



Commentary for the SBU Autumn Simultaneous Pairs – The Lord Thomson Trophy Monday 12 October 2026

Dear Bridge player

Thank you for your support of this SBU Simultaneous Pairs 2026. 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 - I wonder if you agree with what they wrote!

Do have a look on the SBU website at <https://www.scottishbridge.org/> for all the SBU news and also for information about forthcoming tournaments and join us for other events before too long.

Board 1. Love All. Dealer North.

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

If East opens INT West will look for a spade fit before settling for 3NT.

Say South leads a diamond, which potentially gives declarer four tricks in the suit. Declarer ducks a heart, wins the diamond return and cashes the top hearts. As the cards lie, the only way to get home now is to lead a low spade and subsequently duck a round of spades, establishing the king.

This is a tough deal to play, so very well done if you arrive at nine tricks.

Board 2. North/South Vul. Dealer East.

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

If West opens 1♦ North overcalls 2♣, leaving East to choose between a negative double and 2NT.

On this deal the double works best - as long as East passes West's 2♠. On a diamond lead declarer wins and must decide how to tackle trumps. Running the jack gives a 7.67% chance of three tricks while with plenty of entries low to the jack is best for two tricks. Here declarer needs to play low to the king after which a second spade should lead to eight tricks.

Board 3. East/West Vul. Dealer South.

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

If South opens 3♥ West will be hoping to be playing Non Leaping Michaels, where a bid of 4♣ shows the black suits. If North bids 4♥ (and conceivably might do more) East has an easy 4♠ bid. Now North is sure to bid 5♥ and double any further action by East/West.

5♥ is easy - declarer wins the spade lead, draws trumps and ducks a diamond to East.

5♠ doubled will get home unless South leads a club when North can win a spade and underlead the ace of hearts to get a club ruff.

Board 4. Game All. Dealer West.

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

If North opens 1♠ South responds 2♦ and rebids 3NT over North's 3♦. If North passes South opens 1NT and North transfers to spades and then bids 3♦, South converting to 3NT.

If West leads a club one option for East is to win with the ace and return the nine putting declarer to a guess, but after the natural play of two top clubs and a third club South wins and has nine tricks.

Board 5. North/South Vul. Dealer North.

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

If South opens 1NT West doubles and North bids 2♦. When East bids 3♠ West goes on to 4♠.

South must avoid a club lead- declarer wins with the queen and plays a diamond to the king and a diamond for an easy eleven tricks.

After a heart lead, declarer wins in dummy, comes to hand with a trump and plays a diamond. If South goes in with the ace and plays a spade declarer wins and can play the queen of clubs for ten tricks.

Board 6. East/West Vul. Dealer East.

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

If South opens 1♥ North responds 2♣ and must then consider the best move over South's 2♦, with the candidates being 3NT and 4♥. Only a diamond lead gives declarer a shot at more than ten tricks in notrumps, so playing in hearts should work out best.

On a trump lead declarer wins, plays a diamond to the jack and a diamond for the nine, queen and ace. Declarer wins the trump exit, comes to hand with a club, ruffs a diamond, comes to hand with a spade and plays the ♥Q for eleven tricks.

Board 7. Game All. Dealer South.

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

If South opens 1♣ West will overcall in diamonds - and there will be votes for 1♦, 2♦ and 3♦. North is sure to introduce the heart suit and East will bid spades, being more likely to bid 4♠ if West has overcalled 1♦. If East does bid 4♠ North might bid 5♣.

On a club lead East can make ten tricks in spades by playing to take two ruffs in dummy or getting the diamonds right. 5♣ is two down after a spade lead and a diamond switch.

Board 8. Love All. Dealer West.

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

If West opens 4♥ South is likely to double. The spotlight will then be on North, who will be doing well to pass, taking the view that if 11 tricks are available in diamonds there should be a reasonable penalty from 4♥ doubled.

Unless the defenders do something out of the ordinary, they should score five tricks - regardless of the opening lead. A tough deal for North/South - which is why preempts are so popular.

Board 9. East/West Vul. Dealer North.

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

If East opens INT South may overcall, for example with 2♦ to show spades and another suit, when North bids 2♠. That's a good spot for North/South with nine tricks more than likely and on a club lead declarer might even get up to ten, winning with the ace, cashing two diamonds to pitch a heart and knocking out the remaining club honour.

INT has little chance even on a club lead to the ace - declarer needs to get the hearts right to get up to six tricks.

Board 10. Game All. Dealer East.

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

If East opens 1♠ West will need to respond - a raise to 2♠ is the obvious move - when East jumps to game. It is not difficult to take ten tricks - and if South leads a club declarer will have been gifted a vital overtrick.

It would be reasonable to lead a club at IMPs, but at this form of scoring it is dangerous. A diamond (or a heart) is a safer option.

