



Commentary for the SBU Autumn Simultaneous Pairs – The Lord Thomson Trophy

Tuesday 13th 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.

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

North-South are quite likely to reach 2NT and go down a trick. If North opens 1NT, South transfers into spades and then rebids 2NT even if West doubled 2♥.

If the bidding has not hinted at a heart lead, East might lead a diamond against 2NT. Then if East ducks the first spade, declarer can run for eight tricks by cashing the clubs and repeating the diamond finesse. 3♣ makes easily and 2♠ makes too.

Board 2. N/S Vul. Dealer East.

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

If South opens INT in second seat, whether anyone else has anything to say depends upon whether Stayman followed by 3♣ is strong. If North can safely bid 2♣, you find the heart fit.

Since the clubs do not run without loss, West's natural ♦K lead would defeat INT. With the sight of all the hands, you can make 3♥. In real life, you might lose two trump tricks playing West for ♥K-J or K-10 rather than J-10.

Board 3. E/W Vul. Dealer South.

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

If West opens 1♠, East plays in INT. If West does not open, North plays in INT.

If South leads the ♥6 against INT by East, declarer can escape for down one by calling for the ♥8. A less likely initial club lead would beat INT by two.

If North plays in INT, a normal diamond lead from East gives declarer a few ways of making 8 tricks. With many scores of 100, the difference between 90 and 120 could be huge.

Board 4. Game All. Dealer West.

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

If East opens 1♥ in third seat, South has no suitable bid playing Landy. North might take some action – risky of course when vulnerable.

The lead of either major would defeat INT by two. The more common beer card lead (the ♦7) still beats it by one. Assuming that they beat INT by one, North-South do better to declare.

A heart contract yields at 9 tricks, with chances of 10 on the probable a non-trump lead.

Board 5. N/S Vul. Dealer North.

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

For the fifth deal in a row, we might get a weak INT opening. If we do, South uses Stayman and someone, perhaps West, perhaps North, will bid 2♥. Either way, North is likely to end in 3NT.

Declarer should come to 9 tricks by way of two spades, one heart, two diamonds and four clubs. It would be a big mistake at this vulnerability for North-South to defend 2♥ doubled. West can make 5 trumps, the ♦J and the ♣A for 1 down.

Board 6. E/W Vul. Dealer East.

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

This time we are likely to have a INT rebid after West opens one of a red suit and East responds 1♠. If the range for this is 15-17, East might feel obliged to make some sort of game try. West, with poor spot cards, will call the hand a minimum. North's normal lead of the ♣J (or the ♣10 playing 'strong tens') defeats 2NT.

At the risk of going three down, declarer should take the heart finesse and escape for one down.

Board 7. Game All. Dealer South.

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

After North opens 1♥ in third seat, East might bid 2♥. This is Michaels, showing spades and a minor. West then bids 3♣, pass or correct. East, too good for a simple 3♦, jumps to 4♦. West, with the ♠A and 4-card diamond support, raises to 5♦.

North's opening bid may encourage declarer to ruff three spades in dummy and so make 12 tricks. 4♠ yields 11 tricks, outscoring anyone (which may be everyone) not in a slam.

Board 8. Love All. Dealer West.

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

Many matchpoints might hinge upon North's opening bid. If North opens 1♠, South responds 1NT and becomes declarer in 3NT. If North opens 1♦, as those playing 5-card majors will do, South raises diamonds and North is quite likely to become declarer.

A heart lead from West gives South the chance to make 12 tricks by taking two spade finesses. North will make only 11 tricks unless East underleads the clubs.

Board 9. E/W Vul. Dealer North.

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

West should get to open in fourth seat. In the olden days most would open 1♥; many these days will prefer 1♦. As it happens, East will respond 1♠ whichever red suit West opens, leading to a contract of 2♠.

South does best to find the lead that our friends North of the border will struggle to find, the ♦9 – and North needs to duck. To hold 2♠ to 9 tricks, South may also need to duck the ♥A and North the ♣K.

Board 10. Game All. Dealer East.

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

West opens 1♥ in third seat, the singleton king notwithstanding, and probably passes East's 1♠ response. North might then reopen with 2♦ and perhaps play there.

A diamond contract plays very well, especially if East decides to lead the ♥K, with no fewer than 11 tricks possible on that lead.

A trump or a black-suit lead could hold North to 9 tricks. North makes INT easily too, with any lead apart from a club helpful.

Board 11. Love All. Dealer South.

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

If North opens INT and East overcalls 2♠ to show spades and a minor, West is likely to think that East's minor is clubs. It does not matter since 110 is available in 2♠ or 3♦. South might well try a Lebensohl 2NT so as later to show a competitive 3♥ bid. West might double 3♥.

