



Commentary for the SBU Autumn Simultaneous Pairs for the Lord Thomson Trophy Tuesday 14 October 2025

Dear Bridge player

Thank you for your support of this SBU Simultaneous Pairs 2025. 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.sbu.org.uk/> for all the SBU news and also for information about forthcoming tournaments and join us for other events before too long. And don't forget our Facebook page at <https://www.facebook.com/scottishbridgeunion>.

Board 1. Love All. Dealer North.

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

At most tables East-West will play in 3NT, probably making 8 tricks (though the ♥J lead from North would let 3NT through). The fate of the North-Souths who manage to buy the hand in spades will depend on whether the defenders attack trumps – a trump lead or diamond lead and trump switch will hold declarer to 8 tricks.

Board 2. North/South Vul. Dealer East.

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

All those East-Wests playing Acrol twos will glad to have an opportunity to open one. Thereafter, 2♥ – 3♦ – 3♥ – 3♠ – 5♥, asking for a club control, looks a good sequence, although it is a little high for comfort. This time there is no defensive club ruff to take and those in hearts are likely to outscore those in no-trumps.

Board 3. East/West Vul. Dealer South.

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

The bidding is likely to start: 1♠ – 2♦ – Dble – P – 2♠. If this ends the auction declarer will make 8 or 9 tricks, depending on how he plays spades. East may be tempted to compete further, perhaps doubling 2♠ to bring his heart suit into the picture (not such a good idea if North's double promised 4 hearts). Best defence may beat 3♦ by 3 tricks (North-South get 1 spade, 1 club, 2 top diamonds, 1 heart and 2 heart ruffs – though declarer can prevent one heart ruff by rising with the ace on the first round of the suit) – for an excellent North-South score.

Board 4. Game All. Dealer West.

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

Modern style is to open the North hand 1♣ in order to force East-West to bid at the 2 level if they want to enter the auction. However, here that could lead to a missed club slam (1♠ – 2♦ – 2♠ – 3NT or 3♥). On a heart lead in 6♣, win the ace, cash the ♦AK throwing hearts, cash the ♠K, play a club to hand, ruff a spade, heart ruff, spade

ruff, heart ruff, now draw another round of trumps and make all 13 tricks when the ♣Q drops.

Board 5. North/South Vul. Dealer North.

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

A hand for the underbidders. Here, surely most East-Wests will reach 4♥, perhaps after the auction 1♥ – 4♥ or 1♥ – 3♥ – 4♥), but on South's natural diamond lead there are 4 top losers. If South double's 1♥, North may bid to 4♣ which would go one down, but East-West are likely to press on to 4♥ now, possible doubled.

Board 6. East/West Vul. Dealer East.

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

This deal plays much better for North-South in hearts than NTs, but it is easy to see an auction like 1♥ – INT – 2NT. On a diamond lead, declarer can play on hearts to make 8 tricks. In hearts, declarer may be able to set up clubs and reach them with the ♠Q, thus making 9 or 10 tricks, depending on whether the defenders attack the spade entry soon enough.

Board 7. Game All. Dealer South.

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

The only card right for East-West is the ♠J, so the lower they stop the better. West will do well to heed the often-given advice to downvalue 4-4-4-1 hands and only to open them with the full quota of high cards. Otherwise East-West will probably reach 3NT and go 2 or 3 down on passive defence. If West passes, maybe East-West will be able to stop in 2♥ which will make exactly 8 tricks (the defence can set up only 2 winners in the black suits).

Board 8. Love All. Dealer West.

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

If East doubles North's 1♦ opening, North-South will do best to defend 1♠ doubled (perhaps after the sequence 1♦ – Dble – Rdbl – 1♠ – Dble). North-South can take 5 tricks in the side suits after which South plays through a heart or a club and declarer now has to play double dummy to go only one down. Alternatively, if North-South bid to INT it looks as if they may also go down and certainly won't make the

overtrick needed to outscore the 100 (or more) available against 1♠.

Board 9. East/West Vul. Dealer North.

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

This time the cards lie excellently for East-West who will make at least 9 tricks in 3NT. Those who find their heart fit may do even better. Say South leads the ♠J, declarer wins the queen and exits with a spade to North's ace. North plays a low trump to South's king and South plays, say, a diamond. Declarer plays 3 rounds of diamonds and then cross-ruffs for 10 tricks. Even on an initial heart lead, declarer can make 10 tricks by ruffing 1 spade in West, because that will establish his ♠9.

