

## The ECatsBridge Summer Pairs Thursday 6<sup>th</sup> July 2023



Thank you so much for joining us for our Summer Charity Pairs in aid of Kidney Research UK and the British Heart Foundation both of which are charities that need as much funding as possible in order to continue their work.

Our thanks go to the commentators for the event – Julian Pottage for the Monday and Wednesday commentaries, Mark Horton did the ones for Tuesday and Thursday and Mark Mortimer wrote the Friday commentary ... and by now you will know if they got it right!

We hope you enjoyed the hands and that they weren't too challenging – and whether or not you did well at least you can at least rest assured that you are helping to support two great charities.

The results are at <https://www.ecatsbridge.com/sims/default.asp> and if you want more general information about the event and a link to make donations then just go to : <https://www.ecatsbridge.com/sims/Summer-Pairs/default.asp>

Board 1	♠ Q2	Dealer N
	♥ K10965	Vul: None
	♦ 963	
	♣ AK7	
♠ KJ93		♠ A76
♥ QJ4		♥ 873
♦ QJ874		♦ A52
♣ Q		♣ 9532
	♠ 10854	
	♥ A2	
	♦ K10	
	♣ J10864	

If North opens 1♥ South responds 1♠ and then passes if North rebids 1NT or 2♥.

If North starts with 1NT that will end proceedings unless West decides to compete. Were West to bid 2♦ to show spades and another suit, or 2♠ promising spades and a minor EW should finish in 2♠.

If North is in 1NT East has no obvious lead. A small diamond sees declarer win with dummy's king and advance the ♣J, which should quickly result in eight tricks being taken. An initial club lead is no better and the same is true of a spade. If East leads a heart and declarer wins in hand and cashes a top club seven tricks are assured and as the cards lie declarer will probably score the ♦K sooner or later. The best chance for the defence if declarer does not try a diamond to the king immediately is for West to come down to ♠KJ93 ♥QJ ♦Q as then declarer will need to exit with the ♦K to ensure eight tricks.

If EW buy the contract, nothing makes except 2♦, but even going two down in something will be okay if NS are scoring +120.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	3	1	2
S	3	-	3	1	2
E	-	2	-	-	-
W	-	2	-	-	-

Board 2	♠ K92	Dealer E
	♥ 10432	Vul: N-S
	♦ 4	
	♣ Q8532	
♠ 1053		♠ A64
♥ 987		♥ AQ65
♦ KQ763		♦ A1085
♣ A7		♣ J6
	♠ QJ87	
	♥ KJ	
	♦ J92	
	♣ K1094	

If East opens 1NT (13-15/14-16/15-17) West might pass over the first range, invite over the second and bid game over the third.

Where East opens an Acol style 1♥ West responds 2♦ and sees East rebid 2NT. Then West must choose between 3♥, 3NT and Pass.

Were East to open 1♦ West must choose between an inverted raise to 2♦ or a jump to 3♦, depending on agreements. After 1♦-2♦\* if East bids 2♥ West should probably settle for

3♦ although showing the club stopper with 3♣ is a possibility.

If South leads a club against a notrump contract declarer can be held to eight tricks. The defence is easier if South avoids the lead of the ♣4 as declarer can duck, which blocks the suit. After a second club declarer can cash five diamonds and it is possible that North will discard enough hearts for declarer to be able to safely take the finesse. North could save the day by switching to a spade, but that is hardly obvious.

After a spade lead declarer can win with the ace and cash five diamonds. If declarer judges that the spades are 4-3 it is now possible to run the ♥9, South winning with the jack, cashing three spades and exiting with a club. Declarer wins and plays a heart and North does best to put up the ten (otherwise declarer might decide restricted choice applies to South's jack) leaving declarer with a guess for nine tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	1	-
S	3	-	-	1	-
E	-	4	2	-	2
W	-	4	2	-	2

=====

<b>Board 3</b>	♠ K	Dealer S
	♥ 876	Vul: E-W
	♦ A1092	
	♣ AK732	
♠ A1062		♠ 87543
♥ K10942		♥ AQJ5
♦ 76		♦ Q3
♣ Q9		♣ 86
	♠ QJ9	
	♥ 3	
	♦ KJ854	
	♣ J1054	

If North opens 1♣ and South responds 1♦ West might enter from the wings with a double. North raises to 2♦ and East competes with 2♠. If South then tries 3♣ North may be able to deduce that a heart shortage opposite is likely but will probably have no further ambitions. If East now tries 3♥ West is likely

to pass. It would not be absurd for North to double at this point.

If North starts with 1♦ (a distinct possibility for many Precision partnerships) South might raise to 3♦, ending the auction.

It's possible that East might overcall 1♠ on the first round (*for the lead partner*) but it looks dubious with such a dreadful suit.

