



The 2022 Charity Challenge Pairs Thursday 17th March

Once again this year we are raising funds for two different, but closely related Charities – Cancer Research UK and Marie Curie. And again, it is running over five days

Last year, despite all the clubs playing online you managed to raise over £6,000 for each charity which was just amazing and incredibly generous of everyone.

The past year has seen charities receiving less and less as with all the difficulties and uncertainties arising as a result of the pandemic. Many people of course have less disposable income and the charities themselves have found that many of their traditional avenues, such as the Charity Shops, Street Collections etc, were unavailable to them although at least many of them are once again open now thank goodness. But they still need as much as possible to be raised, which is why we ask you to donate, through our website. If you haven't already done so, please [click here to go to the page](#) that gives you all the information.

The future year for Simultaneous Pairs has other Charity events to enjoy - there will be one in July to raise funds for Kidney Research and of course there will be the Children in Need Pairs in November – well we couldn't NOT run that could we !

... and who knows, we may be able to run a WorldWide event again, and maybe one or two events to raise funds for Youth Bridge. Our website will let you know what and when – I will put things onto the front page at <https://www.ecatsbridge.com/> and our calendar at <https://www.ecatsbridge.com/sims/info/calendar.asp> will be kept up to date.

Do join us for some of these events if you can – whether virtually or actually joining in “round the table”. We love to have your company.

We do hope you have enjoyed yourselves, and you will know by know whether the commentator has got it right! This year the event will be “hybrid” with some clubs playing face to face and others online, and I suspect that may well continue into the foreseeable future as people find what suits them best and what they are most comfortable with.

Thank you so much for joining us and please do so again in future !

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Board 1. Love All. Dealer North.

<p>♠ A J 8 6 5 3 ♥ 9 ♦ Q J 10 ♣ J 6 2</p>	<p>♠ K 9 7 2 ♥ A 10 8 5 ♦ A 5 ♣ A Q 5</p> <p>♠ 10 ♥ K Q J 7 6 3 ♦ 7 6 3 ♣ K 9 3</p> <p>♠ Q 4 ♥ 4 2 ♦ K 9 8 4 2 ♣ 10 8 7 4</p>
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North opens 1♥ and West bids 1♠ in 4th seat – even those who play weak jumps in 2nd seat are ill-advised to do so in 4th. If North passes he should defeat 1♠ by a trick or two despite his choice of unattractive leads. If North bids INT East doesn't have a good lead. And North should scramble home.

Board 2. N/S Vul. Dealer East.

<p>♠ A K J 6 ♥ A Q 9 4 ♦ A Q ♣ A 7 3</p>	<p>♠ Q 9 2 ♥ 8 7 3 ♦ K 10 9 4 3 ♣ Q J</p> <p>♠ 8 7 5 ♥ J ♦ J 8 5 ♣ K 10 8 6 5 4</p> <p>♠ 10 4 3 ♥ K 10 6 5 2 ♦ 7 6 2 ♣ 9 2</p>
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It is unlikely that East will try for a slam after 2♣-2♦, 2NT, not even if West stretches to a 3NT rebid. However, 6♣ or 6NT by West is cold. The only safe lead is a club. Declarer wins the ace and king and plays the ♥J. If it loses North is endplayed; if it holds the diamond finesse guarantees a twelfth trick.

Board 3. E/W Vul. Dealer South.

<p>♠ A 8 6 ♥ 4 3 ♦ A J 9 4 ♣ K J 7 4</p>	<p>♠ Q 4 3 ♥ 10 7 2 ♦ K 6 ♣ 10 9 8 5 2</p> <p>♠ 10 9 5 ♥ K 9 8 6 5 ♦ 8 7 2 ♣ Q 3</p> <p>♠ K J 7 2 ♥ A Q J ♦ Q 10 5 3 ♣ A 6</p>
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Whether after 1♠-2♠ or after 1♠-INT, NS will end in 2NT. If West decides to be passive and lead a heart declarer has 8 tricks with 3 spades, 3 hearts, 1 diamond and 1 club. Even on a club lead the two entries in dummy allow declarer to take 2 heart finesses for 8 tricks. Perhaps best for the defence if North is the declarer is a diamond lead from East but declarer can still struggle home.

Board 4. Game All. Dealer West.