Board 11. Love All. Dealer South.

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

It is a matter for the individual to decide if it is right to start the West hand with a weak 2♥ or a Multi 2♦. In either case the practical bid for North is to jump to 3NT. If West passes and North opens 2NT, South will look for a major suit fit before settling for 3NT.

On a diamond lead, declarer will win, cash four rounds of spades and take a club finesse for nine tricks. If West has opened and East leads a heart declarer can win, cash four spades and play on clubs for ten tricks.

Board 12. North/South Vul. Dealer West.

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

If North opens 1♣ East overcalls 1NT, West transfers to spades and must then decide if it is right to continue with 3♦, which will see East bid 3NT.

If North opens 1NT East doubles and North/South should be in trouble even if they find their heart fit.

There are eight tricks in notrumps, but little hope of a ninth, so East/West need to stop short of game (they can take nine tricks in spades) or collect a penalty.

Board 13. Game All. Dealer North.

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

If East opens 1♦ South might risk 2♣. If West elects to double the heart fit will be located.

If South passes West responds 1♠ and then bids 2♥ over East's 2♦. There is no particular reason why East/West should now go beyond 4♥, but whatever the level North will need to find a club lead to get a good score.

Board 14. Love All. Dealer East.

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

South opens 1♥ and must then find a rebid over North's 1♠. 3♦ would be forcing to game and 4♥ is frequently used to imply a spade fit, so South may fall back on 3♥, when North might take a view and bid 4♠.

The combination of the 3-3 heart split and those wonderful diamond spots make 4♥ easy, while 4♠ requires no such miracles.

Board 15. North/South Vul. Dealer South.

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

If South opens 1NT East will use whatever convention is to hand which should see East/West play in a spade contract.

If East is declarer South is likely to lead a trump, which should hold declarer to nine tricks, but if West is at the helm North might lead any of the other three suits, when declarer has every chance of taking ten tricks.

For example after a club lead declarer can play to ruff two clubs in hand, while on a heart lead declarer has more than one way to arrive at ten tricks.

Board 16. East/West Vul. Dealer West.

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

If West opens 1♦ and East responds 1♥ West's rebid of 2NT will end the auction.

If North leads a club West wins with the queen and will probably try three rounds of diamonds, South winning and switching to the jack of spades.

When West covers North does best to duck and now the defenders should collect seven tricks, three spades, two diamonds and two clubs for a magic +200.

Board 17. Love All. Dealer North.

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

If East opens 1♥ West responds 2♣ and then bids 4♥ over East's 2♠. The only thing at issue is the securing of an eleventh trick.

On a diamond lead declarer wins in hand and will probably reject the idea of playing to ruff a spade, which risks a diamond ruff.

After drawing trumps declarer plays a club, taking eleven tricks with a winning view.

Board 18. North/South Vul. Dealer East.

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

If East opens 1NT and South overcalls 2♥ West will be well placed if a double is for penalties, whereas those who prefer take out doubles will not.

2♥ should cost 500, but care may be needed, for example after a spade lead for the queen, king and a ruff, if East wins the next trick with a heart honour a low club allows declarer to run it.

3NT can only be made by inspired play, declarer finessing in diamonds and spades and tackling clubs by starting with the queen.

Board 19. East/West Vul. Dealer South.

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

If West opens 1♦ North will probably overcall 1NT and be raised to game.

Overcalling 1♠ sees South either raise spades or bid 1NT but over the latter if West then bids 2♣ North will probably bid 3♣ to make sure the partnership has a stopper.

4♠ has no real hopes, but 3NT has excellent chances. Declarer can duck two rounds of clubs and then needs to decide how to play hearts. If East started with a suit headed by the ♥A declarer can cash the spades and a diamond and then play the ♥Q.

Board 20. Game All. Dealer West.

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

If the auction starts 1♦-1♥-2♦-3♣-3♥ East might bid 3♠ and pass West's 3NT. If it goes 1♦-1♥-3♦ East will probably bid 3♥, which West is likely to raise to 4♥. East might bid 4♣, but that can be interpreted as a cue bid agreeing diamonds, and then West's 4♥ might simply be a control rather than support.

3NT is the best game - there are ten tricks on top and if the defenders lead spades declarer will take eleven.

Board 21. North/South Vul. Dealer North.

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

If North opens 1NT South will either bid 2♣ or transfer to spades. Over 2♣ West can pass, and then double 2♠ on the next round, East bidding 3♣.

If South transfers West can bid 2♠ for takeout and again East bids 3♣. If North/South push on to 3♠ the defenders need to be careful. If East leads a trump declarer wins and plays the queen of hearts. West wins and must avoid playing a diamond, which would give declarer a chance for nine tricks.

Board 22. East/West Vul. Dealer East.

