



u3a Bridge Simultaneous Pairs,  
Celebrating our 40<sup>th</sup> Anniversary.

Monday 19<sup>th</sup> to Friday 23<sup>rd</sup> September 2022

Welcome to our Bridge Festival, a unique and innovative way of celebrating u3a's 40th Anniversary, bringing together bridge players from across the United Kingdom. Games will be played all week both Face to Face at local level and online.

All the results will be included in the overall scoring and each day's overall winners will be invited to nominate a Charity of their choice to receive an equal share of the 'surplus' from the donated "table money".

Thank you for joining in, playing and donating at <https://www.ecatsbridge.com/donate/>  
Have fun, enjoy yourselves and celebrate in style.

Steve Carter

National u3a Bridge Adviser

Board 1. Love All. Dealer North.

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

East-West have only 23 points between them but the good fit (and the favourable location of the ♠K and ♥Q) means that eleven tricks are available in Spades. Not everyone will get to 4♠, of course. If East opens INT West might apply Stayman. Over 2♠ he has a close decision between raising to 3♠ (something East is likely to Pass) or having a punt at game. If East, playing 5-card majors, opens 1♣ or 1♦ it isn't easy to see where the auction will end.

Board 2. N/S Vul. Dealer East.

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

That's an interesting North hand although the vulnerability will surely prevent North from being too frisky. Nonetheless, 4♠ on the North-South cards can always make, even if the defenders start off by leading Clubs. Anyway, East might open INT, South will surely try 2♥ and now it isn't clear what will happen. I suspect that most pairs will end up in a Spade part-score making nine or ten tricks. If East-West play in Clubs they may make ten tricks.

### Board 3. E/W Vul. Dealer South.

♠ K J 2 ♥ K J 8 2 ♦ A K ♣ K Q 7 2  ♠ 8 7 6 5 ♥ 10 5 ♦ 7 5 4 3 ♣ J 6 4  ♠ A 10 9 3 ♥ A 9 4 ♦ Q 10 9 8 2 ♣ A	♠ Q 4 ♥ Q 7 6 3 ♦ J 6 ♣ 10 9 8 5 3
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North-South have 34 points between them and few pairs will miss a slam. With no good fit I suspect that the vast majority of players will try their luck in 6NT. You can always make all thirteen tricks on this deal but you have to guess the Spades to do so. Of course, if West were on lead he might try a Spade and that is goodnight Vienna – you can't fail to rake in the lot now. I reckon that the only two scores on the traveller will be 990 for 6NT making and 1020 for 6NT+1.

### Board 4. Game All. Dealer West.

♠ Q 8 7 ♥ 9 8 2 ♦ Q 10 8 5 3 2 ♣ 4  ♠ A 9 4 ♥ K J 5 ♦ 9 ♣ K J 7 6 5 3  ♠ K J 10 6 5 2 ♥ A 7 4 3 ♦ — ♣ Q 10 2	♠ 3 ♥ Q 10 6 ♦ A K J 7 6 4 ♣ A 9 8
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The outcome of this hand is not at all certain. After West opens 1♣ and East responds 1♦ South will probably bid 1♠ or 2♠. After that it isn't easy to see where this auction is heading. Trump leads will hold South to seven tricks in Spades so North-South do not want to get too high, especially if Doubled. I reckon some will play this hand in 5♣ (making), some in 5♦ (not making) and some in 3NT down plenty after a Spade lead and a misguess in Clubs.

### Board 5. N/S Vul. Dealer North.

♠ 8 6 4 ♥ 9 6 5 2 ♦ 8 5 ♣ 10 9 6 5  ♠ Q 7 ♥ A J 10 4 ♦ 9 7 4 ♣ 8 7 4 3  ♠ J 9 5 3 2 ♥ Q 7 3 ♦ A K Q ♣ K J	♠ A K 10 ♥ K 8 ♦ J 10 6 3 2 ♣ A Q 2
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East-West have near game values (24 points) and they can make 3NT. Not that 3NT is a thing of beauty but it can make the requisite nine tricks if declarer plays the hand with absolute precision. In practice, if the defence keeps leading Spades East-West are likely to be held to eight tricks in No-trumps. Bidding? Well, East will open 1♦, and South has a choice between 1NT and 1♠. The latter will come to no harm but if West were to Double 1NT North-South would be in considerable trouble.