<p>♠ — ♥ J 6 4 3 ♦ K 10 8 6 5 3 ♣ A K 2</p>	<p>♠ 10 9 7 6 3 ♥ 10 8 2 ♦ A J 7 2 ♣ 6</p> <p>♠ A 8 5 4 ♥ A Q 5 ♦ Q 4 ♣ Q J 8 4</p> <p>♠ K Q J 2 ♥ K 9 7 ♦ 9 ♣ 10 9 7 5 3</p>
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EW reach 3NT after 1♦-1♠, 2♦-3NT. A spade lead is best, but even on a club lead North will surely switch to the ♠10 when he wins the first diamond. Most lines look likely to lead to two down, -200 for a poor score.

Board 5. N/S Vul. Dealer North.

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

EW reach 4♠ after East opens 1NT but are unlikely to be successful. If West is declarer the contract fails when West finesses the trump, also losing 2 diamonds and 1 club. Where East is declarer South is on lead and might try the ♣A, if so the switch to the ♦Q ensures a 1 trick defeat.

Board 6. E/W Vul. Dealer East.

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

Generally game will be reached after a 1♠-2♠ start. South needs to lead a club or a heart to hold declarer to 10 tricks. If South leads a trump declarer wins the jack, cashes the ♦A for a club discard. He now plays a heart to North's ace but North hasn't a second trump to play and 11 tricks are made unless North spectacularly underleads his club honours to put South in.

Board 7. Game All. Dealer South.

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

If after a 4th in hand 1♥-opening from East, South doubles West bids 2NT. North competes with 3♦. As 2NT is forcing to 3♥ East can pass which is generally played as encouraging, so West bids 4♥. A perfect fit for the same 10 tricks as 3NT! If South passes 1♥ West bids a slightly good 3♥, but will East bid four?

Board 8. Love All. Dealer West.

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

East opens 1♠ in 3rd seat. If South passes, 1♠ makes 7 tricks. If South bids 1NT, thin facing a passed partner, he makes 9 tricks by playing East for the doubleton ♦K. More likely he will take two finesses and make 8 tricks. If South decides to double 1♠ NS will play a club partscore. This makes 10 tricks.

Board 9. E/W Vul. Dealer North.

♠ J 10 7 ♥ J 9 8 5 3 ♦ 4 ♣ J 7 5 4	♠ K ♥ A 10 7 ♦ J 10 9 2 ♣ A K 9 8 3 ♠ A 9 8 5 2 ♥ K ♦ K Q 7 6 3 ♣ Q 10 ♠ Q 6 4 3 ♥ Q 6 4 2 ♦ A 8 5 ♣ 6 2
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North opens 1♣, East overcalls 1♠ and South doubles. North does well to bid 1NT; however 2♣ with favourable diamonds and the bare ♥K lead to 9 tricks. 2♦ would not be so successful. If East bids 2♦ over 2♣ EW will play 2♠, which on a spade lead, will cost them dear.

Board 10. Game All. Dealer East.

♠ J 8 7 4 ♥ A Q 10 6 ♦ 9 6 ♣ 6 4 2	♠ Q 6 3 2 ♥ K 9 8 5 ♦ A J 5 3 ♣ 3 ♠ A K 10 9 ♥ J ♦ K Q 10 ♣ A K Q J 8 ♠ 5 ♥ 7 4 3 2 ♦ 8 7 4 2 ♣ 10 9 7 5
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The first few bids are clear-cut. 2♣-2♦, 3♣-3♥, 3♠-? West is too good to raise to 4♠. Many top pairs play that the responder to a 2♣ opener cannot bid Blackwood so 4NT is forward going. Here though, 5♠ looks best and East bids the slam. Slam is just less than the 50% finesse but, on a deal where most pairs will bid the slam it is best to go with the field.

Board 11. Love All. Dealer South.

♠ J 10 9 6 5 3 2 ♥ Q 8 7 3 ♦ 2 ♣ 6	♠ 8 7 4 ♥ J 10 9 5 4 ♦ 5 4 ♣ A Q 7 ♠ Q ♥ A ♦ Q J 10 9 8 7 6 3 ♣ 8 3 2 ♠ A K ♥ K 6 2 ♦ A K ♣ K J 10 9 5 4
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South would like to get his club suit into the auction but there is a risk in opening 1♣. It is an overbid to open 2♣ and rebid a game-forcing 3♣. Such a sequence will surely end in a slam. If South opens 2♣ and rebids 2NT, or indeed opens 1♣ the matchpoints will go to those who play in 3NT rather than 4♥.