With the friendly breaks in the minor suits NS can make 11 tricks in a minor while EW can do no better than seven tricks in a major.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	5	-	-	1
S	5	5	-	-	1
E	-	-	1	1	-
W	-	-	1	1	-

=====

<b>Board 4</b>	♠ J4	Dealer W
	♥ 10	Vul: Both
	♦ QJ109	
	♣ K98632	
♠ KQ73		♠ A8652
♥ AK54		♥ J73
♦ K8642		♦ 53
♣		♣ J74
	♠ 109	
	♥ Q9862	
	♦ A7	
	♣ AQ105	

If West opens 1♦ and North passes East responds 1♠. If South bids 2♥ or doubles West will be choosing between a direct raise to 4♠, or a splinter with 4♣.

It's possible that North might overcall 2♣. If East passes South's choices will include raising clubs directly, bidding hearts or showing a good club raise via 2♦. West will want to compete, either doubling or bidding 3♣. Whether East should do more than bid 3♠ is open to debate.

With trumps 2-2 and the ♦A onside there are 11 tricks in spades.

5♣ is a good save but relies on lots of pairs bidding the spade game.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-	2	1	5	-
W	-	2	1	5	-

=====

<b>Board 5</b>	♠ A	Dealer N
	♥ AJ532	Vul: N-S
	♦ AK654	
	♣ A5	
♠ 1098		♠ KJ76
♥ 1064		♥ Q98
♦ 2		♦ QJ3
♣ QJ10932		♣ K86
	♠ Q5432	
	♥ K7	
	♦ 10987	
	♣ 74	

North's first decision is what to open. After 1♥ South responds 1♠ North jumps to 3♦ and South raises to 4♦ which should result in a final contract of 6♦.

If North opens 2♣ South responds 2♦, bids 2♠ over North's 2♥ and then raises 3♦ to 4♦ as before.

Were North to start with 2NT South transfers to spades and then bids 3NT.

There is not much to the play in 6♦, declarer winning the opening lead, cashing the top trumps and then playing three rounds of hearts, after which a claim will be in order.

If North happens to be in 3NT East has a nasty hand to lead from, but only a heart will allow declarer to score nine tricks. Were East to find a club lead even eight tricks would be out of reach.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	6	4	2	1
S	1	6	4	2	1
E	-	-	-	-	-
W	-	-	-	-	-

=====

<b>Board 6</b>	♠ Q2	Dealer E
	♥ 63	Vul: E-W
	♦ 852	
	♣ 1098543	
♠ 743		♠ A5
♥ A10982		♥ QJ754
♦ J76		♦ K109
♣ Q2		♣ AJ6
	♠ KJ10986	
	♥ K	
	♦ AQ43	
	♣ K7	

If East opens 1NT (13-15/14-16/15-17) South is sure to do something. A strength showing double is a possibility, after which West must choose between passing and bidding hearts (either directly or via a conventional aid). If West passes North will bid 2♣ and South is likely to continue with 2♠, probably ending the auction.

If South comes in with a conventional bid over 1NT, say 2♦ to show spades and another suit, or a Multi Landy 2♦, West can bid 2♥. If South then bids 2♠ East is sure to go on to 3♥.

If South overcalls 2♠ (possibly indicating spades and a minor) West has a marginal hand for say 3♦ (Rubensohl, promising 5+♥ with invitational plus values).

If East starts with 1♥ and South overcalls 1♠ West raises hearts – no doubt there will be votes for 2♥, 3♥ and possibly 4♥.

If EW play in hearts, it is best for East to be declarer, which avoids a damaging minor suit lead by North. If South leads a spade declarer can take North's queen, draw trumps, and exit with a spade. South wins and plays a third spade but declarer ruffs, and can exit with two rounds of clubs, endplaying South for a tenth trick.

If NS play in spades and West leads a trump East must hang on to the ace if declarer follows with dummy's two. Then he can win the next round of spades and return a heart, which should restrict declarer to seven tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	1	-	1	-
S	2	1	-	1	-
E	-	-	4	-	2
W	-	-	3	-	2

=====

<b>Board 7</b>	♠ AK2	Dealer S
	♥ 3	Vul: Both
	♦ 10942	
	♣ KJ932	
♠ Q10753	♠ J964	
♥ Q104	♥ K8752	
♦ 3	♦ KQ5	
♣ A754	♣ Q	
	♠ 8	
	♥ AJ96	
	♦ AJ876	
	♣ 1086	

Assuming South passes initially (a dangerous assumption in these inflationary times) some Wests will be able to start with 2♠ promising spades and a minor. If East makes a defensive raise to 3♠ and South decides to double North must choose between defending or bidding 3♣. At the vulnerability it looks clear to pass.