North-South do better, if they get the chance, to play in 3♣, which makes. 3♥ doubled fails with two spades, two trumps and a club to lose.

Board 12. N/S Vul. Dealer West.

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

1♣-1♠-1NT-3NT will be a popular Acrol sequence.

The fate of the contract may depend on North's lead. The unbid major could score a goal. Declarer must hold up and again if South returns a high heart at trick two. South is then on lead to switch to diamonds.

3NT might fail even without this precision defence if declarer gets the spades wrong or misses the chance to make an avoidance play in clubs to keep South out.

Board 13. Game All. Dealer North.

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

As the singleton king is no-trump orientated, East might open 2NT. West then transfers into hearts and bids 3NT to offer a choice of games.

Declarer can easily come to nine tricks in 3NT: two tricks in each black suit and five diamonds.

Those playing in diamonds might outscore this, with twelve tricks available by finessing first in spades and later in clubs to score three black ruffs as well as the nine other winners.

Board 14. Love All. Dealer East.

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

Non-vulnerable, East may well open a weak 2♠. Nobody else can really do anything over that. This should drift two off, with four spades, two clubs and a heart to lose.

East-West fare much better playing in diamonds, with 2♦ makeable; a lack of entries to the East hand should prevent a ninth trick. North-South may do well to buy the contract with 3♥ makeable so long as West does not score the ♥K as well as a spade ruff.

Board 15. N/S Vul. Dealer South.

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

In response to 1♥, those playing a responder's reverse as game forcing may respond 1♠. If South raises to 3♠ and North cue bids 4♦, South (with no club control) signs off in 4♠.

If North starts with 2♦, it is even easier to stop at a safe level because South rebids a simple 2♥.

If North has not bid diamonds, East might lead a diamond against 4♠ and fail to see the funny side of it, watching North enter a lonely 680.

Board 16. E/W Vul. Dealer West.

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

If West opens 1♦, East probably raises to 2♦. If West opens 1♠, a INT response seems more likely.

Either way, West rebids 2NT and 3NT becomes the final contract.

Declarer can easily come to nine tricks: three spades, four diamonds and two aces. An initial heart lead (or indeed any lead apart from a club) allows declarer a second heart trick for ten in all. As the cards lie, the club lead is easier to find from the South seat.

Board 17. Love All. Dealer North.

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

If North opens a weak 2♠, South might feel vaguely tempted to try 3NT. This would be an unsuccessful move with only 10 tricks there whether West leads a heart or a club.

Most will end up in spades and make 11 tricks. It does not matter which rounded suit the opponents lead; the heart loser is not running away.

Only in a diamond contract is the lead crucial, with a heart lead needed to stop the twelfth trick.

Board 18. N/S Vul. Dealer East.

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

East opens 1NT and West transfers into spades. Many play that East jumps to 3♠ to show four spades and a minimum. Here all routes lead to 4♠.

The way the trumps lie, declarer cannot go wrong. The key player is South, who needs to fly in with the ♣A on the first round of clubs; ducking would allow West's second club to go on the third round of hearts. 3NT yields only 10 tricks and a poor score.

Board 19. E/W Vul. Dealer South.

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

With good defence, the two top clubs, South should not open 3♣. West thus opens 1♣ or 1♦ and North bids 1♠ or 2♠. Even if East scrapes up a negative double of 1♠, East-West are likely to sell out to 2♠.

To stop any overtricks the defenders need to cash two top hearts and exit passively in a pointed suit. If West tries stopping a diamond ruff by switching to a trump, the ♠J is a second entry for finessing diamonds twice.

Board 20. Game All. Dealer West.

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

North, unless a big fan of the Andrew Robson school, opens 1♠. South responds 2♦, North rebids 2♠ and South raises to 3♠ – 4333 hands often play poorly.

On the normal lead of the ♥Q, an inspired declarer can arrange an endplay on East for 10 tricks. Most will not find that and make only the 9 obvious tricks: five trumps, two diamonds and two aces.

These same 9 tricks are available in 3NT.

Board 21. N/S Vul. Dealer North.

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

North opens 1♦ and rebids 1♠ over South's 1♥ response. South raises to 3♠ and North goes on to 4♠.

After the ♥8 lead to the ♥K, West had better find the club switch. If not, declarer can take a ruffing heart finesse to get rid of a club.

Indeed, having ruffed the second club, declarer must take care for 11 tricks. Unblock the ♦A, draw two rounds of trumps ending in hand and then run the diamonds through East.

Board 22. E/W Vul. Dealer East.

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

Assuming East passes as dealer, South opens INT in second seat and plays there.

