



The 2026 Celtic Simultaneous Pairs

Thursday 14th May

We are so pleased to welcome you once again to the Celtic Simultaneous Pairs, supporting the Celtic Nations. Funds raised will be used to support bridge within your own Bridge Union, whether that is the Scottish, Welsh, Northern Ireland or Irish Bridge Union.

We really hope you enjoyed the event and found the hands fun and challenging. Hopefully the commentators managed to get it right but by now you will be able to judge that for yourself !

Anna Newton,
Simultaneous Pairs Organiser
on behalf of the SBU, WBU, NIBU and IBU

Board 1. Love All. Dealer North.

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

Difficult to bid to the best contract of 5♦. Assuming N leads the ♣A and then switches to a heart, W wins in dummy, takes the diamond finesse and later runs his red suits to squeeze N in the black suits. If N opens 1♣ then E overcalls 1♠. W bids 2♣ and E rebids his spades. W bids 3♦ (forcing) and E 3NT which W removes to 4♠. Will East correct to diamonds knowing the spade fit is 5-2? 4♠ shouldn't make even if declarer plays on cross-ruff lines, while any other line may go more down.

Board 2. N/S Vul. Dealer East.

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

It is hard to predict the outcome here as much depends on S's choice of action over E's 1♠ opening. If S bids 1NT he will go one down, but West may bid 2♥ which makes 9 tricks on a club lead if W plays a ♥ to the 8 and the next heart to the 9 (though persistent diamond leads makes life harder). 2♦ by S will make (with an overtrick if EW don't take their spade ruff) but W has a perfect negative double which should steer EW into clubs.

Board 3. E/W Vul. Dealer South.

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

W opens 1♦ and E should push to 3♦, a slight overbid. W makes a try with 3♥ which E refuses, though if the ♣K had been the ♣A he would have bid 5♦. 10 tricks are available in diamonds. Should N overcall 1♠ and E bid only 2♦, then a pre-emptive raise to 3♠ by S might buy the contract making 8 tricks for a good score. A 2♣ overcall by North doesn't allow the same pre-emptive raise.

Board 4. Game All. Dealer West.

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

Although his pips are non-existent W may open 3♦. After N's take-out double E will raise to 5♦ which gives S a dilemma. What can he do? A double gets 500 whilst 5♥ is one down unless declarer drops the bare ♣K. If West passes on the first round he will get another opportunity to bid but is unlikely to do as much damage for two reasons: S will not fancy the five level facing a weak NT and East is unlikely to bid 5♦ because he will expect it to be too costly.

Board 5. N/S Vul. Dealer North.

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

A straightforward 3NT, usually with N as declarer. On a club lead N should duck and win the diamond switch in dummy to lead a spade to the queen. E continues clubs and when a finesse of the ♠10 is successful declarer plays the ♥Q to establish his 9th trick. The brave Es who overcall 3♣ may get a good result, if N chooses to defend after S makes a negative double. In order to get 800, first S has first to avoid a heart lead, and then the defence has to manoeuvre to get a spade ruff.

Board 6. E/W Vul. Dealer East.

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

This is a hand where it seems best to defend. W will open 1♥ in third seat. If North passes, E responds 1♠, W rebids 2♦ and E gives preference to 2♥. Best defence after a club lead should beat this by two tricks. If N makes the ill-disciplined 2♦ overcall, NS will go down in 3♦.

Board 7. Game All. Dealer South.

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

Good judgement will lead to 3NT here. S opens 1♣, W overcalls 1♠ and E responds 2NT which W raises to 3NT. On a club lead E can make 11 tricks. He plays a spade at trick 2, comes back to the ♦K to play another spade. If South exits passively declarer cashes the spades, the ♦A and the ♣K. Either the clubs are good or South can be thrown in with the now bare ♥A to lead into the club tenace. 4♠ should be beaten easily on a club lead from N.

Board 8. Love All. Dealer West.

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

NS are unlikely to bid the good 5♣. If W passes N will open 1♣ and S respond 1♥. N rebids 1♠ and S gives preference to clubs: over 2♣ no-one will bid but over 3♣ N might press on. 5♣ needs a successful club guess if East leads a heart. Declarer will be in dummy after he has ruffed one spade and thrown one on the ♦Q. If he leads a small club then the bare ace will be played on air. Of course, if N seeks to draw trumps before the spade ruff he will play a club to the king and be held to ten tricks.

Board 9. E/W Vul. Dealer North.

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

When N opens 1NT and S transfers to 2♥, that is likely to end the auction. A spade lead gives the defence the best chance holding 2♥ to 8 tricks. On winning the ♦A W plays the ♠10 and, when this holds, a club. However, if E is on lead he is likely to choose a diamond, setting up a discard for a black-suit loser. Declarer can establish the fourth spade with a ruff, having thrown one on the ♦K so he will come to 9 tricks.

Board 10. Game All. Dealer East.

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

6♠ is against the odds EW, requiring a club finesse and a spade position. However, pairs who reach it are likely to succeed because a red-suit lead puts declarer in dummy and the lead of a small spade forces the ace. After E shows a strong NT, W has excellent shape but few values. Nevertheless he will show his second suit but when E gives preference to 3♠ W has no reason to look beyond game.

