

## Aid 4 Ukraine Simultaneous Pairs

Wednesday 13 April 2022

Thank you for joining us – we felt so helpless and wanted to do something to help so hence this Simultaneous Pairs which we hope you have enjoyed.

It's been a simple affair – there are no overall master points, no prizes – just the hands to play and score to give you an overall result.

But more important it is to try and raise some money to send to UNICEF. If you haven't already donated, please please do so – if you go to :

<https://www.ecatsbridge.com/sims/donations.asp> there are various ways to send in your donation.

Again – thank you so much for your support. We really appreciate it !

All the best

*Anna & Mark - the ECatsBridge Team*

### Board 1. None Vul. Dealer North

	♠ 8 7 5 4 2		
	♥ 7 6		
	♦ K 10 8 3		
	♣ K 9		
♠ K 9 6		♠ Q 3	
♥ K J 10 9 2		♥ 8 5 4 3	
♦ —		♦ A J 7 5	
♣ A Q J 6 2		♣ 8 5 4	
	♠ A J 10		
	♥ A Q		
	♦ Q 9 6 4 2		
	♣ 10 7 3		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	Pass	Pass	INT (i)
2♥ (ii)	2♠	3♥ (iii)	3♠
4♥	All Pass		

- (i) 2-14
- (ii) Hearts and minor if you play Multi Landy (recommended).
- (iii) With 4-card support East competes to the 9-trick level.

4♥ is makeable even after a spade lead and club switch if declarer guesses to go with the ace since then the defenders cannot score a club ruff. 4♠ doubled is quite likely to go down only one because East is most unlikely to start with the low diamond needed to ensure five defensive tricks.

### Board 2. N/S Vul. Dealer East

	♠ —		
	♥ A K 6 4		
	♦ A K Q 8 6		
	♣ 10 9 5 2		
♠ Q 7 6 2		♠ A K J 10 9	
♥ 9 8 2		♥ Q J 5	
♦ 10 4 3 2		♦ 7 5	
♣ 6 3		♣ K Q 4	
	♠ 8 5 4 3		
	♥ 10 7 3		
	♦ J 9		
	♣ A J 8 7		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		1♠	Pass
Pass	Dbl	2♠ (i)	Pass
Pass	Dbl	Pass	3♣
3♠	4♣	All Pass	

- (i) Normally this would show a 6-card suit but the spades are very strong as 5-card suits go.

The favourable trump position means 6♣ is on via two spade ruffs, two hearts, five diamonds and three trump tricks (or you can set up a long heart via a ruff). Spade forces would defeat 4♥.

### Board 3. E/W Vul. Dealer South

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

West	North	East	South
			1♦
2♥ (i)	2♠	3♥	3NT
Pass	4♣ (ii)	Pass	4♥ (iii)
Pass	5NT (iv)	Pass	6♣
All Pass			

- (i) Weak
- (ii) West is too strong and shapely not to try for a slam. 4♥ is the alternative.
- (iii) Cue bid, in this case surely showing the ace.
- (iv) Please 'pick a slam'.

The spade position and the 4-1 club split means the limit is 12 tricks with either black suit as trumps. South's natural heart lead would defeat 6NT.

### Board 4. All Vul. Dealer West

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

West	North	East	South
Pass	Pass	1♦ (i)	2♠ (ii)
Dbl	Pass	3♦ 3	All Pass

(i) In third seat and with the values concentrated in two suits, East opens the good diamonds.

(ii) Weak (albeit with slightly wider range facing a passed hand).

If a 2NT rebid would show extras, East has to rebid the diamonds.

On a normal spade lead you can make 3♦ even though North overruffs the third round of spades. Unless South leads a heart at trick one, the defenders cannot get at all their winners in the rounded suits. If ever North switches to a club, declarer lets it hold and potentially scores a long club.

### Board 5. N/S Vul. Dealer North

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

West	North	East	South
	1♣	Pass	1♠
Pass	2♣ (i)	Pass	Pass
Dbl (ii)	Rdbl	2♥	2♠
All Pass			

(i) Some would stretch to jump to 3♣ or rebid a slightly off-centre 1NT.