Board 12. N/S Vul. Dealer West.

♠ K J 2 ♥ A 10 9 4 ♦ 10 9 ♣ K Q 4 2	♠ 9 8 3 ♥ K 8 7 ♦ K Q 5 ♣ A J 8 3 ♠ 10 6 4 ♥ Q J 6 5 3 ♦ J 8 6 ♣ 10 5 ♠ A Q 7 5 ♥ 2 ♦ A 7 4 3 2 ♣ 9 7 6
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After 1NT-2♦ South can double to show his diamonds. It works best on this deal - NS score 130 in diamonds. But pass hoping to double 2♥ and show his spades is attractive. West bids 3♥, which South still doubles - winning strategy at pairs is to contest partscores. North does best to pass for 1 down with 3NT the same 1 down.

Board 13. Game All. Dealer North.

<p>♠ Q 10 8 2 ♥ 9 6 4 3 ♦ J 3 ♣ A K 5</p>	<p>♠ A J 6 4 3 ♥ Q J ♦ A 6 ♣ Q 10 6 2</p> <p>♠ 7 5 ♥ 7 2 ♦ 10 9 8 5 4 ♣ J 9 7 4</p> <p>♠ K 9 ♥ A K 10 8 5 ♦ K Q 7 2 ♣ 8 3</p>
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All routes lead to 3NT by North. Possibly along the lines of 1♠-2♥, 2♠-3♦, 3♥-3♠, 3NT. On a club lead West has a chance to shine by taking the ace and leading a low one back. That way EW take the first 3 tricks and concede the rest. On any other defence declarer has 11 tricks.

Board 14. Love All. Dealer East.

<p>♠ A Q ♥ 8 7 4 ♦ K 9 7 ♣ K J 10 9 3</p>	<p>♠ K 4 ♥ A Q 10 9 6 2 ♦ 10 8 ♣ A 7 4</p> <p>♠ J 9 8 7 2 ♥ K ♦ J 5 ♣ Q 8 6 5 2</p> <p>♠ 10 6 5 3 ♥ J 5 3 ♦ A Q 6 4 3 2 ♣ —</p>
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After West opens INT in 3rd seat. North bids 2♥ and East 2♠. South bids 3♦, which as a passed hand implies support for hearts. North bids 4♥. On a club lead declarer ruffs in dummy and plays a spade. West wins and if he plays a heart North may take his ace to ruff the last club and make 11 tricks. If he finesses East can't play a third round so 10 tricks are safe.

Board 15. N/S Vul. Dealer South.

<p>♠ J 10 9 8 7 6 ♥ A K 6 ♦ Q 5 2 ♣ 8</p>	<p>♠ A 5 4 2 ♥ Q J 4 2 ♦ 9 7 3 ♣ K 4</p> <p>♠ Q 3 ♥ 9 7 3 ♦ A K J 6 4 ♣ Q 7 2</p> <p>♠ K ♥ 10 8 5 ♦ 10 8 ♣ A J 10 9 6 5 3</p>
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After South opens 3♣, West overcalls 3♠ and East raises to game. North leads the ♣K and must switch to a heart now to beat 4♠. Playing count signals that would be obvious but more difficult playing attitude signals. If South passes, West opens 1♠ and NS might find it more difficult to take their club trick.

Board 16. E/W Vul. Dealer West.

<p>♠ A J 9 5 ♥ 10 7 2 ♦ 9 7 3 ♣ K 9 4</p>	<p>♠ K 10 4 3 ♥ A 9 4 3 ♦ A 4 2 ♣ Q 7</p> <p>♠ Q 8 7 6 ♥ K J 8 6 5 ♦ K J 10 ♣ 2</p> <p>♠ 2 ♥ Q ♦ Q 8 6 5 ♣ A J 10 8 6 5 3</p>
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North opens INT and East shows the majors, say 2♣. South competes with 3♣ and West may join in with 3♠, possibly doubled by North. After a club lead to the ace, South will surely switch to his singleton ♥Q and get his ruff, guaranteeing a one-trick defeat. If NS play a club partscore ten tricks are made.