Avoiding the suit with the ace, West leads the ♥6 (or maybe ♥9). East wins and switches to a spade. Having uncovered the spade position, East does best to revert to hearts before West has had to make too many discards.

Not everyone will take INT four down. East-West can make 4♠, though they will struggle to bid it unless East opens.

Board 23. Game All. Dealer South.

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

South opens 1♣, North responds 1♥ and East may make a red-blooded 3♠ overcall. North surely reopens with 3NT or 4♥.

After the ♠K lead, declarer can in theory run the hearts to squeeze West down to three cards in each minor and then cash the diamonds before exiting in clubs. That gives 11 tricks.

The play could be the same in 4♥. 3♠ doubled could go for 800 if South underleads the diamonds at trick two.

Board 24. Love All. Dealer West.

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

A limit raise auction, 1♠-3♠-4♠, may be a common route to 4♠. North's natural heart lead holds declarer to 11 tricks.

A diamond lead would be a disaster, picking up South's ♦Q and allowing declarer to discard both hearts on the diamonds.

Even a trump lead allows 12 tricks because declarer can ruff the diamonds good, draw trumps ending in dummy and again get rid of both hearts.

Board 25. E/W Vul. Dealer North.

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

If North starts with 1♥ – the traditional Acol opening – East overcalls 2♣, the next players pass and North reopens with a double. East then competes to 3♣ and South to 3♠.

The friendly breaks in both pointed suits mean that 10 tricks are available in a spade contract. If North starts with 1♦, the auction is harder to predict. A ruff holds East-West to 8 tricks with either rounded suit as trumps. 4♦ makes North-South.

Board 26. Game All. Dealer East.

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

If South opens 1NT, West passes, waiting to hear a heart bid to double. For North, bidding game seems a little ambitious. South would accept an invitation anyway.

In defending 4♥ West might have the chance to win a brilliancy prize by ducking the ♦A smoothly, causing declarer to play for the ♦A onside.

If, as is more likely, declarer finds out that the ♦A is offside then finessing the ♠Q will be the way to 10 tricks.

Board 27. Love All. Dealer South.

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

West opens 1♥ and raises the 1♠ response to 2♠. With a good suit, good controls and a sort of two-suit fit, East will probably bid game rather than merely game a game try.

If South leads the ♣Q, declarer is quite likely to get the hearts wrong, finessing twice into the South hand.

On a diamond lead, however, the desire to protect the ♣K may well persuade declarer to start by leading the ♥10 intending to run it.

Board 28. N/S Vul. Dealer West.

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

East is likely to open 2NT in third seat and play there. A hand with 4 HCP and a 4333 shape is not good enough to raise a 20-22 2NT opening.

The defenders can cash four heart tricks and will come to the ♣K. While I know it is risky to predict a flat Board, scores of other than 120 for East-West will be a rarity.

If they play in a suit, East-West can actually score more, with 140 possible in spades or 130 in clubs.

Board 29. Game All. Dealer North.

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

If North passes, East-West might have a free run, 1♠ opened and a raise to 2♠. If North opens 1♣, East overcalls 1♠ and South doubles. After West raises to 2♠, South may well double again if that comes back. East then competes to 3♠ after North bids a 'two places to play' 2NT.

If someone doubles 3♠, this nets 200 and a top. If they do not double, North-South do better to declare, with 4♣ and 4♦ makeable.

Board 30. Love All. Dealer East.

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

If East decides to open 4♥, the auction will be short and sweet. The majority will open 1♥. It will then be 1♥-1♠-2♥-3♣-4♥ or similar.

Whatever the bidding sequence, South should find the ♦K lead. This enables the defenders to cash the first two tricks.

Anyone who decides to lead something else will make no tricks because declarer can take a quick discard on the second spade and a slow discard on the fourth club.

Board 31. N/S Vul. Dealer South.

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

For the second time tonight we might have a 2NT opening passed out.

While a heart lead and a diamond switch would prove devastating, East is quite likely to lead the ♦Q. With the ♣K bare and no entry to finesse, 2NT then makes.

If South transfers into hearts, East is likely to lead a spade or possibly a trump against 3♥. This should go two down, possibly three down if the singleton ♣K scores. 3♦ is on for East-West.

Board 32. E/W Vul. Dealer West.

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

North opens 1♦ and probably rebids 3♦ over South's 1♥ response. With 10 HCP, South tries 3NT after that.

West's normal spade lead leaves the ♦K entry intact, allowing those feeling brave to knock out the ♥A and make 11 tricks.

Of course, if the diamonds do not run, that line risks defeat because the defenders can lead a second spade when in with the ♥A. Declarer is more likely to play safe and end with 10 tricks.