(ii) West is non-vulnerable and senses that North-South have a fit or sorts.

It is reasonably easy for the defenders to hold a spade contract to 8 tricks. If clubs are trumps, declarer might make 9 tricks after a heart lead and continuation via a strip squeeze.

### Board 6. E/W Vul. Dealer East

♠ A Q 4 ♥ J 9 7 6 ♦ Q ♣ A 10 8 7 6	♠ 10 7 ♥ 5 3 2 ♦ A K J 5 ♣ K Q J 9 ♠ J 9 8 6 5 2 ♥ A Q ♦ 9 3 2 ♣ 4 2
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	♠ K 3		
	♥ K 10 8 4		
	♦ 10 8 7 6 4		
	♣ 5 3		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♣	1♦ (i)	Pass	Pass
Pass (ii)	Pass	3♠ (iii)	3♦
4♠	All Pass		

- (i) North is not quite strong enough for a INT overcall but does have a chunky 4-card suit.
- (ii) East's 1♠ does not promise a 5-card or longer spade suit in standard methods.
- (iii) The three low diamonds suggest that West will be short there and so have some spades.

4♠ makes via six trump tricks, two hearts, a diamond ruff and a club. 5♦ doubled is down three tricks, cheaper than conceding 620 but I suspect not yielding a great matchpoint score as many East-West pairs will stop in a part-score.

### Board 7. All Vul. Dealer South

♠ J 5 ♥ A 10 ♦ K Q J ♣ Q J 10 9 7 6	♠ K 10 9 7 4 3 2 ♥ K 2 ♦ 7 2 ♣ K 5 ♠ A Q ♥ J 6 5 4 3 ♦ 9 8 6 5 ♣ 8 3 ♠ 8 6 ♥ Q 9 8 7 ♦ A 10 4 3 ♣ A 4 2
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<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♣	3♠ (i)	All Pass	Pass

(i) North's suit is not great for a vulnerable pre-empt but South is a passed hand.

3♠ should make even if declarer tackles trumps the normal way of low to the king because declarer can get in a second round of trumps before East might score an overruff on the third round of clubs.

### Board 8. None Vul. Dealer West

♠ Q J ♥ A 10 4 3 ♦ Q 9 3 ♣ A 9 6 5	♠ 5 4 ♥ 9 7 6 5 ♦ A J 6 ♣ 8 7 4 3 ♠ A 8 3 ♥ Q J ♦ K 10 8 7 5 4 2 ♣ 10 ♠ K 10 9 7 6 2 ♥ K 8 2 ♦ — ♣ K Q J 2
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<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
INT(i)	Pass	2NT(ii)	3♠
Pass	Pass	4♦	All Pass

- (i) 12-14
- (ii) I play 2NT as the way to show a hand with a long club or long diamond suit.

On the normal club lead East makes 11 tricks in a diamond contract by starting trumps either with the queen from dummy or low from hand – if South has long spades, a diamond void is more likely to be there than with North.

An initial spade lead and a switch to a club honour defeats 3NT even if declarer takes the winning view in the diamond suit. You cannot afford to put up dummy's ♠A at trick one because then the spades would be wide open.

### Board 9. E/W Vul. Dealer North

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

West	North	East	South
	Pass	INT (i)	Pass
3NT	All Pass		

(i) 12-14

On the likely heart lead declarer might make 10 tricks by playing on diamonds. It seems more normal to play on clubs; in this case, if North switches to a diamond and South after taking the ♦K switches to a spade, the defenders can make 4 tricks.

### Board 10. All Vul. Dealer East

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

West	North	East	South
		Pass	Pass
1♦	2♠ (i)	Dbf (ii)	4♣
5♥ (iii)	All Pass		

- (i) Weak – I am firm believer that preempting gains more than it loses.
- (ii) East would want a better heart suit to bid 3♥.
- (iii) West has a good hand but does not expect to get rich defending 4♣ doubled.

The friendly diamond position means that North will need to lead the singleton club for a ruff to stop 12 tricks in a heart contract. If this happens, West should drop the ♣8 at trick one so that South cannot be sure the ♣7 is a singleton; returning a club could then be wrong if North has the missing club and the ♠A because declarer might go on to discard dummy's spade on a long diamond.