### Board 6. E/W Vul. Dealer East.

♠ 9 7 5 4 3 ♥ Q 5 4 3 ♦ 6 ♣ K Q 10  ♠ A K Q 8 ♥ J 7 ♦ 9 4 3 ♣ 8 6 5 2  ♠ — ♥ A K 10 9 ♦ Q J 10 8 7 5 2 ♣ A 9	♠ J 10 6 2 ♥ 8 6 2 ♦ A K ♣ J 7 4 3
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North-South can actually make 6♥ on their cards but that contract is repulsive. Still, many pairs will reach 4♥ and the play will centre around overtricks. After a Spade lead declarer should play a Diamond at trick two. Another Spade is ruffed and now declarer has to decide whether to ruff a Diamond (the winning line for twelve tricks) or to concede a Diamond. That line, however, suffers because another Spade lead will give the defenders a trump trick. A messy hand.

### Board 7. Game All. Dealer South.

<p>♠ A K Q 9 6 ♥ 7 3 2 ♦ 5 3 ♣ K 6 3</p> <p>♠ J 7 5 3 ♥ 6 ♦ A K J 10 6 ♣ Q 10 8</p> <p>♠ 10 4 2 ♥ K 5 ♦ 7 4 2 ♣ A J 9 7 2</p>	<p>♠ 8 ♥ A Q J 10 9 8 4 ♦ Q 9 8 ♣ 5 4</p>
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A part-score deal with East-West able to make three of either red suit. North-South might compete in Spades but they can be held to seven tricks so must be prudent in the auction. At the vulnerability 3♠ down two will lose the kiss of death -200 and give East-West a near top. Bidding? How about 1♦ by West, 1♠ by North, 2♥ by East, 2♠ by South, Pass – Pass to East who should try 3♥. That will end the auction (surely 3♥ isn't forcing?) and record 140.

### Board 8. Love All. Dealer West.

<p>♠ A ♥ A 9 7 6 4 ♦ A Q 9 2 ♣ Q 8 6</p> <p>♠ 9 5 4 ♥ J ♦ 5 4 ♣ K 10 9 7 5 3 2</p> <p>♠ 10 8 3 2 ♥ 5 3 ♦ K J 8 7 6 ♣ J 4</p>	<p>♠ K Q J 7 6 ♥ K Q 10 8 2 ♦ 10 3 ♣ A</p>
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Another part-score deal with some interesting auctions possible. As the cards lie the best either side can do is for North-South to play in 4♦ making. Is that likely? Maybe, but a lot depends on whether anyone opens that West filth with 3♣. Whatever the merits of such an action it is likely to stuff North-South completely. If North overcalls 3♥ (what else can he do?) then that contract will be taken for a ride, possibly Doubled. North-South are better off in 3NT!

### Board 9. E/W Vul. Dealer North.

<p>♠ A J 8 4 2 ♥ K J 7 2 ♦ J 7 ♣ Q 8</p> <p>♠ K 10 9 6 ♥ A Q 8 4 ♦ A 2 ♣ J 6 2</p> <p>♠ 7 5 3 ♥ 5 ♦ Q 10 8 4 3 ♣ A K 7 5</p>	<p>♠ Q ♥ 10 9 6 3 ♦ K 9 6 5 ♣ 10 9 4 3</p>
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The bidding here ought to be short and sweet. North should open 1♠ and South should raise to 2♠, surely ending the auction. If South thinks his hand is too good for 2♠ he will just have to bid 2♦. Nothing bad will happen as North will rebid 2♥ and South's simple preference to 2♠ will close the auction. Will 2♠ be a universal contract? It should be, but the number of tricks made may vary. Eight tricks are always available so a score of 110 should be average.

### Board 10. Game All. Dealer East.

<p>♠ 3 2 ♥ 9 ♦ A K 9 4 2 ♣ K Q 10 9 3</p> <p>♠ A K J 8 7 6 ♥ Q 10 4 ♦ J 10 5 ♣ 5</p> <p>♠ Q 4 ♥ A K J 7 6 3 ♦ Q 3 ♣ J 7 4</p>	<p>♠ 10 9 5 ♥ 8 5 2 ♦ 8 7 6 ♣ A 8 6 2</p>
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A 25 point part-score. North-South can make part-scores in Clubs, Diamonds and Hearts but no game. East-West for all their Spades can make no more than seven tricks. How might the bidding go? Well most pairs, I suspect, will get overboard on this one. South will open 1♥, West will overcall 1♠, North will try 2♦ and South will rebid 2♥. Now 3♣ by North is game-forcing so it will prove difficult to play in a part-score. Lots of minus scores for North-South?