Board 11. Love All. Dealer South.

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

A matter of fine judgement: NS can make 3♣ and EW 2♥, so it is right for EW to bid 3♥ but neither side should bid any higher. S opens INT and N does whatever is necessary in his system to sign off in 3♣. E's shape is now ideal for a take-out double and W responds 3♥. It is Pairs and S could be tempted to bid 4♣ here but that will fail by a trick even when E leads a heart, saving the guess.

Board 12. N/S Vul. Dealer West.

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

E will open 1♦ in third seat, S overcall 1♠ and N respond INT. There seems no reason for S to bid again, although double-dummy 3NT is on. A successful club guess gives declarer 9 tricks though he may run the ♣J, seduced by the opening bid, and hold himself to 7. The play in spades is not so successful. E wins the diamond lead and plays the ♥A and another heart. So the defence has 2 diamonds, 2 hearts and 1 spade, leaving S to guess clubs to make 8 tricks.

Board 13. Game All. Dealer North.

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

EW may well reach 4♠ which will lose 1 heart and 3 clubs on any normal defence. 4♥ for NS is a fascinating contract which is only beaten on a diamond lead and spade switch. Where N is declarer that defence is unlikely to be found but where N opens a Multi 2♦, some Ss may become declarer and the winning defence becomes more likely. If they are not going to beat 4♥, then EW should bid 4♠.

Board 14. Love All. Dealer East.

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

The bidding is straightforward: 2NT by S and 3NT by N. Should W find a passive or an attacking lead? On a diamond lead or even a spade with a diamond switch declarer can make no more than 10 tricks assuming that he plays clubs correctly, finessing on the 4th round, according to the Principle of Restricted Choice. A heart lead, on the other hand, presents declarer with an extra trick immediately.

Board 15. N/S Vul. Dealer South.

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

After INT by S, E may be tempted by the vulnerability to double but this will not be profitable here. The alternative is to bid 4♠ which on best defence requires careful play. If South plays three red cards E ruffs and plays the ♣A and another club. S has to play a trump but E can ruff 2 clubs in dummy. If South switches to trumps declarer needs to play the ♣A-J to prevent S getting in to play another trump. An alternative line is to win the ♠10 in dummy and play a club. N must split but E can win and cross to the ♠7 (he did unblock the 9 under the 10, didn't he?) to play another club. The ♣J is established and one ruff can be taken in dummy.

Board 16. E/W Vul. Dealer West.

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

W doesn't have enough for initial action at the vulnerability, so N opens 1♠, E bids 2♠ and South bids 3♠. If N presses on to 4♠, E has a problem: double gets 300 but he may be tempted to bid on and 5 of either red suit goes one down.

Board 17. Love All. Dealer North.

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

S opens a weak NT in third seat, W doubles and no-one has a reason to bid. The defenders have to be careful on a ♦ lead. S wins and plays a club which E wins. E does best to play a heart through, with W going back to ♦. This ensures one off. However, if E returns a diamond when in with the ♣Q, S can succeed by endplaying W in clubs, having guessed spades, though of course there is no reason why S should guess spades correctly.

Board 18. N/S Vul. Dealer East.

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

Not a good hand for leading partner's suit! W opens 1♦ in third seat, N overcalls 1♠ and E bids INT to end the auction. If S leads a spade N does best to let dummy hold the trick. Declarer cashes 1 top diamond and crosses to the ♣A to run the ♦9 and make 7 tricks. E makes an overtrick if he continues with a second spade at trick 2 or if N wins his ace at trick 1. On the ♥A lead the spade switch looks unattractive so S tries a club. Declarer is held to 6 tricks, 5 diamonds and 1 club.

Board 19. E/W Vul. Dealer South.

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

After a pass from S, W opens 1♥, N overcalls 1NT and E doubles. S bids 2♣ and West has a nasty problem. Should he bid 2♥ or should he double? Those who bid 2♥ find that the cards lie in such a way that 8 tricks are made on almost any line of play or defence. On the other hand, those who double 2♣ will struggle to collect more than 100, making 2 spades, 2 diamonds and 2 clubs.

Board 20. Game All. Dealer West.

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

Those Ns who open a strong 1NT will find themselves in 4♠ on the ♥K lead. With the club blockage the defence cannot prevent the club discard on the diamond. The weak no-trumpers open 1♥ and S responds 1♠. N will either raise to 2♠ and play there, or bid 3♠ and hear S bid game. It is easier to beat 4♠ this way round – on a good day W leads the king of ♣.

Board 21. N/S Vul. Dealer North.

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

4♠ look to be a good contract requiring one of two finesses, but there is a snag. If W ducks the ♥K there is no dummy entry (if he wins it there are 11 tricks). North will have to play the ♠A-J and hope for the singleton king or the club finesse. Game is good odds at Teams and probably just worth it at Pairs. If N opens 1♠ S may only raise to 2♠ and that will buy the contract at some tables. It may be easier for NS to bid game if EW get into the auction.