West can make 6NT – but surely nobody will be in it.

### Board 11. None Vul. Dealer South

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

West	North	East	South
			Pass
Pass	1♥	INT	Dbf
Rdbl (i)	2♦	Pass	2♥
2♠ (ii)	Pass	Pass	3♥ (iii)
All Pass			

- (i) In my methods, you redouble to show a 5+-card suit somewhere.
- (ii) Non-vulnerable, West is happy to compete.
- (iii) With neither side vulnerable it pays to declare - and East-West could have an 8-card fit.

The defenders will be doing well to stop the overtrick in 3♥. Knowing where the ♥K is from East's INT overcall, declarer might view to come to hand and lead towards the ♥Q with the aim of drawing two rounds of trumps, thereby preventing West from overruffing the third round of diamonds.

### Board 12. N/S Vul. Dealer West

<p>♠ A 10 6 3 ♥ K J 9 7 6 5 ♦ — ♣ 10 9 7</p> <p>♠ Q J 5 4 ♥ 10 ♦ K J 10 7 3 ♣ K 6 5</p>	<p>♠ 9 ♥ A Q 4 2 ♦ 9 5 ♣ Q J 8 4 3 2</p> <p>♠ K 8 7 2 ♥ 8 3 ♦ A Q 8 6 4 2 ♣ A</p>
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West	North	East	South
Pass	Pass (i)	3♣ (ii)	3♦
4♣	Dbl (iii)	Pass	4♦
Pass	4♥	Pass	4♠
All Pass			

- (i) The hand is too suitable for playing in spades for a weak 2♥ to be right.
- (ii) In third seat East is not worried about missing a heart fit.
- (iii) It is a close decision whether North, passes, bids hearts or tries to get spades into the picture.

Nothing makes at the four level and 4♣ would go two down if South led an inspired low diamond.

### Board 13. All Vul. Dealer North

<p>♠ A 9 8 ♥ J 8 ♦ K J ♣ J 9 7 6 5 4</p> <p>♠ K 4 2 ♥ K Q 9 7 6 4 ♦ Q 2 ♣ A 2</p>	<p>♠ 10 7 ♥ A 10 5 3 ♦ A 10 9 8 7 3 ♣ Q</p> <p>♠ Q J 6 5 3 ♥ 2 ♦ 6 5 4 ♣ K 10 8 3</p>
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West	North	East	South
	Pass	Pass	Pass
1♥	2♣	3♦ (i)	Pass
4♥	All Pass		

- (i) The jump shows diamonds and hearts.

With West as declarer the best that the defenders can do is for North to cash the ♠A when in with a diamond to stop 12 tricks.

### Board 14. None Vul. Dealer East

<p>♠ Q ♥ A Q J 9 8 4 ♦ K 7 ♣ 9 6 4 2</p> <p>♠ 6 5 3 ♥ K 5 2 ♦ A Q J 8 ♣ K J 5</p>	<p>♠ A J 9 7 2 ♥ 10 6 ♦ 10 5 4 3 2 ♣ Q</p> <p>♠ K 10 8 4 ♥ 7 3 ♦ 9 6 ♣ A 10 8 7 3</p>
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West	North	East	South
		Pass	Pss
INT (i)	2♦ (ii)	2♠	Pass
Pass	3♥	Pass	Pass
3♠	Pass	Pass	Dbl (iii)
All Pass			

- (i) 12-14
- (ii) Single suited hand, usually a major (Multi Landy).
- (iii) South probably has three tricks and an attractive lead (a heart through West's holding).

On a heart lead, club switch and heart continuation, 3♠ doubled is nightmare for East. The defenders score three trumps, two hearts and one trick in each minor for a 500 penalty.

3♥ fails if the defenders are careful because dummy lacks the requisite entries that declarer would need to finesse twice in trumps. The defenders thus score a trump and four tricks in the side suits.

### Board 15. N/S Vul. Dealer South

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

West	North	East	South
Pass	1♥	2♦	2♥
Pass	3♦ (i)	Pass	3♥
All Pass			

- (i) Bearing in mind that South might have 3-card support, North is only worth a game try.