### Board 11. Love All. Dealer South.

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

Another high point-count part-score. North-South have 26 points but no game is available. The best game is 5♦ (3NT is always off on a Heart lead), which depends on the Club finesse if the defenders lead Hearts. As South is likely to be declarer in Diamonds (as he will surely open 1♦) leading a Heart is not difficult for West. Meanwhile, East-West can garner quite a few tricks in Hearts if they can enter the auction. Lots of possible results on this hand.

### Board 12. N/S Vul. Dealer West.

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

The cards are well placed for East-West on this deal and they can make either 3♥ or an unlikely 4♣. Some Wests may open that hand with, perhaps, a fashionable Lucas style 2♥ to show Hearts and another. Alternatively, East may open INT in third seat and West should transfer to 2♥. All roads lead to 2♥? Don't bet on it! All things are possible in this game especially on a deal like this. North-South will get massacred if they bid and win the auction, though

### Board 13. Game All. Dealer North.

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

This looks to be an uneventful hand, although you never can tell. Plenty of tables will play this in 1♣ by South, maybe making eight tricks. Should you Pass 1♣ out on that East hand? After all, there's no thrill in defending 1♣. If East does bid 1♠ it isn't at all clear what will happen next. South may bid (and make) INT, he might Double 1♠ (now what?) he might rebid his Clubs. Lots of different possibilities so there are lots of match-points up for grabs.

### Board 14. Love All. Dealer East.

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

North has the best hand at the table but cannot prevent East-West from making a game. 3NT is (just about) makeable on the East-West cards but 5♦ proves easier to play. Few pairs will reach game, though. East may open a weak No-trump and West may Pass that. North has a choice between Double and 2♠ leaving open all sorts of possibilities. For the record three rounds of Spades will hold North to seven tricks in a Spade contract. Lots of scope here.

### Board 15. N/S Vul. Dealer South.

<p>♠ A 8 2 ♥ A J 6 5 4 3 2 ♦ 7 ♣ A 5</p> <p>♠ 10 ♥ K 10 8 7 ♦ 10 5 ♣ K 10 7 6 4 2</p> <p>♠ J 9 7 6 4 ♥ 9 ♦ J 9 8 2 ♣ Q J 3</p>	<p>♠ K Q 5 3 ♥ Q ♦ A K Q 6 4 3 ♣ 9 8</p>
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A heavily contested auction leading heaven knows where on this deal. Whoever wins it will have have an uncomfortable time in the play, the bad breaks meaning that neither side can make anything much. On best defence the highest making contract is 2♠ by North-South! It is likely that East contests to 3♦ and North tries 3♥. That may well go two down and North-South will have the kiss of death score of -200. I suspect that they will have lots of company, though.

### Board 16. E/W Vul. Dealer West.

<p>♠ K 2 ♥ 6 4 3 2 ♦ A Q 7 5 ♣ A Q J</p> <p>♠ Q 9 8 5 ♥ K Q 7 ♦ 10 2 ♣ K 8 5 2</p> <p>♠ A 4 3 ♥ A 5 ♦ K 8 6 4 ♣ 9 7 6 3</p>	<p>♠ J 10 7 6 ♥ J 10 9 8 ♦ J 9 3 ♣ 10 4</p>
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It looks as though everybody will reach the world's favourite contract (3NT) on this deal and make it easily. With the Diamonds 3-2 and the Club finesse succeeding there are always two Spades, a Heart, four Diamonds and three Clubs for a total of ten tricks. Mind you, those same favourable breaks (together with a bit extra) mean that North-South can actually make 6♦ in the highly unlikely event that anyone reaches it. A string of 430s to North-South?

### Board 17. Love All. Dealer North.

<p>♠ Q 9 6 ♥ Q J 3 ♦ A K 5 ♣ Q 5 4 3</p> <p>♠ A 3 ♥ 10 8 7 4 ♦ Q J 7 6 ♣ 10 8 2</p> <p>♠ K 7 5 ♥ A K 9 2 ♦ 10 8 4 ♣ A 9 6</p>	<p>♠ J 10 8 4 2 ♥ 6 5 ♦ 9 3 2 ♣ K J 7</p>
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Another clear-cut hand, at least in the bidding. With 28 points between them and two balanced hands surely every North-South pair will reach 3NT? Any variation in scores will come from the play of the cards. A Spade lead from East, for instance, is likely to expose the position in that suit giving two Spades and nine in all. Whether North can somehow wangle a tenth is the main question. So the main bulk of scores will be 400 and 430 to North-South.