Where West passes and North opens 1♣ East might sometimes come in, but it is very much a matter for the individual conscience. Assuming East passes South responds 1♦ and now West is likely to butt in with 1♠. When North raises to 2♦ East bids 2♠. South is sure to bid again, the options including double, 2NT and 3♣♦.

If North opens 1♦, Precision style, South responds 1♥ and if West bids 1♠ North might try 2♣, promising at least nine minor suit cards. Then South will be happy to support diamonds.

If EW play in spades the defenders should collect five tricks, North securing a heart ruff.

If NS play in a minor suit in theory 10 tricks are the limit. However there are ways in which declarer might make one more – for example after a spade lead against 4♦ declarer wins and advances the ♦10. If East ducks and declarer decides to run it an inspired view in clubs will result in an overtrick. East can avoid this slight risk by splitting the diamond honours, winning

the second diamond and switching to the ♣Q which should secure a club ruff.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	4	-	-	2
S	4	4	-	-	2
E	-	-	1	2	-
W	-	-	1	2	-

=====

<b>Board 8</b>	♠ AQ5	Dealer W
	♥ 953	Vul: None
	♦ AQ52	
	♣ AJ9	
♠ 6	♠ J1094	
♥ KQJ72	♥ 1064	
♦ K983	♦ J64	
♣ Q76	♣ 842	
	♠ K8732	
	♥ A8	
	♦ 107	
	♣ K1053	

If West opens 1♥ North has an awkward hand – lots of points, but poor distribution and no heart stopper. Some players might still venture 1NT, but the majority vote will surely go to double. If South responds 2♠ North can continue with 3♥ when South should settle for the spade game.

After a heart lead West's opening bid will act as a blueprint as to the location of the ♦K and ♣Q and declarer should collect 11 tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	3	2	5	4
S	5	3	2	5	4
E	-	-	-	-	-
W	-	-	-	-	-

=====

**Board 9**      ♠ J94      Dealer N  
                  ♥ 3      Vul: E-W  
                  ♦ KQJ102  
                  ♣ AK97

♠ 7      ♠ AK85  
 ♥ J10986      ♥ AK54  
 ♦ 94      ♦ A875  
 ♣ J10862      ♣ 4

♠ Q10632  
 ♥ Q72  
 ♦ 63  
 ♣ Q53

If North opens 1♦ and East doubles South bids 1♠. If North raises to 2♠ there is no obvious move for East, but when South passes it is just about possible that West will do something, despite the vulnerability. I quite like the idea of bidding 2NT, promising two places to play. After that, with partner marked with a spade shortage East might even jump to 4♥.

If EW play in hearts and a diamond is led declarer can win, cash the top spades discarding a diamond and duck a club, North winning and returning the ♥3. If declarer wins and decides to cross ruff the black suits, there will be 11 tricks, the ♥J eventually being scored *en passant*.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	2	-
S	-	-	-	2	-
E	1	-	4	-	-
W	1	-	4	-	-

**Board 10**      ♠ 1073      Dealer E  
                  ♥ A1086      Vul: Both  
                  ♦ QJ87  
                  ♣ 54

♠ K84      ♠ AQ95  
 ♥ 93      ♥ KJ54  
 ♦ K10643      ♦ 52  
 ♣ K63      ♣ QJ7

♠ J62  
 ♥ Q72  
 ♦ A9  
 ♣ A10982

If East opens INT (12-14/13-15) that should end proceedings.

If East starts with 1♣ West responds 1♦ and then passes East's INT rebid.

If East plays in INT and South leads a club declarer wins and plays a diamond to the king followed by another diamond, South winning with the ace and clearing the clubs. Declarer wins in dummy and exits with a diamond, North winning and playing a heart. If declarer guesses to put up the king, there will be eight tricks.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	2	1	2	2
W	1	2	1	2	2

=====

**Board 11**      ♠ KJ54      Dealer S  
                  ♥ J9542      Vul: None  
                  ♦ A  
                  ♣ AK3

♠ A986      ♠ Q72  
 ♥ A76      ♥ KQ1083  
 ♦ K      ♦ 32  
 ♣ J10865      ♣ 972

♠ 103  
 ♥  
 ♦ QJ10987654  
 ♣ Q4

Textbooks are not brimming with suggestions as to how one should approach hands containing a nine-card suit. If an opening bid of 3♦ gets past West North might decide to pass. 4♦ is a possible opening bid, but if that is Texas for spades then South might decide to open 5♦. There is no reason for North to disturb that.

Unless West finds a low spade lead, giving declarer a guess, there will always be 12 tricks in diamonds.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	6	-	-	1
S	-	6	-	-	1
E	1	-	1	-	-
W	1	-	1	-	-

=====

<b>Board 12</b>	♠ Aj	Dealer W
	♥ 974	Vul: N-S
	♦ J87432	
	♣ 95	
♠ 1082		♠ K763
♥ K53		♥ A106
♦ K		♦ A65
♣ AQJ1063		♣ K74
	♠ Q954	
	♥ QJ82	
	♦ Q109	
	♣ 82	

If West opens 1♣ East responds 1♠ and then bids 3NT over West's 2♣.