On the probable singleton ♣9 lead there are a variety of possible lines. Making 3♥ might depend upon appreciating the potential of the ♦6: declarer can take a ruffing finesse against East's diamond honours on the second round of the suit.

### Board 16. E/W Vul. Dealer West

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

West	North	East	South
Pass	1♣	Pass	Pass
INT	Dbl (i)	Rdbl(ii)	Pass
2♣(iii)	Pass	2♠	All Pass

- (i) The double is marginal; ideally North would have 18-19 points.

- (ii) East redoubles to show a single suited hand (as West did on board 11).
- (iii) Forced, asking East to pass only if holding clubs.

You can make 2♠ if you decide to play North for the ♦J (very possible on the bidding once South turns up with the ♥Q-J) and you leave yourself with an entry to dummy to take advantage of the situation. With West as declarer, and hence South unable to lead clubs twice, INT would make.

### Board 17. None Vul. Dealer North

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

West	North	East	South
2♥ (iii)	INT(i)	Pass	2♣ (ii)
All Pass (v)	Pass	Pass	Dbl (iv)

- (i) 12-14
- (ii) Stayman, asking for 4-card majors.
- (iii) Risky but West can see 3NT probably down on a heart lead.
- (iv) Since North would have already bid 2♠ if holding four spades, logically this is for penalties.

West might do better to pass over 2♣ and later double 3NT to ask for an unusual lead – hindsight is a wonderful thing. 3NT makes without a heart lead, so West cannot afford to pass throughout. 2♥ doubled can go for 500.

### Board 18. N/S Vul. Dealer East

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		5♣	All Pass(i)

(i) South here decides not to risk having North pull a double to 5♥.

5♣ (doubled) can fail by five tricks if North scores two diamond ruffs and South scores the ♣9 via a trump promotion.

5♠ is makeable; the easiest way of making it is probably on a cross-ruff. Even if South declares and West starts with ace and another spade, there are enough tricks. In practice West would surely lead a club anyway. 5♥ must fail with two trumps and the ♠A to lose.

### Board 19. E/W Vul. Dealer South

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			INT(i)
Pass	2♥ (ii)	Pass	2♠
All Pass (iii)			

(i) 12-14

(ii) Transfer showing at least five spades.

(iii) West is vulnerable and has defensive looking spade values.

3NT would be rather a lucky make for East (a diamond lead would beat it if West declares). Just getting into the auction is tricky if South opens INT. 3♥ makes while 2♠ North-South is probably down only one – and even down two non-vulnerable is cheaper than conceding a part-score.

### Board 20. All Vul. Dealer West

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

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	Pass	1♦	2♣
Dbl	Pass	3♦(i)	Pass
3NT (ii)	All Pass		

(i) East might downgrade the king-queen doubleton and rebid only 2♦.

(ii) West might pass 3♦ since doubling 2♣ had already suggested fair values.

On a different diamond layout 3NT could easily be going down with a diamond and several club tricks to lose. As it is, declarer has 11 easy tricks, with an outside possibility of making 12 tricks, perhaps if South decides to duck the first club (a poor idea) or falls victim to some some sort of squeeze. Pairs who stop safely in a diamond partial might consider themselves a little unlucky.

### Board 21. N/S Vul. Dealer North

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

West	North	East	South
4♠	Pass Dbl	Pass All Pass	4♥ (i)

- (i) South is keen to keep spades out if possible.

West might feel unlucky in finding North with both a better hand and more spades than East has. With unexpected slow losers in each black suit and the club finesse wrong, 4♠ doubled goes down three.

Conceding 500 is still cheap compared to defending 4♥, which makes, often with an overtrick as the normal ♠Q lead allows declarer to discard the ♣10 on the ♠A. The defenders in 4♥ then just make two trump tricks.

### Board 22. E/W Vul. Dealer East

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

West	North	East	South
		INT (i)	All Pass

- (i) 12-14

Playing a weak no-trump, East-West miss their heart fit and can make only 7 tricks

after a club lead. This will not be a total disaster because some of the time that East opens 1♦ North-South will arrive in 3♣, which is down only one trick non-vulnerable. More likely East-West play in a heart partial if they play a strong no-trump opening, in which case they should make 9 tricks for a handy 140.