### Board 18. N/S Vul. Dealer East.

<p>♠ A 10 7 ♥ Q 10 9 6 2 ♦ 7 ♣ 8 6 4 2</p> <p>♠ K Q 5 4 ♥ A K 3 ♦ A J 9 4 ♣ A Q</p> <p>♠ 8 6 ♥ 8 7 ♦ K 10 8 5 2 ♣ J 7 5 3</p>	<p>♠ J 9 3 2 ♥ J 5 4 ♦ Q 6 3 ♣ K 10 9</p>
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East-West can make either 3NT or 4♠ with ease, the issue here being overtricks. If West plays in 4♠ a Diamond lead from North can allow declarer to make twelve tricks. A passive Club lead makes the entries to dummy awkward and eleven tricks may just be the limit. 3NT may well make eleven tricks – it certainly should do if North innocently leads a Heart. I suspect that most pairs will play in 3NT after the bidding (West first) 2♣ – 2♦ – 2NT – 3NT.

### Board 19. E/W Vul. Dealer South.

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

Everybody is likely to play this one in 4♠ by West. That will make all thirteen tricks on a non-club lead but, as North has both Club honours, he is certain to kick off with one of those. A universal score of 650 to East-West? No way! Firstly, if West were to drop the ♣J on the ♣A at trick one North might funk leading another. Secondly, some East-West pairs may reach a slam, probably going down. Finally, there are (at least) eleven tricks available to No-trump fiends.

### Board 20. Game All. Dealer West.

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

A part-score deal you would suppose. Assuming West doesn't open his muck, North-South should start off with 1♠ and a 2♣ response. What should South do after North has rebid 2♠? The logical bid, holding good intermediate cards, is 2NT – a bid that should end the auction. With good splits and the Club finesse succeeding South can make 3NT. That would be wild and unnecessary overbidding, though. Making 2NT+1 should score well enough at pairs.

### Board 21. N/S Vul. Dealer North.

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

North-South can make a thin 4♥ on this deal, with careful play, although it isn't completely automatic to get there. If North Passes as dealer South will open 1♠ and rebid 2♥ over a 2♣ response. Now North might try 2NT leaving South awkwardly placed. Is 3♥ forcing now? If so, should you bid again on those South cards? If not, should South bid 3♥ and should North Pass it? Questions, questions! After this hand it might be worth North-South discussing the answers.

### Board 22. E/W Vul. Dealer East.

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

The points are split just 21-19 in favour of East-West but the cards lie in such a way that North-South can make no more than 1♥. East-West, by contrast, can actually make 4♠. Game is revolting, mind, as it needs a series of inspired views to make it. East-West should be happy enough to play the hand in a Spade part-score where making, say, 140 is likely to score above average. How the bidding will go, though, (I can see some Souths getting into the act) is unclear.

### Board 23. Game All. Dealer South.

♠ K 6 5 ♥ A J 10 ♦ A J 7 ♣ A 7 4 3  ♠ Q J 9 4 3 ♥ K 8 6 4 ♦ Q 9 ♣ Q 10  ♠ A 10 8 7 ♥ Q 9 7 2 ♦ 8 5 3 ♣ K 6	♠ 2 ♥ 5 3 ♦ K 10 6 4 2 ♣ J 9 8 5 2
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North-South have a combined 26 points but 3NT is very tough to make, especially if played by North. Computer analysis shows that there is a double-dummy line to make nine tricks but it is near enough impossible to find it at the table. Most declarers will end up with two Spades, three Hearts a Diamond and two Clubs for a total of eight tricks. South might make 3NT as a Spade lead from West will allow declarer three tricks in the suit.

### Board 24. Love All. Dealer West.

♠ A J 8 6 ♥ 8 7 6 5 4 3 ♦ — ♣ J 6 5  ♠ K Q 3 ♥ Q J ♦ A K 8 ♣ A Q 10 8 7  ♠ 10 5 ♥ K 9 2 ♦ Q J 9 7 6 2 ♣ K 9	♠ 9 7 4 2 ♥ A 10 ♦ 10 5 4 3 ♣ 4 3 2
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Another 25 point part-score. This time East-West hold much the balance of the high cards but they can make very little. Many Wests will play in 3NT where a Heart lead from North is ruinous, setting up five Hearts, a Spade and a Club for the defence. South may even get away with a mis-defence (if a low Heart is led and ducked to the King, South should return the ♥9 to avoid blocking the suit). The upshot is three down. A string of penalties to North-South?