If West starts with a Precision style 2♣ East looks for a spade fit via a conventional 2♦ and then rebids 3NT.

Declarer starts with 10 top tricks and a spade lead delivers an eleventh. If South avoids leading a spade (or a catastrophic low heart) declarer may decide the best strategy is to play a spade towards the king as quickly as possible.

Imagine South leads a diamond to dummy's king. If declarer pays a spade to the king at trick two, he can then cash six rounds of clubs. If he then exits with a spade, North wins and plays a heart, but declarer wins with the ace and cashes the ♦A, squeezing South in the majors for 12 tricks.

The only way to be sure this does not happen is for South to lead a heart honour at trick one. If declarer wins in dummy and plays a spade the simplest defence is for North to take the ace and return a heart, holding declarer to 11 tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	1	2	3	5
W	5	1	2	3	5

=====

<b>Board 13</b>	♠ 5	Dealer N
	♥ A10952	Vul: Both
	♦ AQ642	
	♣ KJ	
♠ AQJ74		♠ K102
♥ 86		♥ 743
♦ 95		♦ 1073
♣ 8732		♣ A654
	♠ 9863	
	♥ KQJ	
	♦ KJ8	
	♣ Q109	

If North opens 1♥ and rebids 2♦ over a response of 1♠ South will want to be in 4♥. In old-fashioned Acoll, South would have to go through the fourth-suit as an immediate jump to game would constitute a delayed game raise promising four-card support.

The defenders should take two tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	5	5	1	1
S	-	5	5	1	1
E	1	-	-	-	-
W	1	-	-	-	-

=====

<b>Board 14</b>	♠ J9	Dealer E
	♥ 109653	Vul: None
	♦ J97	
	♣ A97	
♠ Q84		♠ AK1052
♥ AKJ8		♥ Q74
♦ 1084		♦ K2
♣ J84		♣ KQ10
	♠ 763	
	♥ 2	
	♦ AQ653	
	♣ 6532	

If East open INT (15-17) West might not bother looking for a major suit fit and raise to 3NT.

If East starts with 1♠ West will respond according to system, and it is a little more likely that 4♠ will be preferred to 3NT as the final destination.

If East is in 3NT a diamond lead allows declarer to take 10 tricks. If South leads a club North can win with the ace but must then find a switch to the ♦7 when declarer will be doing well to withhold the king.

If East is in 4♠ only a club lead and a diamond switch will hold declarer to 10 tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	1	-	3	4	3
W	1	-	3	4	3

=====

<b>Board 15</b>	♠ A	Dealer S
	♥ AQ3	Vul: N-S
	♦ J10753	
	♣ KQJ4	
♠ Q83		♠ K9742
♥ K1087		♥ 42
♦ Q2		♦ A986
♣ A765		♣ 108
	♠ J1065	
	♥ J965	
	♦ K4	
	♣ 932	

If West opens INT (mini or 12/14) North can double and East will introduce the spades either naturally or via some conventional aid. After INT-(Dble)-2♠ if South passes North might reopen with a double, leaving South to ponder the merits of passing or bidding 3♥. If West starts with 1♣ North either overcalls 1♦ or tries INT. East can bid 1♠ over the former, but will pass over the latter.

Where West passes initially and North opens 1♦ East might sometimes overcall 1♠. If South passes West raises according to agreements, making it likely that EW will play in 2♠ unless North decides to reopen with a double when

South has the aforementioned problem to resolve.

With neither side able to make much, this is one of those deals where a plus score may be hard to come by.

There is one obvious hurdle that NS might have to avoid. If North has opened 1♦ and East ends up in spades South may discover that leading the ♦K turns out badly. Declarer wins and should now play a heart to the seven, North winning and switching to the ♣K. Declarer wins in dummy and plays back a club, North winning and playing a third round. Declarer ruffs, plays a heart to North's ace, wins the diamond return in dummy, pitches a diamond on the ♥K, ruffs a heart and plays a diamond. South needs to ruff in with the ten to be sure of holding declarer to eight tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	2	2	-	1
S	2	2	2	-	1
E	-	-	-	1	-
W	-	-	-	1	-

=====

<b>Board 16</b>	♠ AJ10	Dealer W
	♥ A9653	Vul: E-W
	♦ KJ4	
	♣ Q8	
♠ Q42		♠ K873
♥ Q8		♥ 1042
♦ 108		♦ AQ7
♣ KJ10743		♣ 952
	♠ 965	
	♥ KJ7	
	♦ 96532	
	♣ A6	

If North opens INT (13-15/14-16/15-17) that is likely to be the final contract.