Board 10. Game All. Dealer East.

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

What should North bid over West's 1♣ opening? Pass is probably 'correct', vulnerable, with a 4-3-3-3 aceless wonder facing a passed partner, but it usually pays to get into the bidding playing Pairs so double would not be dreadful. East

redoubles and South should jump to 2♠ to make life difficult for East-West. 2♠ will almost certainly go one down (can East-West manage to double and make it 200?); if East-West declare, they would do best to do so in clubs, making 10 tricks, rather than NTs which will make only 5 or 6.

Board 11. Love All. Dealer South.

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

An excellent 6♣ for North-South but not easy to bid after West opens INT. North may choose to overcall 2♠ and play there, probably making 9 tricks on repeated heart leads. Those having a bid in their armoury that shows spades and another suit will do best. Any heart bidding by East-West is only likely to make North-South aware of the lack of duplication in that suit.

Board 12. North/South Vul. Dealer West.

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

South is likely to open the bidding 1♥ in 4th seat and North raises to 2♥. East should take the opportunity to compete with 2♠, fairly safe as a passed hand in a 'fit' sequence at favourable vulnerability. North-South's task now is to bid on to 3♥, for hearts makes 10 tricks while 2♠ goes only 1 down. Playing a 4-card major system, either South should bid 3♥ or North try 3♦ when 2♠ is passed round to him. Playing a five-card major system North should press on to 3♥ with his low doubleton spade and potential source of tricks in diamonds.

Board 13. Game All. Dealer North.

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

If North-South are allowed to play in 2♦ declarer will have to play well to get out for 1 down. But it is more likely that West will protect with a double and East-West will bid to 2♠ (making 8 or 9 tricks) or 3♣ (making 9 or 10). There is no excuse for South pressing on to 3♦, which is unlikely to score well even if not doubled.

Board 14. Love All. Dealer East.

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

An easy game to make and to bid, though West has a tricky decision over East's 1♠ opener. As it happens it does not matter what he bids! If he bids 2♠, East will make a try that West will accept; if he bids 3♠, East will bid 4♠; and if he bids 4♠ East does not have enough to bid on. So, all roads should lead to 4♠ making 10 tricks, but there are bound to be variations somewhere in a big field.

Board 15. North/South Vul. Dealer South.

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

East-West are quite likely to bid to 4♠, either after West opens a weak 2♠ (or a Multi), or if West passes, North opens 1♦ and East overcalls INT. Played by East on the ♦J lead, it stands little chance if the defenders are careful. But if West is declarer and North leads a top heart, declarer can succeed. He must duck the heart, then he can win the continuation and play trumps. As North cannot attack diamonds, declarer can later establish a club trick for a diamond discard.

Board 16. East/West Vul. Dealer West.

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

Difficult for North-South to bid to a making game despite having 26 HCP between them. The bidding is likely to start 1♠ – INT – 2♣ – 3♣. North will probably try 3♦ and now, with everything in his partner's suits, South should bid 4♠ (having failed to bid spades on the previous round, he can hardly have better support). 4♠ is unlucky to fail, needing either the trumps to come in or the diamond finesse.

Board 17. Love All. Dealer North.

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

A competitive deal with everyone having something to say. 1♥ – 2♣, now what? If South bids 4♥ West will bid 4♠ and South surely double. On a trump lead, 4♠ will go 300 down, but if North leads the ♥A, declarer may be able to succeed by crossing to the ♣A and playing a spade to the ten. Of course, West may remove to 5♣ which is only 1 down, but now North-South may suspect the double fit and press on to the 5 level, and East-West need to find their diamond ruff to beat 5♥.

Board 18. North/South Vul. Dealer East.

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

Either side could reach INT, otherwise 2♥ by East-West or 2♠ North-South look possibilities. Perhaps the most likely sequence is 1♦ – 1♠ – Dble – P – INT. INT will make 7 tricks on a spade lead. Neither 2♥ nor 2♠ look as if they will make.

Board 19. East/West Vul. Dealer South.

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

There are 11 tricks available for East-West in both hearts and NTs. The following is a recommended bidding sequence playing a weak NT: 1♠ – 2♥ – 2NT – 3♦ – 3♥ – 3NT. East's bidding suggests spade shortage and the West hand is perfect for preferring NT play. It is better for West to start by rebidding NTs rather than raising hearts with such a balanced hand.

