9 4
 ♥ 10 4
 ♦ 10 9 7 6 4
 ♣ 9 4 3

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

♠ A J 8
 ♥ A Q 6 5 3
 ♦ A J
 ♣ 10 8 2

Surely the majority of Easts will open 1♥ with 5-4 in the majors and only 7 losers. South will probably overcall 1NT (I would pass) and then E/W should get their doubling boots on as any contract by N/S is doomed to failure. If East passes initially West will overcall 2♦ over South's 1♥, leaving East with a horrible dilemma: 2NT is a slight overbid but it seems the least of all evils, and it can make! Whether it will or not is another matter, but on careful play South should get end-played in the majors.

Board 23. Game All. Dealer South.

<p>♠ 10 6 5 3 2 ♥ Q 9 2 ♦ J 8 6 ♣ 6 3</p> <p>♠ K 7 ♥ J 10 7 6 ♦ K Q 4 ♣ A K J 10</p> <p>♠ A Q 9 4 ♥ K 4 ♦ A 10 9 3 ♣ Q 8 2</p>	<p>♠ J 8 ♥ A 8 5 3 ♦ 7 5 2 ♣ 9 7 5 4</p>
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If South opens 1♦ West will overcall INT, which should end the auction. INT will make, provided declarer sets up a Diamond trick and then uses the entry to dummy for the Club finesse. If South opens 1♠, West will double; surely North will raise to 2♠ which will probably get passed round to West, who is certainly good enough to double again, forcing East to bid a reluctant 3♥; then it is just a question of whether South bids 3♠. 3♥ should make more often than not, whilst 3♠ will probably go just one down.

Board 24. Love All. Dealer West.

<p>♠ 5 4 ♥ K 8 6 4 2 ♦ K ♣ A 7 6 3 2</p> <p>♠ 8 ♥ A Q 10 3 ♦ A 9 8 7 2 ♣ Q J 8</p> <p>♠ A Q 9 7 6 3 ♥ — ♦ J 10 6 4 3 ♣ 9 4</p>	<p>♠ K J 10 2 ♥ J 9 7 5 ♦ Q 5 ♣ K 10 5</p>
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Looking at 6-5 in the wrong two suits, South will not be happy if his partner tries an Unusual 2NT over West's 1♦. East is just about worth a double of 2NT to show general values, and then all South can do is bid 3♣. If West now has the courage to double (for penalties), E/W should end up with an excellent match-point score. If North just overcalls 1♥ over West's 1♦, E/W may well end up in No Trumps making seven or eight tricks as South may be put off bidding his Spades if East shows his first.

Board 25. E/W Vul. Dealer North.

<p>♠ A 9 8 ♥ 10 6 4 ♦ Q 9 ♣ K 8 6 3 2</p> <p>♠ K Q 10 5 3 ♥ 8 7 ♦ A K 10 7 6 ♣ J</p> <p>♠ J 7 6 ♥ A K Q J 3 2 ♦ 8 3 ♣ A 5</p>	<p>♠ 4 2 ♥ 9 5 ♦ J 5 4 2 ♣ Q 10 9 7 4</p>
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If Ghestem is part of West's armoury, he has an ideal hand to show a 2-suiter over South's 1♥. Playing either the original version or the "CRO" adaptation, the correct bid on the West hand is 3♣, a dangerous bid if partner hasn't got a good memory! South will compete to 3♥ and then it is just a question of whether North will raise to game. Any Heart contract will make nine tricks unless West gives declarer a ruff and discard by playing a third round of Diamonds or leads a second Spade if the first round is ducked.

Board 26. Game All. Dealer East.

<p>♠ 10 9 6 5 ♥ 10 6 ♦ K 10 8 5 4 ♣ A 8</p> <p>♠ Q 4 3 2 ♥ A Q ♦ A 6 2 ♣ K 7 5 2</p> <p>♠ J 7 ♥ 9 8 ♦ Q J 9 3 ♣ Q 10 6 4 3</p>	<p>♠ A K 8 ♥ K J 7 5 4 3 2 ♦ 7 ♣ J 9</p>
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West could easily get carried away if East decides to rebid 3♥ over his partner's 1♠ (or 2♣) response. Blackwood will reveal that one Ace is missing and will probably prompt a "crossed-fingers" leap to 6♥. The contract is doomed unless South leads a Club and declarer guesses correctly (surely he will as South would not underlead an Ace against a slam), or North discards a Spade when declarer plays trumps. If East only rebids 2♥ then West will probably try 3NT, which West may well pull to 4♥.

Board 27. Love All. Dealer South.