If North starts with 1♥ and South raises to 2♥ that will conclude matters, as will a response of INT.

If the final contract is INT by North, East has an awkward lead. The modern style is to be passive, so let's imagine East starts with a heart. If declarer plays low from dummy, he will have

five tricks in the suit and will be able to take two spade finesses to finish with eight tricks.

If East leads a club declarer will win the second round in dummy. Then playing a heart to the ace and a heart to the jack is a disaster.

If South is declarer and West leads a club that costs a trick, but declarer is likely to finesse in hearts and that will mean only seven tricks.

If North is in 2♥ and East leads a club, West wins and might switch to the ♦10. That should ensure a ruff for West, but it will establish dummy's diamonds, and declarer should collect nine tricks.

West could try switching to a spade – then East wins with the king and exits with a club and if declarer takes a heart finesse the defenders should get five tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	3	3	-	I
S	-	3	3	-	I
E	2	-	-	I	-
W	2	-	-	I	-

=====

**Board 17**      ♠ A7      Dealer N  
                   ♥ 864      Vul: None  
                   ♦ 64  
                   ♣ Q107642

♠ Q6	♠ K942
♥ KQ	♥ AJ10952
♦ A8732	♦ Q
♣ J985	♣ AK

                  ♠ J10853  
                   ♥ 73  
                   ♦ KJ1095  
                   ♣ 3

Were North to open 3♣ East would overcall 3♥ and be raised to game.

More commonly East will open 1♥. There are players who would overcall 2♥ with South's hand but it should not prevent EW from reaching 4♥. Where South passes West can respond 2♦ and then raise hearts.

If East starts with a Strong 1♣ South will probably use whatever methods are available to overcall. For some pairs INT will promise

♠+♦ or ♥+♣. If West doubles North bids 2♠ to indicate a preference for spades, whilst guaranteeing a better fit in either clubs or hearts. Here NS will be in trouble if East can double for penalties.

If South does not overcall West responds according to agreements and game is sure to be reached.

If East plays in hearts the defenders need to be careful. On a spade lead declarer plays low from dummy and after winning with the king plays back a spade. North wins and returns a trump, but declarer takes the ace, ruffs a spade and can then cash winners. In the three-card ending, the last trump will squeeze South in the pointed suits.

A club lead is better, as if declarer plays on spades South will score a ruff.

If EW are in notrumps, then 10 tricks are likely to the limit, unless South is on lead and starts with a low spade or a diamond other than the king.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	3	2	5	2	4
W	3	2	5	2	4

=====

**Board 18**      ♠ K962      Dealer E  
                   ♥ AK1075      Vul: N-S  
                   ♦ 1053  
                   ♣ 3

♠ 75	♠ AQ83
♥ 932	♥ J4
♦ K4	♦ 987
♣ K109854	♣ AJ62

                  ♠ J104  
                   ♥ Q86  
                   ♦ AQJ62  
                   ♣ Q7

If East opens 1NT (10-12/12-14) West might try transferring to clubs via 2♠/2NT. If East is able to bid 3♣ to promise a fit it is just about possible that North will reopen with a double, when South will bid 3♦.



If East starts with 1♣ South can overcall 1♦. If West raises to 3♣ North can double to show the majors along with diamond tolerance. If EW play in clubs there should be 10 tricks.

If South plays in diamonds a spade lead allows East to play three rounds of the suit, West ruffing and returning the ♣10, a fourth spade promoting the ♦K and holding declarer to eight tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	3	2	1	-
S	-	2	2	1	-
E	4	-	-	-	1
W	4	-	-	-	1

=====

**Board 19**      ♠ A109      Dealer S  
                      ♥ A32      Vul: E-W  
                      ♦ K1097  
                      ♣ J92

♠ Q54	♠ 7632
♥ J107	♥ K954
♦ Q42	♦ A5
♣ 10753	♣ AQ8

                     ♠ KJ8  
                      ♥ Q86  
                      ♦ J863  
                      ♣ K64

If South can open a 10-12 INT that should end the auction.

The same is true where South passes and North opens INT, or if North opens 1♣/1♦ and South responds INT. It appears that all roads will lead to David Bird's favourite contract.

The cards lie will for declarer. If East is on lead and starts with a spade that collects partner's queen and declarer can then try a heart towards the queen and then run the ♦8. It is easy to see that nine tricks are going to be secured, and unless the discarding is accurate declarer might even emerge with 10.