Board 17. Love All. Dealer North.

<p>♠ Q 5 4 ♥ 10 9 8 3 ♦ K Q J ♣ K 8 2</p>	<p>♠ 10 7 6 ♥ K 7 5 ♦ 6 ♣ A J 10 9 6 5</p> <p>♠ K J 9 3 ♥ J 6 ♦ A 8 7 5 2 ♣ Q 7</p> <p>♠ A 8 2 ♥ A Q 4 2 ♦ 10 9 4 3 ♣ 4 3</p>
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This deal will be thrown in at many tables. If North opens 3♣ that will turn out to be a simple make. If West opens INT it will fail by 1 trick after competent defence, though EW can make 2♦.

Board 18. N/S Vul. Dealer East.

<p>♠ Q 6 4 ♥ A 8 7 3 ♦ K 8 7 ♣ A K 4</p>	<p>♠ 8 7 ♥ K Q J 10 9 5 4 ♦ 10 2 ♣ 3 2</p> <p>♠ K J 10 3 ♥ 2 ♦ Q 6 4 3 ♣ Q 10 7 5</p> <p>♠ A 9 5 2 ♥ 6 ♦ A J 9 5 ♣ J 9 8 6</p>
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West opens 1♥, East responds 1♠, West rebids INT and North bids 2♥. East does best to bid 2NT which West with an empty hand passes. 3NT makes by winning the second heart and playing a spade to the jack and a diamond to the king. Declarer establishes spades and cashes his black tricks. When West gives South his club winner he is forced to lead round to the ♦Q. 2♥ makes 8 tricks, even 9 without an early spade attack.

Board 19. E/W Vul. Dealer South.

<p>♠ K J 10 6 3 ♥ A Q ♦ 7 2 ♣ A J 7 4</p>	<p>♠ A 2 ♥ 6 5 4 ♦ Q 9 6 ♣ 10 6 5 3 2</p> <p>♠ Q 8 7 5 ♥ J 10 2 ♦ A J 10 8 4 ♣ K</p> <p>♠ 9 4 ♥ K 9 8 7 3 ♦ K 5 3 ♣ Q 9 8</p>
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After 1♠ from West, East has a difficult choice. Perhaps a simple 4♠ bid is best. 2♦ is possible as a DGR; 4♣ as a splinter – inadvisable with a singleton ace or king, or even a game-forcing 2NT but that is an overbid. A diamond loser and the ♠A means 11 tricks – though if North leads a heart South must withhold his king or concede 12 tricks.

Board 20. Game All. Dealer West.

<p>♠ A 10 7 4 2 ♥ J ♦ A K J 6 2 ♣ 10 8</p>	<p>♠ 6 3 ♥ A K Q 7 6 3 ♦ 3 ♣ 9 6 5 4</p> <p>♠ 9 8 ♥ 10 4 2 ♦ Q 8 7 5 4 ♣ A J 3</p> <p>♠ K Q J 5 ♥ 9 8 5 ♦ 10 9 ♣ K Q 7 2</p>
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West opens 1♠, North overcalls 2♥ and South has a choice between 2♠ (showing a sound heart raise) or 2NT - a more natural choice. West does well to bid 3♦. North bids 3♥ and East competes with 4♦. Will NS concede 130 or bid on to 4♥ which makes 10 tricks.

Board 21. N/S Vul. Dealer North.

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

INT-3NT seems straightforward. On a heart lead declarer wins the queen and plays a club to the king and ace. East plays a heart and North knocks out the ace. Declarer has to run the ♣7 (restricted choice) to make 11 tricks. If South plays 3NT the spade lead ensures 3 tricks for the defence. A black suit squeeze of East (Vienna coup) does not work because there isn't an entry to the North hand at the right moment.

Board 22. E/W Vul. Dealer East.

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

After 1♠-2♠ North intervenes with 3♣ over which East makes a game try of 3♥. West bids game, which makes 10 tricks. A 5♣ sacrifice by NS should escape for 500.

Board 23. Game All. Dealer South.