<p>♠ A 9 8 3 ♥ 8 7 ♦ 10 8 7 5 ♣ 8 4 3</p> <p>♠ K 6 2 ♥ K J 9 6 ♦ 6 3 ♣ J 7 5 2</p> <p>♠ Q 10 7 5 ♥ 3 ♦ K Q J 9 4 2 ♣ 10 6</p>	<p>♠ J 4 ♥ A Q 10 5 4 2 ♦ A ♣ A K Q 9</p>
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Assuming that South doesn't try an off-centre 3♦ opening (some will!), there will be three passes before East opens with an Acol 2♥, or its equivalent. If it is 2♥ and South bids 3♦, West will support Hearts and East will do well to avoid driving on to 6♥, which is doomed to failure. If East's initial bid is artificial there is a better chance of slam being avoided as West is likely just to be raising 3♥ to 4♥ after the opponents have bid, and possibly raised, Diamonds. Anyone who finds 6♣ is a better player than me!

Board 28. N/S Vul. Dealer West.

<p>♠ A 5 3 ♥ Q J 2 ♦ K 3 2 ♣ Q 6 3 2</p> <p>♠ K Q 8 7 ♥ 5 ♦ A Q J 10 7 ♣ J 10 5</p> <p>♠ 9 6 ♥ A 9 7 4 3 ♦ 9 8 6 5 ♣ 8 4</p>	<p>♠ J 10 4 2 ♥ K 10 8 6 ♦ 4 ♣ A K 9 7</p>
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E/W should have an interrupted auction. It is easy to predict 1♦-1♥-1♠, but then East has quite a difficult choice to make. Although he only has seven losers, East's trumps are poor and a shortage in partner's suit may or may not be a good thing but on the whole a raise to 4♠, or a splinter bid of 4♦, seems the right thing to do, especially when it is partner who is going to have the problem of playing the hand! Provided declarer goes for the Club finesse or the ruffing Diamond finesse, 4♠ will roll home.

Board 29. Game All. Dealer North.

<p>♠ 10 3 ♥ 9 2 ♦ A K 10 6 ♣ J 9 7 6 4</p> <p>♠ Q 7 6 5 2 ♥ 5 ♦ Q J 5 4 3 ♣ K 5</p> <p>♠ J 9 ♥ K J 10 8 7 4 3 ♦ 8 ♣ Q 8 2</p>	<p>♠ A K 8 4 ♥ A Q 6 ♦ 9 7 2 ♣ A 10 3</p>
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How many Hearts dare South bid over East's opening? If East starts with a strong INT South may pass, but over 1♠ or 1♣ (if 1♠ promises a 5-card suit) he will surely try 2♥ or even 3♥ if his methods allow. If East has opened 1♠ West will bid 4♠ come what may, but if East has opened 1♣ the choice is more difficult. Most pairs play double of overcalls for take-out at low levels but after 1♣-2♥ or even 1♣-3♥ opinions differ; certainly take-out works well on this hand and should result in 4♠ being bid and made.

Board 30. Love All. Dealer East.

<p>♠ 3 ♥ Q 4 ♦ A K Q 5 2 ♣ J 10 9 6 2</p> <p>♠ K Q 9 8 5 2 ♥ J 10 5 ♦ J 10 8 7 ♣ —</p> <p>♠ J 10 6 ♥ 9 3 2 ♦ 9 6 4 ♣ A K 5 3</p>	<p>♠ A 7 4 ♥ A K 8 7 6 ♦ 3 ♣ Q 8 7 4</p>
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A weak 2♠ or a multi 2♦ will be opened by East if available. North will want 2NT to be unusual but this is unlikely and so he will have to settle with bidding 3♦. If East knows that partner has Spades, he can just bid 4♠, but if West started with a multi 2♦ he could try 4♦ to ask partner to show his major. If weak 2s are not part of the E/W system, North will open 1♦, overcalled 1♥ by East; now it is quite likely that game will be missed, unless West has ways of showing a Heart fit and either his Spade suit or Club void.

Board 31. N/S Vul. Dealer South.

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

This looks like a routine INT-3NT auction for N/S, though a pessimistic North might only raise to 2NT, particularly if he has a way to show specifically 12 HCPs (even though his Club suit makes it a *very* good 12 points). Provided that West sticks to leading “fourth highest of his longest and strongest” declarer will make nine tricks, having lost the first four tricks in Diamonds; any other lead (some will no doubt choose to lead Hearts) will lead declarer to ten tricks as the ♠Q is doubleton.

Board 32. E/W Vul. Dealer West.

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

Even though E/W have an excellent Spade fit they may not find it. North’s weak INT opening poses problems for East as most defences to INT involve having one suit of at least five cards, so East may well pass and end up defending INT, which is going to make more often than not, particularly if declarer ensures that West doesn’t gain the lead with the ♦K. If North opens 1♣ East has a text book double; should South now bid 3♣, a brave 3♠ from West might even push his side into the making game.