A heart lead is a little better, declarer going up with dummy's queen and running the ♦8. If East wins the second round of diamonds and exits with a heart declarer can win and cash two

diamonds but will need to locate the ♠Q for nine tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	3	2	2	3
S	2	3	2	2	3
E	-	-	-	-	-
W	-	-	-	-	-

=====

**Board 20**      ♠ A86      Dealer W  
                      ♥ AKJ8      Vul: Both  
                      ♦ J8  
                      ♣ 9864

♠ J105	♠ KQ9743
♥ 1096432	♥ Q
♦ KQ3	♦ A962
♣ 5	♣ Q3

                     ♠ 2  
                      ♥ 75  
                      ♦ 10754  
                      ♣ AKJ1072

West's heart suit is poor, but it will not deter some players from opening 2♥ or a Multi 2♦. North cannot do anything over 2♥, and in some partnerships East will be able to respond with a non-forcing 2♠. If South decides to overcall 3♣ North is sure to try 3NT.

North can double a Multi 2♦, East bidding 2♥. If South then bids 3♣ North will be doing well to continue with 3NT.

Where West passes initially and North opens INT (12-14/13-15) East will overcall according to agreements. South can compete in clubs, but I don't see North bidding 3NT.

It is also possible that EW might find the excellent save in 4♠ if NS bid 3NT. For example, after INT-(2♠\*)-3♣-3♠-3NT East might venture 4♠.

There is nothing to the play in 3NT unless West parts with too many hearts, declarer recording 10 tricks.

If EW play in spades, they should lose four tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	-	1	-	4
S	5	-	1	-	4
E	-	1	-	3	-
W	-	1	-	3	-

=====

<b>Board 21</b>	♠ 9876 ♥ J864 ♦ K32 ♣ J7	Dealer N Vul: N-S
♠ K ♥ 752 ♦ J109 ♣ AK10843	♠ A542 ♥ 109 ♦ 765 ♣ Q652	
	♠ QJ103 ♥ AKQ3 ♦ AQ84 ♣ 9	

If South opens 1♦ West overcalls 2♣. If North scrapes up a double and East raises to 3♣ one possibility for South is to continue with 4♣, offering North a choice of major suit games.

If South opens 1♥ and West overcalls 2♣ North raises to 2♥, East to 3♣ and South bids 4♥.

In both scenarios West might consider saving in 5♣.

If South starts with a Strong 1♣ and West shows a club suit East can make a defensive raise. If South then doubles North's 4♥ will leave EW to ponder the merits of saving in 5♣.

If NS play in hearts there is a double dummy defence to hold declarer to nine tricks, but in practice declarer is virtually certain to score 10, losing a club and two spades.

If EW play in clubs, they should manage eight tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	3	3	3	-
S	-	3	3	3	-
E	2	-	-	-	-
W	2	-	-	-	-

=====

<b>Board 22</b>	♠ 4 ♥ 2 ♦ A108764 ♣ AK1083	Dealer E Vul: E-W
♠ J1098 ♥ QJ109 ♦ 3 ♣ J974	♠ AQ52 ♥ 7654 ♦ KQJ ♣ 52	♠ K763 ♥ AK83 ♦ 952 ♣ Q6

If East opens 1NT (10-12/12-14) West might respond 2♣ (the so called 'garbage Stayman') If North overcalls 2NT and East bids 3♥ South will certainly get involved. If North's 2NT promises both minors then bidding 3♠ is a possibility, South raising North's 4♦ to game. Whether that is enough for North to go on to 6♦ is another matter.

Suppose East starts with 1♦. If West responds 1♥ what should North do? At the very least you can see that life will be much more difficult for NS. If North overcalls 2♣ East raises to 2♥ and South is not well placed. A double would tend to suggest spades with tolerance for clubs. Perhaps bidding 2NT is a possibility, but the lack of a fitting card in clubs is a concern, not to mention the lack of a heart stopper.

In 6♦ declarer can ruff two clubs for 12 tricks, while there are nine in 3NT.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	6	-	-	3
S	4	6	-	-	3
E	-	-	-	-	-
W	-	-	-	-	-

=====



### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	6	6	-	2	-
S	6	6	-	2	6
E	-	-	4	-	-
W	-	-	4	-	-

=====

<b>Board 25</b>	♠ J962	Dealer N
	♥ K982	Vul: E-W
	♦ Q82	
	♣ 85	
♠ A103		♠ KQ874
♥ AQJ10		♥ 43
♦ J10753		♦ A96
♣ 3		♣ AKJ
	♠ 5	
	♥ 765	
	♦ K4	
	♣ Q1097642	

If East opens 1NT South might try overcalling 3♣. That would present West with a problem. Were West to try to resolve it with 4♣ East would bid 4♠.

If South does not overcall West can respond 2♣ and if East's 2♠ promises five cards a jump to 4♣ is a possibility. After an exchange of cue bids (4♦-4♥) East might try 5♣ and then make a decision over West's 5♠. However, the counter argument is that East's club holding is devalued by West's splinter so a pass is in order.

If East starts with 1♠ and South overcalls 3♣ West might double and then bid 4♣ over East's 3NT.