Board 20. Game All. Dealer West.

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

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

3NT looks to be everyone's resting place with 10 tricks most likely, though if the auction attracts a spade lead declarer will make 11 tricks when the ♣J falls. If the auction starts: 1♥ – 2♣ – 2♦, some Es may forget that partner can be 4-4-4-1 for such bidding, and thus go back to 4♥. This will make only 10 tricks and not score well.

Board 21. North/South Vul. Dealer North.

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

Weak no-trumpers will open 1♥, silencing South. West may well raise to 2♥ with all his values in that suit, and now North will surely bid 2NT to show both minors. The best South can do is bid 3♣ and hope nobody doubles. West should lead a trump on this auction and the play is very tricky for declarer who is likely to go 2 down; on a non-trump lead, though, declarer may well scramble 9 tricks.

Board 22. East/West Vul. Dealer East.

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

♠ A 5 4 2
♥ 10 8 3
♦ 8 7 5
♣ K Q 8

North will open 1NT in 4th seat at most table. On a diamond lead declarer will just make 7 tricks, while a spade lead would work better, holding declarer to 6 tricks. Those Wests who open 1♥ in 3rd seat may end up buying the contract in 1♠ for their side and it would be surprising if East did not manage to make at least 7 tricks in that contract.

Board 23. Game All. Dealer South.

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

A competitive partscore deal: East-West can make 2♥ while North-South can make 9 or 10 in diamonds. As South is a passed hand, he is good enough to introduce his diamonds after East's 1♥ overcall. No doubt North will rebid 2NT, but South's 3♦ rebid should silence everyone. If East overcalls 2♥ it is harder for South to bid. and 2♥ may buy the auction.

Board 24. Love All. Dealer West.

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

Without good bidding methods and if East-West remain quiet, North-South may fail in 3NT with 6♣ cold. If North-South can use Stayman and then bid 3♣ to be forcing, that is ideal, but if that sequence would be to play then South should start with 3♣ despite the poor suit quality. Those strong no-trumpers who start with 1♣ will have an easy passage, particularly if East-West bid and support spades.

Board 25. East/West Vul. Dealer North.

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

North opens 1♠ and the East hand is really not strong enough for 2NT at the adverse vulnerability. South is just about worth a raise to 2♠ which will start North thinking of slam. Rather than play cue-bids in this situation it is better for North to be able to jump in a second suit, thus finding out if the two hands fit well together. Here North's 4♥ bid would make South feel favourably disposed towards his heart holding, but since he did not really have his 2♠ in the first place, he should sign off in

4♠. If East has kept quiet there is no reason for declarer to do anything other than play both majors from the top, but if East has bid 2NT, declarer may guess well in one or both majors and make 11 or even 12 tricks.

Board 26. Game All. Dealer East.

♠ Q 8 7 6 4 3 ♥ Q 9 6 4 ♦ 3 ♣ 7 4 ♠ A K 10 9 5 2 ♥ K 7 ♦ 4 ♣ K Q 10 5 ♠ J ♥ A J 2 ♦ A J 9 7 6 ♣ A J 9 3	♠ — ♥ 10 8 5 3 ♦ K Q 10 8 5 2 ♣ 8 6 2
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What a nightmare deal! South opens 1♦ and what does West do? A 1♠ or 2♠ overcall will lead to that, doubled, being the final contract, going 1 or 2 down. If West doubles 1♦, it works better for his side. Either North passes and South declares 1♦ doubled, probably going several down, or North bids 1♠ thus keeping West out of trouble.

Board 27. Love All. Dealer South.

♠ 8 3 ♥ Q 9 8 7 4 ♦ 8 ♣ K Q 5 4 2 ♠ A K J 10 9 6 2 ♥ K 3 ♦ 9 3 2 ♣ J ♠ Q 7 4 ♥ J 10 ♦ 10 5 4 ♣ 10 9 8 7 3	♠ 5 ♥ A 6 5 2 ♦ A K Q J 7 6 ♣ A 6
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A bidding test for the East-West pairs. How about: 1♠ – 2♦ – 3♠ – 4♦ – 4♥ – 4NT – 5♦ – 7♦? It is wrong for the East hand to start with a force when he does not know what to bid on the second round, so East starts with 2♦. Although the West hand is minimum in terms of high-card points, it is

too strong for a simple 2♠: 3♠ with the good suit and partial diamond fit is fine. Over East's 4♦, West cue-bids the ♥K to show his suitability for diamonds. That is enough for East who checks on aces before bidding the grand slam. Those who stumble into 7NT will find this a lucky make with the ♠Q onside.

