



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.

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

It is possible to pass this hand out. If South opens in 3rd seat NS are likely to get too high. NS will make 3♥ unless West is on lead and inspired to lead the ♦Q. If West opens INT in 4th seat South shows his majors and North bids 2♥. East should double this for take out. 3♦ by West is a good contract and makes 3, or 4 with good guesses. North probably bids 3♥, which EW cannot defeat from that side.

Board 2. N/S Vul. Dealer East.

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

It is difficult for EW to reach a diamond part-score if North bids 2♥ after a 1♠-P-2♣ start. East passes and West bids 3♣. There are 10 tricks in a diamond contract and, with the 6-0 break, 9 tricks in clubs on careful play.

Board 3. E/W Vul. Dealer South.

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

One of the easier slams to bid although 6♥ requires a 3-2 trump break on a diamond lead. One possible uninterrupted sequence is 1♥-2♣, 2NT-4♥, 4NT-5♦, 6♥. 2NT is 15-19 and forcing and 4♥ a delayed game raise. There are other ways of bidding it: a 3♣ force by North, a 4♦ splinter or a Jacoby 2NT forcing to game with a fit. The latter two overlook the club suit, which could be the key to a grand slam.

Board 4. Game All. Dealer West.

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

East opens INT in 3rd seat and South doubles. North bids 2♥, which is passed to West. Double for take-out is the best action, which East passes. The defence take 4 hearts, 2 diamonds and 1 club. If South runs to 2♠ then West should double and lead a trump although it does no harm to lead the ♥Q first. 200 is always an attractive target. Careful play should get 2 hearts, 3 diamonds and 2 clubs for the same 500 - much better than 110 in 3♦ or 90 in INT.

Board 5. N/S Vul. Dealer North.

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

East opens 1♣ which South doubles. West bids 1♠ and East, with a hand that appears to have plenty of offensive possibilities, 2♥. West bids 2♠ and East signs off in 3♣. Whether the contract succeeds or not depends on what credence East puts on the double of 1♣. East wins the diamond and plays a heart to the king and a club to the ten. This is an easy route to 9 tricks. If East plays high clubs he has to go down.

Board 6. E/W Vul. Dealer East.

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

When West responds INT to 1♠ that is likely to be the final contract. The defence have 7 tricks after North cashes his hearts and switches to a club. If North bids a natural 2♣ over INT it will make exactly, but will not score as well.

Board 7. Game All. Dealer South.

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

East opens 1♥, West bids 1♠, North overcalls 2♣ and East rebids 2♦. South bids 3♣ and West 3♦ making 10 tricks. 3♥ will score better at pairs. To defeat 3♥ South leads ♦A and a diamond North ruffs and leads a low club for another diamond ruff. If the defence starts with 2 rounds of clubs good technique has East throw a spade in case hearts are 4-2. However, on this occasion that may cost a trick as the defence take the ♦A and a ruff to hold declarer to 9 tricks – better than 130 in diamonds.

Board 8. Love All. Dealer West.

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

1♣ by West and 4♠ by North gives East a problem. Although 4NT could be the winner, here it leads to 5♥ just as if East bid it directly. If South leads a spade East ruffs, plays a diamond to the king and a club off the dummy. North wins but declarer establishes his diamonds and draws trumps for 12 tricks. On a trump lead declarer may ruff spades to return to hand but now South makes the ♥10. If instead he plays a club, since the defence cannot play a 2nd trump he makes 12 trick. 6♠ is 2 down unless the ♦A or a low one is led.

Board 9. E/W Vul. Dealer North.

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

The bidding goes 1♥-2♦, 2♥-3♥, 4♥, which has an obvious 10 tricks. Some intrepid players in the South seat will take advantage of the vulnerability and open 3♣, not that that will lead to the lucky 5♣ save (500). It has become the vogue to pre-empt at favourable vulnerability with a six-card suit to cause problems for the opponents, particularly in 3rd seat when you know the opponents have the balance of points. Here West overcalls 3♥ and East bids game, brushing aside South's efforts.

Board 10. Game All. Dealer East.

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

A deal in which everyone should reach 4♠ perhaps 1♣-1♥, 1♠-4♠ is the typical sequence. 12 tricks can be made. South leads a diamond to the ace and declarer plays the ♣8 to the king. Another diamond is ruffed by East to play the ♣Q. If South covers, dummy ruffs. Declarer ruffs another diamond and finesses trumps. He has 12 tricks. If South doesn't cover the club East must revert to the red suits or North makes a small spade.

Board 11. Love All. Dealer South.

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

South opens 2♥. West doubles and East bids 2NT, Lebensohl, intending to sign off in 3♣, but West bids 3NT. Declarer intends to duck a club to make 2 spades, 2 hearts, 1 diamond and 4 clubs with the ♠J an entry to dummy. On the ♣K the jack drops from South suggesting the 4-1 break. The 4th diamond has to provide the 9th trick. It's a difficult line of play. Declarer ducks a diamond. South plays another heart. West wins and plays a spade to the jack and a diamond to the jack. North wins and exits with a club. West wins to cash the ♦A and to play the ♠K.