If East begins with a Strong 1♣ South is sure to do something. After a natural 3♣ West can double and will then bid 4♣ over East's 4♠.

I'm not sure how easy it will be for EW to stay out of slam on this deal.

6♠ has play but even in the situations where the defenders do not find a killing lead (for example a club from South) declarer is very unlikely to find a route to 12 tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	5	4	5	5
W	-	6	4	5	6

=====

<b>Board 26</b>	♠ 1064	Dealer E
	♥ Q6	Vul: Both
	♦ 1075	
	♣ QJ832	
♠ K87		♠ AQJ52
♥ A1043		♥ J72
♦ 964		♦ 32
♣ 974		♣ A65
	♠ 93	
	♥ K985	
	♦ AKQJ8	
	♣ K10	

If East opens 1♠ South will either double or overcall 2♦, West raising to 2♠ in either case. When that gets back to South double and 3♦ will be options (depending on the initial action), the typical part score battle being likely to end at 3♦.

If the defenders start with three rounds of spads against a diamond contract, declarer ruffs (it is not essential to use an honour) and must choose between playing to ruff hearts in dummy or attacking clubs. On this layout all lines should result in nine tricks being taken.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	3	-	-	-
S	2	3	-	-	-
E	-	-	-	2	1
W	-	-	-	2	1

=====

**Board 27**      ♠ QJ952      Dealer S  
                      ♥ Q63      Vul: None  
                      ♦ 32  
                      ♣ K96

♠ AK	♠ 1073
♥ K84	♥ J
♦ AQJ94	♦ K1085
♣ 1084	♣ AQ752

♠ 864  
 ♥ A109752  
 ♦ 76  
 ♣ J3

If South opens 2♥ West overcalls 2NT and East raises to game, either directly or after looking for a possible 5-3 spade fit. An opening bid of 2♦ does not affect the issue as West can still overcall 2NT.

If South does not open and West starts with 1NT the nine-trick game should be reached.

If West opens a Strong 1♣ East responds 2♣ and might bid 3♦ over West's 2NT rebid. If West raises to 4♦ EW might push on to 6♦.

If West opens 1♦ North might overcall 1♠. How the auction develops from here will be down to partnership agreements. A mini-splinter of 3♥ works as West rebids 3NT. So does making a limit bid in diamonds. Bidding 2♣ should also lead to a final contract of 3NT.

Those pairs who play in 3NT are sure to take 10 tricks but might finish with 11. If North leads a low heart and South puts up the ace and returns a heart declarer ducks, wins the third round of hearts and cashes five diamonds. North must hold on to three spades so must discard a club. If declarer now takes the club finesse, he will collect three trick in the suit and 11 in total.

If EW reach 6♦ and the defenders start with two rounds of hearts declarer can ruff in the short hand, draw trumps and then cash the remaining red winners, squeezing North in the black suits.

The only winning defence (from either side) is to start with a club. When South wins a trick with the ♥A a second club breaks up the squeeze.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	5	2	2	4
W	5	5	2	2	4

=====

**Board 28**      ♠ Q63      Dealer W  
                      ♥ K763      Vul: N-S  
                      ♦ 65  
                      ♣ 8764

♠ AK42	♠ 10985
♥ A4	♥ 982
♦ 973	♦ AKJ10
♣ AKQ10	♣ 95

♠ J7  
 ♥ QJ105  
 ♦ Q842  
 ♣ J32

If West opens 2NT East looks for a major suit fit and finds one in spades. Unless EW are overly ambitious, the final contract should be 4♠.

The same is true if West starts with a Strong 1♣.

If EW play in spades declarer should take 11 tricks. After a heart lead one way to do that is to win with the ace, cash the top spades and then play four rounds of clubs, the fall of the jack allowing declarer to discard two hearts from dummy.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	4	4	2	5	3
W	4	4	2	5	3

=====

**Board 29**      ♠ J8      Dealer N  
                      ♥ K7      Vul: Both  
                      ♦ AKQ976  
                      ♣ K103

♠ 3      ♠ K942  
 ♥ 10943      ♥ A62  
 ♦ J8542      ♦ 3  
 ♣ 987      ♣ J6542

♠ AQ10765  
 ♥ QJ85  
 ♦ 10  
 ♣ AQ

If North opens 1♦ South responds 1♠ and North will probably rebid 3♦. If South continues with 3♠ North will either raise to 4♠ or possibly try 4♣, letting matters rest when all South can do is bid 4♠.

If North starts with a Strong 1♣ South responds according to system. If North rebids 2♦ South continues with 2♠ and NS should manage to stop in game.

NS might bid a slam, 6NT, 6♠ and 6♦ all being possibilities. 6NT by South is best, as declarer has chances in both spades and diamonds. On a heart lead from West East must not take the ace immediately if declarer plays low from dummy as that would allow declarer to score three tricks in each suit. Withholding the ace means that unless declarer decides to run the ♦10 the bad breaks in the pointed suits will mean there are only 11 tricks.