Board 22. E/W Vul. Dealer East.

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

Another thin game which is straightforward to play. With N in 4♠ E may lead the ♦Q which declarer must win in dummy so that he can play a heart to the ace and ruff a heart. He crosses to the ♦A to ruff his last heart. Finally he finesses the spade for a possible overtrick. Even if declarer wins the diamond in hand he eventually gets back to hand with a club for the second heart ruff but W will have forced him to decide whether to finesse the spade or not. This time the finesse would be fatal.

Board 23. Game All. Dealer South.

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

NS are likely to have an uncontested auction to 2♠. Good defence will score well. After three rounds of clubs East should switch to a heart to remove dummy's entry to the established clubs. This leads to 2 down and a useful 200 to EW. If W makes the unsound overcall of 2♥ that is unlikely to end the auction and he is likely to end up going minus in 3♥ for a poor score.

Board 24. Love All. Dealer West.

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

6♣ is a good slam which makes when the spades are established with 3 ruffs. 4♠ will make the same 420 as 5♣ if declarer plays a spade to the queen or ace. A spade to the ten loses three spade tricks along with the ♥A, and the contract goes 1 down. The slam might be bid along these lines: 1♠ (N) – 2♥ (S); 3♣ (N) – 5♣ (S); 6♣ (N). N bids 6♣ expecting to be facing 5 clubs and short spades. If N rebids 2♠ and then S bids 3♣, again N shouldn't stop short of slam.

Board 25. E/W Vul. Dealer North.

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

6NT looks a popular contract, and a heart lead seems likely. The communications between the E and W hands is difficult. W needs to release the ♠Q before entering East with the ♥K. But if he cashes the ♠A-K before taking the club finesse he may have set up a long spade for the defence. Clubs must be played from W. Ace and another looks best to pick up some 4-1 breaks; a low club is inferior because if S wins and returns a heart declarer cannot cash a club to see whether he needs to finesse or not.

Board 26. Game All. Dealer East.

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

A good hand for the strong no-trump which might bid 1NT – 3NT without interference and score 630. When S opens 1♣, W overcalls 1♠ which North might double (negative) or bid 2♠ as a high-card raise in clubs. It's up to E. The full-blooded raise to 4♠ is the winner provided that declarer guesses the ♦J and loses only 500. Even if 5♣ is allowed to make on a non-diamond lead, it will not outscore 3NT.

Board 27. Love All. Dealer South.

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

W opens INT and may be allowed to play there. On a heart lead declarer clears the spades and, provided that he takes the diamond finesse, E will make 8 tricks. If E transfers into spades W will make at least 9 tricks and on a heart or club lead he may make 10. If N bids an undisciplined 2♥ E will bid 2♠ and if S bids 3♥ a double by E will net most of the match points.

Board 28. N/S Vul. Dealer West.

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

Maybe W will open 2♥ (weak) and E bid 2NT, enquiry. W is worth 4♥ with an excellent shape and good heart intermediates. N needs to take care to prevent the overtrick. If he plays 3 rounds of spades W ruffs, draws trumps and has enough entries in dummy to establish the clubs and makes 11 tricks. N needs to switch to a diamond to remove an entry. Even so, W can make 11 tricks if he uses the heart entry and then drops the ♥Q.

Board 29. Game All. Dealer North.

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

If S plays 1♠ or INT he will make 8 tricks on a diamond lead. A heart lead holds NS to 7 tricks in INT. Those Ws who make the ill disciplined 2♦ overcall will suffer a suitable punishment. On a spade lead W wins and plays a heart to S's ace. A club through to N's king and another spade see NS with 4 tricks. They are due to make 3 trump tricks if S exits with the ♥10. N will ruff a spade with the ♦J and S will ruff a heart and has the ♦A to come.

Board 30. Love All. Dealer East.

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

S will play 4♥ at most tables. Whether he makes 11 or 12 tricks depends upon the view he takes in hearts. Where W has overcalled 1♠ then S should get it right. He wins a spade lead in hand, say, and plays a heart to the king. Another heart now is dangerous because W may be able to play a third round, stopping one of the club ruffs. S plays the ♣A, ruffs a club, ♦A, ruffs a club and now runs the ♥9.

Board 31. N/S Vul. Dealer South.

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

Most Es will end up in 3NT, perhaps having opened 1♦ and heard W respond 1♠. This could be the flattest

Board of the evening as it looks as if E makes 10 tricks whatever the opening lead.

Board 32. E/W Vul. Dealer West.

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

A good hand to finish with: 7♥ makes, with good breaks in both hearts and clubs, along with the spade finesse. The bidding is the key. E opens 1♣ and W responds 1♦ and E continues with 1♥. W is worth a raise to 3♥ only, as 4-4-4-1 hands with a singleton in partner's first suit often play poorly. However, I expect that many players will bid 4♥, after which maybe the grand slam will be reached. Over 3♥ E bids 3♠ and W 3NT to save bidding space. When E continues with a 4♦ cue-bid W is worth 6♥ because of his good trumps.