Board 28. North/South Vul. Dealer West.

♠ Q 9 2 ♥ K 5 3 ♦ Q 5 3 ♣ K 7 6 4 ♠ A K 7 6 5 ♥ 6 2 ♦ A 6 2 ♣ 10 8 3 ♠ 8 4 ♥ J 9 8 7 ♦ 7 ♣ A Q J 9 5 2	♠ J 10 3 ♥ A Q 10 4 ♦ K J 10 9 8 4 ♣ —
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Most East-Wests will arrive in 4♠ after South has overcalled in clubs. It is a tricky contract to play on a club lead. Perhaps the best line is to ruff the club, cross to the ♦A and ruff another club. Now cash the ♠A-K and play a diamond. If you guess right you will make 12 tricks, otherwise 10.

Board 29. Game All. Dealer North.

♠ J 10 7 6 5 4 3 ♥ — ♦ Q 3 ♣ A J 10 9 ♠ A 8 ♥ K 8 7 5 4 2 ♦ J 8 6 ♣ 8 6 ♠ Q 9 ♥ 10 6 3 ♦ K 10 7 5 4 2 ♣ K Q	♠ K 2 ♥ A Q J 9 ♦ A 9 ♣ 7 5 4 3 2
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Although 4♠ is an excellent contract for North-South, you are unlikely to reach it unless your opponents push you there. That North hand is hardly a textbook example of a pre-emptive 3♠ opener but such a bid is about right in general terms,

vulnerable. However, it is likely to silence everyone. Some cunning Ns may start with a pass and then if the bidding goes, say, 1♥ – Pass – 4♥, they will bid 4♠ and may well end up with a score of +790.

Board 30. Love All. Dealer East.

♠ A 10 6 3 ♥ Q 8 5 3 ♦ 10 5 ♣ Q 7 6 ♠ — ♥ K 7 2 ♦ Q 9 8 7 2 ♣ J 10 8 5 2 ♠ Q 9 8 5 2 ♥ J 4 ♦ K 6 4 ♣ A K 3	♠ K J 7 4 ♥ A 10 9 6 ♦ A J 3 ♣ 9 4
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East's INT opener could well silence everyone and needs perfect defence (declarer wins the second round of spades with the ♠K and plays the ♦J. When South wins the diamond he has to play clubs and get a second spade through, in order to beat INT – by 2 tricks. Some North-Souths will get to spades which will probably make 9 tricks.

Board 31. North/South Vul. Dealer South.

♠ 2 ♥ 10 9 3 ♦ 10 7 5 ♣ K 10 9 7 5 3 ♠ 8 5 ♥ A K 6 5 ♦ A Q J 3 2 ♣ A Q ♠ K J 9 7 6 ♥ 7 4 2 ♦ K 8 4 ♣ J 8	♠ A Q 10 4 3 ♥ Q J 8 ♦ 9 6 ♣ 6 4 2
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Some Wests will open a simple 1♦ while others will prefer 2NT. Either should lead to a final contract of 3NT. If North makes his natural club lead, declarer will make 12 tricks, using the heart entries to pick up the diamonds. A non-club lead will see declarer

make only 11 tricks and an excellent score for North-South.

Board 32. East/West Vul. Dealer West.

♠ 6 4 3 2 ♥ 6 5 ♦ A 9 8 6 ♣ J 6 3 ♠ A K Q 9 5 ♥ Q ♦ Q 3 ♣ K 10 8 4 2 ♠ J 8 7 ♥ J 10 9 7 4 ♦ K 7 5 4 ♣ 7	♠ 10 ♥ A K 8 3 2 ♦ J 10 2 ♣ A Q 9 5
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Any East-Wests who avoid a diamond lead are likely to score well, whether they end up in spades or NTs at game or slam level. Unfortunately, they are likely to have bid all the other suits naturally before alighting in NTs, so the diamond lead may seem attractive to either defender, particularly against a slam. A simple 3NT will surely score best for East-West as it may be hard for North-South to cash out.