An initial club lead by West removes all danger, as declarer does not have the entries required, even after guessing to run the ♦10.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	5	5	5	5
S	3	5	5	5	5
E	-	-	-	-	-
W	-	-	-	-	-

=====

**Board 30**      ♠ Q96      Dealer E  
                      ♥ QJ85      Vul: None  
                      ♦ A842  
                      ♣ 43

♠ 843      ♠ J1052  
 ♥ A104      ♥ K962  
 ♦ KJ      ♦ Q1075  
 ♣ A10986      ♣ 7

♠ AK7  
 ♥ 73  
 ♦ 963  
 ♣ KQJ52

If South opens 1♣ and North responds 1♦ a rebid of INT will probably end proceedings and that should also be the case if North responds 1♥.

If South opens INT (12-14/13-15) it is barely possible that East might try reopening with 2♣ for the majors, which will work if West bids a restrained 2♦ and then passes East's 2♥, but fail if West decides to pass 2♣. South might resolve that particular issue by doubling 2♣.

If NS play in INT and West leads a club (the ♣10 will be a popular choice) declarer wins and now needs to guess to play a heart, East winning with the king and switching to a diamond. Declarer can win in dummy and establish a second club trick, just enough to get up to seven tricks.

In theory the defenders should prevail if declarer chooses to play on diamonds, but in practice declarer is still likely to finish with seven tricks.

If EW play in hearts there are many way in which the play might develop. Suppose the defenders start by leading a spade and at trick two South switches to the ♣K. Declarer wins and plays the ♦K, North winning. If declarer leaves trumps alone, he should reach a four-card ending with ♥A104 ♣10 opposite ♠J ♥K9 ♦10. Now ruffing a spade or diamond with the ♥10 will result in nine tricks. North can overruff, but then has to lead a heart and after winning with the nine declarer has a high crossruff for the last two tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	1
S	-	-	-	-	1
E	1	-	2	2	-
W	1	-	2	2	-

=====

<b>Board 31</b>	♠ 9753	Dealer S
	♥ AQ84	Vul: N-S
	♦ A	
	♣ AK65	
♠ AKJ		♠ 6
♥ 10763		♥ KJ52
♦ K874		♦ QJ109653
♣ 87		♣ Q
	♠ Q10842	
	♥ 9	
	♦ 2	
	♣ J109432	

Were South to open 2♠ promising spades and a minor North would have an easy raise to game. That unlikely happening excepted, it is possible that West might open 1♦, leaving East to decide how high to go when North doubles. From where I am sitting (much less stressful than being at the table) 5♦ looks a good shot. If North doubles again South must resist any temptation to bid 5♠.

If West does not open and North starts with 1♣ East can overcall 3♦. If West raises to 5♦ North doubles and again South will do well to remain silent.

The situation does not change if North's opening bid is 1♥.

If North's initial 1♣ is Strong and East West quickly reach 5♦ North doubles as before and South might reflect that taking three tricks is probably easier than collecting 11.

West's ♠AKJ will be good for three tricks against any contract while 5♦ should be two down as long as the defenders score a heart ruff.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	-	-	4	2
S	4	-	-	4	2
E	-	3	2	-	-
W	-	3	2	-	-

=====

<b>Board 32</b>	♠ 3	Dealer W
	♥ 10542	Vul: E-W
	♦ J942	
	♣ 10753	
♠ KQ109765		♠ A
♥ AJ8		♥ KQ973
♦ A83		♦ 105
♣		♣ AQJ42
	♠ J842	
	♥ 6	
	♦ KQ76	
	♣ K986	

If West opens 1♠ East responds 2♥. If West jumps to 3♠ East may want to bid 4♣ but should be aware that it is generally played as a cue bid agreeing spades. If West then bids 4♦ and East bids 4♥ West might continue with 5♣ and then ponder the situation over East's 5♥. Another possibility is for West to ask for keycards over 4♠. It is highly likely that EW will reach a slam on this deal, with 6♠ and 7♠ being the popular contracts.

Suppose North leads a diamond against a spade contract (clearly the only lead to pose a threat to 6♠). Declarer wins with the ace plays a spade to the ace and will surely ruff a club hoping to be able to draw trumps (there is a 73.47% chance of seven tricks) and claim. When North shows out declarer will need the ruffing club finesse, but South's singleton heart spells defeat.

Declarer can make 6♠ after a diamond lead by pitching one diamond on the ♣A and then taking the ruffing club finesse. If you thought everyone else was going to be in 7♠ you might do that hoping that the trumps were 4-1.

There is lovely double dummy line to make 7♥ but in practice even 6♥ may be too difficult.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	3	2	7	6	4
W	3	2	7	6	4

=====