Board 12. N/S Vul. Dealer West.

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

West opens 1NT and North bids 2♥. If South bids 4♥ East has to avoid a diamond lead allowing the contract to make with the diamond finesse. More accurately South may raise to 3♥ - pairs emphasises plus scores. Those scientists who bid 3♦ to show a heart raise will stop in 3♥ but will put the opponents off the diamond lead. Will 9 tricks be a good score? Who will risk the diamond finesse playing in 3♥.

Board 13. Game All. Dealer North.

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

Maybe this will be the flattest board of the set. 1♠-3♠-4♠ seems straightforward and there is no way to make other than 11 tricks without a revoke.

Board 14. Love All. Dealer East.

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

A standard weak 2♥ in third seat non-vulnerable. North doubles and whether South bids 3♦ (showing values) or 2NT (Lebensohl) North bids 3NT. A club lead gives North 10 tricks. On the ♥K lead declarer ducks and later establish the diamonds for 10 tricks. If he wins, 9 tricks should be the limit.

Board 15. N/S Vul. Dealer South.

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

The sequence 1♣-1♠, 2♠-4♠ leads to a routine game. Plenty of tricks are available with the 3-3 club split but surely West will play a diamond after winning the ♣A - another flat board?

Board 16. E/W Vul. Dealer West.

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

Will NS find their 20-point 3NT? It doesn't seem likely. North may open 3♣ on his 6-card suit at favourable vulnerability. East doubles and West bids 3♦. This has 5 losers – if South ruffs a club with the 7♦ West discards a losing major-suit card to avoid the trump promotion. If East opens 1♥ he may play there and, on best defence, fail by 3 tricks. If North protects perhaps South will bash 3NT.

Board 17. Love All. Dealer North.

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

7♠ is not quite with the odds, requiring diamonds 3-3 and spades 3-2 or the heart finesse. Win the lead, draw trumps if 3-2 and play the diamonds from the top. If trumps are 4-1 stop after 2 rounds and ruff a diamond and take the heart finesse. A possible sequence starting with East's INT opening is INT-2♣, 2♥-3♦, 3♠ 4♣, 4♠ 4NT, 5♥-5NT, 6♦-6♠. West might take a pot at 7♠ but the ♠J is a necessary card. The alternative line is to ruff 2 clubs in the West hand. 4NT is Roman Key Card Blackwood (RKCB), which counts the king of trumps as an ace. The responses are 5♣ with 0 or 3 key cards; 5♦ 1 or 4; 5♥ 2 or 5 without the queen of trumps and 5♠ 2 or 5 with the queen of trumps.

Board 18. N/S Vul. Dealer East.

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

If North opens 1♦ then South will play 2♠ in due course. North may open INT in 4th seat to make it difficult for the opponents to compete in clubs or hearts. If he does, South transfers to spades, North is just worth a super accept with 3♠ being the final contract. 9 tricks seem obvious on any defence.

Board 19. E/W Vul. Dealer South.

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

East opens 1♥ in 4th seat. West does best to pass. After 3 rounds of clubs declarer does well if he plays the ♥A and makes 9 tricks. If West responds 2♥ a good pair should avoid game: East has an empty 19 count (for instance the ♦K and ♥K are not enough to make game necessarily) so he should content himself with 2NT and respect West's 3♥ sign-off.

Board 20. Game All. Dealer West.

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

The sequence starts 1♠ by North 2♦ by East and 3♦ by South (in case North has a good hand). West doubles to suggest a diamond lead. North passes. (3♦ was forcing to 3♠ or more). The pass is generally seen as more encouraging than a bid but less encouraging than a redouble. South bids 4♠. 10 tricks but there is an endplay. Ruff the 2nd diamond, play a club to the ace, ruff a diamond, ruff a club and ruff the last diamond. The ♠A (might drop the king) followed by the ♣J and a spade endplays East. On a heart declarer plays the 9 and make 3 heart tricks when East has the queen or the 10.

Board 21. N/S Vul. Dealer North.

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

The bidding may go 1♥ from North, 1♠ from East, who has reasonable offensive potential, and 2♣ from South. North bids 2NT and South 3♥, which North converts to 3NT. A passive lead beats 3NT because of the adverse club break. On a spade lead North can generate a long heart for his 9th trick when he sees the club break.

Board 22. E/W Vul. Dealer East.

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

3NT by West makes because South cannot withstand the run of the clubs, being squeezed out of at least 1 spade. East makes more tricks but the contract does depend on 3-2 clubs with the queen onside. For the same reason 5♣ makes – not so easy to bid. 1♠-dble-3♠ (pre-emptive) is the start - will East bid 4♣? When he does will West raise to game?

Board 23. Game All. Dealer South.