### Board 23. All Vul. Dealer South

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

West	North	East	South
Pass	1♥	Pass	Pass
Dbl (i)	2♣	2♠	3♥ (ii)
All Pass			

- (i) West is a bit light but takes advantage of being a passed hand.

- (ii) South has a fit for both of North's suits.

If East leads the ♠Q against 3♥, an overtrick is possible. If West switches to a trump, declarer can use dummy's spade equals to get both diamonds away, just losing two spades and a heart; if West does not switch to a trump, dummy can ruff a diamond. On other leads 3♥ should make exactly.



### Board 24. None Vul. Dealer West

	♠ A K Q 9		
	♥ A K 6		
	♦ K 6 4		
	♣ 10 9 3		
♠ 10 8 7		♠ J 5 3 2	
♥ Q 9 8 4		♥ J 5	
♦ 9 8 3 2		♦ Q 7 5	
♣ Q 8		♣ J 6 4 2	
	♠ 6 4		
	♥ 10 7 3 2		
	♦ A J 10		
	♣ A K 7 5		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	1♠	Pass	2♣
Pass	2NT (i)	Pass	3NT
All Pass			

(i) 15-19, forcing.

With both blacks suits bid, East does not have an easy lead. Here an initial diamond will solve declarer's guess in the suit. If nobody has bid spades, East leads a spade, which gives nothing away. The fact that the ♣8 is short means declarer can develop a third winner in the club suit without too much difficulty. 460 should be the most common score, though 430 will not be particularly rare.

### Board 25. E/W Vul. Dealer North

	♠ Q J 9 7		
	♥ K 8 4		
	♦ 10 9 3		
	♣ K 6 5		
♠ K 5 4		♠ A 10 8 6 3	
♥ J 10 2		♥ A Q 9	
♦ Q 4 2		♦ A J 6 5	
♣ 9 8 7 3		♣ A	
	♠ 2		
	♥ 7 6 5 3		
	♦ K 8 7		
	♣ Q J 10 4 2		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass	Pass	1♠	Pass
INT	Pass	3♦	Pass
4♠ (i)	All Pass		

(i) West has 3-card spade support and a fitting honour in both of East's suits.

Even though the ♥K is onside, the 4-1 spade split means declarer has too much work to do to secure an overtrick and has to settle for 10 tricks.

Despite the favourable vulnerability, 5♣ doubled would be a poor sacrifice, down 1100.

### Board 26. All Vul. Dealer East

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

If West leads the ♥10 and East unblocks the ♥J under the ♥Q, the play in the club suit will be crucial. Declarer does not want East to gain the lead and has the option to cross to the ♦10 to start clubs from dummy. If you do that, you probably lead the ♣J off dummy since as well as helping to keep East off lead when West has either the ♣10 or the ♣Q, this picks up the suit for no loss if West has 10-x and East Q-x-x. Of course, at matchpoints, you might not want to play the clubs that way. There is certainly a case for cashing the ace-king, which works better as the cards lie. Some will be reluctant to give up on overtricks and reason that East might have the ♠A as an entry anyway and so finesse into the doubleton ♣Q, going three down.

### Board 27. None Vul. Dealer South

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

West	North	East	South
2♥	2♠	3♥	1♠ (i)
Pass	3♠	All Pass	Pass

- (i) South has too much outside of spades for a weak 2♠. It is this or pass.

As is often the case, the side with the spade fit wins the declaration. So long as West does not decide to cover the ♠10 with the ♠K, 3♠ fails by a trick. The defenders make two tricks in diamonds and one in each other suit.

West can make 4♥ unless North finds the inspired lead of a low club, which would result in a club ruff for South.

### Board 28. N/S Vul. Dealer West

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

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

Declarer can make 12 tricks with spades as trumps by making the normal play in both majors. The ♦K is an entry for taking the trump finesse and the ♥Q falls in two rounds. Anyway who tries to drop the ♠K or taking two heart finesses will end up with fewer than 12 tricks and a poor score.