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

If South opens 1NT North might respond 2♣, hoping to find a major suit fit. It's not risk free, as South might respond 2♦ when North is not quite worth an invitational 2NT, but on this deal it is a winner, as 2♠ should be straightforward, while 1NT has little chance.

If West leads a diamond against 2♠ declarer puts up dummy's queen, wins with the ace and plays on spades. As the cards lie declarer should lose only a spade, two hearts, a diamond and a club.

Board 23. Game All. Dealer South.

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

If South opens 1♥ (marginal, but the latest fashion) North responds 2♦ and must then decide upon a rebid over 2♥. Despite the lack of a club guard there is a lot to be said for 3NT rather than 4♥.

The heart game is unlikely to make as even if West fails to lead a club it should automatic to switch to one when in with the ace of hearts. 3NT cannot be defeated, but I have a feeling that not many pairs will play there.

Board 24. Love All. Dealer West.

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

If East opens 1♥ and (assuming West passes) North reopens with a double, East might try INT, which South will double. I don't see East scoring more than five tricks.

If East opens 1♣ South overcalls 1♥ and North bids either 1♠ or INT. A club lead holds INT to seven tricks, but if North/South happen to play in spades then eight tricks are possible.

A typically messy part score deal.

Board 25. East/West Vul. Dealer North.

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

If North opens 1♠ South responds 2♥. This leaves North with a problem that is usually solved by bidding 3♣. South bids 3♠ and North initiates a sequence of cue bids with 4♣. After the continuation 4♦-4♥-4♠ North might ask for key cards before settling for 6♠.

There is nothing to the play, declarer losing only to the king of spades.

Board 26. Game All. Dealer East.

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

If East opens 1♣ West responds 1♠ and East's 1NT becomes the final contract.

On a diamond lead North wins the king and declarer takes the continuation with dummy's ace and plays the jack of spades. If North covers there should be eight tricks, but ducking sees South win and clear the diamonds. Now the simplest route to seven tricks is to play two rounds of spades. North wins but declarer will be able to enter dummy with the ♣Q, cash a spade and take the heart finesse.

Board 27. Love All. Dealer South.

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

West opens 1♠ and if North overcalls 2♣ East supports spades, choosing between 2♠ and 3♠. In either case North may elect to compete with a double, when South bids 4♦, which will probably end the auction.

If West leads the ace of spades and then switches to the ace of hearts and a heart declarer wins with dummy's king and must decide how to tackle the trump suit. A winning finesse against East results in eleven tricks, a losing one against West in nine. The middle ground, cashing the ♦AK, leads to ten.

Board 28. North/South Vul. Dealer West.

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

If West opens 1♦ East responds 1♥. South might overcall 2♣ - risky, but the type of thing one tends to do at Pairs - and West bids 2♥. Now North can double, showing spades and club support, and if East tries a defensive 3♥ it is just possible that South will bid 3♠.

If North/South play in spades, the strongest defence is for West to cash a diamond and switch to a heart. Declarer wins with dummy's ace and in order to get up to ten tricks must run the jack of clubs and then play a spade to the nine.

Board 29. Game All. Dealer North.

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

If East opens 1♦ South overcalls 1♥ and West bids 1♠ and rebids 2♠ over East's 2♣ (it would be a terrific view to pass).

On a heart lead South wins, cashes the ace of hearts and continues with the three of hearts. After ruffing North plays a club and after three rounds of the suit, South ruffing, a fourth heart allows North to ruff, giving the defenders the first seven tricks, and there is still a trump trick to come.

Board 30. Love All. Dealer East.

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

If East opens 1NT South overcalls according to system. On this deal those playing a method where 2♠ promises that suit and a minor (such as Pottage or Multilandy) or 2♣ to show the black suits (Meckwell, Sharples etc) will give North/South a shot at reaching 5♣, although perfect fit hands are always difficult.

For example after 1NT-(2♠)-Pass-(2NT*)-Pass-(3♣) if North bids 4♣ should South go on to game?

Board 31. North/South Vul. Dealer South.

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

If South opens 1NT North transfers to hearts and then bids 3♦, South signing off in 3♥. If South opens 1♦ North responds 1♥ and East doubles. When West bids 1♠ North will either rebid 2♥ or jump to 3♦.

If North/South play in hearts or diamonds declarer's decision in the club suit will be much easier if East has entered the auction.

Board 32. East/West Vul. Dealer West.

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

If West opens 2NT East can look for a spade fit before settling for 3NT. If North leads a low diamond declarer will win with dummy's ten, run the eight of clubs and subsequently take a heart finesse for twelve tricks.

On a top diamond lead declarer wins with dummy's king, runs the eight of clubs and then takes a heart finesse. Now the winning play for twelve tricks is to exit with the nine of spades. If South wins and returns a spade declarer wins, cashes the ♦A and runs the clubs, squeezing South in the majors.