<p>♠ K J 9 7 6 ♥ K 7 3 ♦ Q 4 ♣ 8 5 2</p>	<p>♠ Q ♥ Q J 10 9 8 5 2 ♦ 3 ♣ Q 10 9 7</p> <p>♠ A 4 ♥ A 6 4 ♦ K J 8 7 2 ♣ A 6 4</p> <p>♠ 10 8 5 3 2 ♥ — ♦ A 10 9 6 5 ♣ K J 3</p>
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North opens 3♥ in 3rd seat over which East bids 3NT. There are 9 tricks with the favourable spade position unless South leads a spade and declarer plays the ♠J or the ♠9. If South leads a 4th highest diamond he gives the overtrick. Because of the club fit, 4♥ is an excellent save - just one down - but it looks unbidable.

Board 24. Love All. Dealer West.

<p>♠ A Q ♥ 9 5 4 ♦ K 9 6 ♣ K 10 7 5 3</p>	<p>♠ K 10 9 3 ♥ Q 8 7 2 ♦ Q 4 3 2 ♣ 9</p> <p>♠ J 8 7 5 4 ♥ A 10 6 ♦ J 8 7 ♣ A 4</p> <p>♠ 6 2 ♥ K J 3 ♦ A 10 5 ♣ Q J 8 6 2</p>
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INT by West will fail on a red-suit lead. On a spade lead declarer establishes the spades for 7 tricks. However, East is likely to transfer and pass the 2♠ response. There are 2 hearts, 2 diamonds and 2 spades to lose and nothing to do about it.

Board 25. E/W Vul. Dealer North.

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

Those NSs who stop in a partscore will do well. If West is on lead after INT-2NT, he is likely to choose the ♦Q and 8 tricks are simple – a heart to the queen is the first play. On winning the 3rd club South concedes a spade and has either red-suit finesse for his contract. It is harder for North on a club lead but he should succeed.

Board 26. Game All. Dealer East.

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

After 1♠ is passed round to North, he doubles and South bids 3♥. If East hasn't taken the opportunity to bid 2♣ for the lead West will lead a spade and declarer will make 10 tricks. On a club lead EW will take a diamond ruff and hold declarer to 9 tricks. EW can safely bid to 2♠ and unless South gets his club ruff will make 9 tricks.

Board 27. Love All. Dealer South.

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

A typical Acol sequence would be 1♠-Pass-2♣-Dble, Pass-2♦-3NT. On a heart lead he will go one down but on a diamond lead North has 9 tricks. He might make 10 if on winning the ♦K he plays a club. West has to duck to stop the overtrick.

Board 28. N/S Vul. Dealer West.

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

If North leads a diamond to 4♥ and declarer wins and finesse the club it loses and South gets a club ruff. Later North wins a spade, the fourth defensive trick. 3NT is easier to let through. If North leads a club. The jack wins and West plays a small spade. North must win and switch to a diamond to defeat the game. With X-ray vision the heart suit can deliver 5 tricks and both games make.

Board 29. Game All. Dealer North.

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

The bidding starts with 1♦ and a 1♥ response. It looks right to rebid the strong 6-card suit 2♦. South repeats his hearts and there the matter rests, although 10 tricks are there. If South responds 1♠ and then bids 2♥ he will play in 2♠ – an inferior contract on this occasion. On a spade lead South can ruff 1 heart in dummy but then has to fatally shorten himself to get back to hand.

Board 30. Love All. Dealer East.

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

A 1♠ opening from East and a thin double from South. Some Wests will be able to bid 2♦ which may encourage North to bid 4♥. This will go 2 down when West gets both a club ruff and a spade ruff. 9 tricks can be made in diamonds by EW.

Board 31. N/S Vul. Dealer South.

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

South opens 1♦ and West overcalls 1♥, doubled by North. South rebids INT and plays there. West doesn't have a good lead – the ♥Q looks normal but South will make 8 tricks, having time to set up the 4th diamond. If North is declarer he does not fare as well on a heart lead from East.

Board 32. E/W Vul. Dealer West.

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

INT from West and a 2♥ transfer from East. Will South be able to double this to show hearts? Despite his 4-card spade support the rest of his hand, aceless, is not so attractive so West bids 2♠ only. If South protects with 3♥ the winning action by West is double – highly improbable with those good spades. He is more likely to bid 3♠ and make 9 tricks.