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

NS bid 1♦-1♠, INT. North makes 7 tricks, winning the club lead in dummy to finesse the ♦10. The other club entry is used to finesse the ♦Q. In 2♠ West needs a club ruff to defeat the contract. East doesn't have a strong enough or long enough suit to make a two-level overcall. A take-out double would be a sensible way into the auction, however EW make no more than 7 tricks in hearts.

Board 24. Love All. Dealer West.

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

North opens 1♠, rather than 1♣, because of its obstructive value. Notice how easily East could enter the auction after a 1♣ opening. South bids 2♠ passed to East who should take some action. Love All is the bidder's vulnerability and partner is likely to have a singleton spade. 2NT should show the minors and double hearts and a minor. West bids 3♦ and if North bids 3♠ East goes on to 4♦. On a heart lead declarer must rise with the ace to play a spade for 11 tricks. If he finesses, North gets a ruff and four defensive tricks.

Board 25. E/W Vul. Dealer North.

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

13 tricks in diamonds or NT. How to bid? One sequence is 1♦-2♣, 3♣-3♦, 3♥-4NT, 5♣-5♥, 7♦. 3♦ is played as forcing in the modern game. 4NT is RCKB with TWO agreed suits so that there are 6 aces and 2 queens. 5♣ shows 0 or 3 controls – Here 2 aces and the K♣. South can see that AQxx hearts opposite will make the grand slam odds on so he asks for 3rd round control with 5♥. It is simpler for those pairs who play 2NT as forcing to game with a diamond fit. When North bids 3♥ to show his shape the grand slam should be reached. Those pairs bidding 6NT are likely to score well since the grand is difficult to bid without special methods.

Board 26. Game All. Dealer East.

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

East opens 1♣ and West responds 1♦. North overcalls 1♠ and East bids 2♣. South bids 2♠. West raises to 3♣ and East bids 3♠ and West 3NT. Even if North leads a heart, if declarer ducks once he will make 9 tricks.

Board 27. Love All. Dealer South.

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

South opens 1♠ and North responds 2♣. South bids 2♠ raised to 3♠ by North. To defeat 3♠ West has to start with the ♣A and put East in with a heart for 1 club, 3 hearts and 1 club ruff. If instead of 2♠ North bids 2NT, East is likely to lead a diamond. North will win and knock out the ♣A and now the heart blockage is likely to lead to declarer making 11 tricks.

Board 28. N/S Vul. Dealer West.

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

South opens INT in 4th seat, North transfers to hearts and makes an invitational 2NT bid and South bids game. With 2 balanced hands it's unclear whether 3NT or 4♥ is the better contract. 4♥ is defeated on a spade lead ducked by East so that West gets a ruff. In 3NT the best lead is a ♣ but declarer ducks and wins the second ♣. A ♠ to the king follows. If East ducks, declarer has to continue with the ♠Q and why should he? On a diamond lead East wins and plays a club. South wins and plays 1 spade. If East ducks he reverts to hearts and has 9 tricks. Even if East wins and plays a club South ducks and is home

Board 29. Game All. Dealer North.

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

After INT by North, South bids 2NT, a transfer to ♦. North bids 3♦ to show a ♦ fit. What should South do? 3NT is not only rather wild but fails. I prefer a pass. If South makes a game try with 3♥, 5♦ is reached and makes 11 tricks. There are 8 tricks in NT, so for once those who play in a minor will score better than those playing in NT.

Board 30. Love All. Dealer East.

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

A straightforward hand when East opens 1♦ and South bids 2♣. West bids 3♣ to show a sound raise to 3♦ and East pots 3NT. On a black-suit lead there are 10 tricks.

Board 31. N/S Vul. Dealer South.

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

Should you describe your hand or bid the final contract directly? After 1♥ by South and 1♠ from West should North bid 4♥ or 4♣, a fit jump? If North bids 4♥ West might be lulled into a passive lead conceding 12 tricks. If North bids 4♣ then West may decide to attack with a diamond or the ♠A to hold declarer to 11 tricks. On another day it would be right to show the ♣ before East saved in 4♠.

Board 32. E/W Vul. Dealer West.

♠ AK8	♠ 10 7 6 4
♥ QJ96	♥ AK
♦ AKQ7	♦ 8 6 4 2
♣ 8 7	♣ A 9 2
	♠ J 9 2
	♥ 8 7 2
	♦ 9 5 3
	♣ J 10 6 3
	♠ Q 5 3
	♥ 10 5 4 3
	♦ J 10
	♣ K Q 5 4

West's 1♥ might be passed out making 6 or 7 tricks. If North doubles South bids 2♣ and West doubles and East 2♥. The defence should hold the contract to 7 tricks but a ♠ lead would not be a success. Even so West has to guess the ♥ position. Some West's might open 2NT, which will make on a spade lead. Declarer runs it to hand and plays ♦A and ♦K. He plays the ♥Q and crosses to the ♦9. Declarer runs the ♥8 on the grounds that North would duck the ♥Q if the missing honours were split. 120 will be a fine score.