### Board 25. E/W Vul. Dealer North.

♠ A J 5 ♥ Q 7 3 ♦ K 9 ♣ A Q 10 8 2  ♠ 9 6 2 ♥ K ♦ Q J 10 8 7 6 ♣ 7 6 4  ♠ 7 4 ♥ A 10 9 8 6 ♦ A 3 ♣ J 9 5 3	♠ K Q 10 8 3 ♥ J 5 4 2 ♦ 5 4 2 ♣ K
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This time a combined 25 points proves to be enough for game. You can make two overtricks in 3NT on the North-South cards but to do so you have to drop two singleton Kings. Not obvious... Without X-ray vision North is likely to make 3NT on the nose (or maybe with one overtrick) after ducking the ♠K lead. Mind you, it is difficult after a Diamond switch and North might just go down. 4♥ might prove easier to make but there are twists in the play here.

### Board 26. Game All. Dealer East.

♠ J 2 ♥ A J 10 8 3 2 ♦ J 10 9 8 ♣ J  ♠ A K 9 8 ♥ 6 ♦ A 3 2 ♣ A Q 9 5 4  ♠ Q 7 6 5 ♥ 4 ♦ Q 7 ♣ K 10 8 7 6 2	♠ 10 4 3 ♥ K Q 9 7 5 ♦ K 6 5 4 ♣ 3
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3NT might just scrape home for East-West on this hand but it is a tricky hand to play. The bidding isn't obvious either and the possibility exists that there will be some stiff penalties around. After two Passes West will open 1♣ and North has a small problem. If he tries the effect of 2♥ (as many will) East will lick his lips and bide his time. A re-opening take-out Double by West will be left in by East and the juicy meal will be enjoyed by the defence. Four down?

### Board 27. Love All. Dealer South.

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

No one can make anything much on the North-South cards, with singleton Aces proving a hindrance rather than a help. I think the bidding should finish in INT after the bidding (North first) 1♦ – 1♥ – 1♠ – INT. Despite the combined 23 points this contract is not at all easy to make – especially with the bad breaks in the minors. Anyway, there are sure to be all sorts of contracts tonight with anything possible. I still expect that most contracts will be defeated.

### Board 28. N/S Vul. Dealer West.

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

An awkward hand this, with a variety of possible contracts on offer. South can make 2♦, East can make 2♥. After two Passes East has a choice of opening bids, according to system and style. If he tries 1♥ South is likely to Double. West will raise Hearts and now things get a little messy. East can make 2♥ but anything higher is tricky. If East opens 1♦ (as many will) South will probably close the auction with INT, a contract that will probably fail.

### Board 29. Game All. Dealer North.

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

With favourable breaks East-West can actually make 6♥ on their cards, despite the points being split 20-20. 6♥ is a ridiculous contract, of course, and only a select few wild overbidders will get anywhere near it. Most (sensible) pairs will reach game; in fact many cautious pairs may fail to do even that. If there are three Passes to West (by no means certain) West will open 1♠ and rebid 2♥ over the INT response. If East raises to 3♥ West has a reasonable shot at 4♥.

### Board 30. Love All. Dealer East.

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

It is entirely possible that this hand be thrown in as no one has anything approaching an opening bid. Some may open 1♠ in third seat on the West cards, though, probably leading to a (successful) contract of 2♠. East might respond INT, I suppose, (I wouldn't) and that's cold as well. If South were to open a mini INT he should get murdered as the defenders can take the first eight tricks. Whether -100 scores anything at all depends on how many -110s there are.



Board 31. N/S Vul. Dealer South.

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

Another hand with unclear outcomes. North-South hold the balance of the high cards (just) but can make quite a few tricks in Clubs, Spades and even No-trumps. South is likely to open 1♦ and rebid INT over a 1♠ response. North should probably remove that to 2♠ and there the matter should rest. The same result will occur if South opens INT (strong version). Nine tricks might just be made in Spades but the likely result is that declarer makes 2♠ on the nose.

Board 32. E/W Vul. Dealer West.

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

A hand with ridiculously lucky breaks for East-West. With Hearts 3-2, Diamonds 3-3 and the Spade finesse working East-West can actually make a grand slam in Hearts. In fact, with South holding the singleton ♠8 6♣ and even 6NT can make. All fantasy contracts? Perhaps, Still, West has a difficult rebid after 1♥ – 2♦ or 1♥ – 1♠ and some will overbid (rebid 3♥ or 2♠ after the former and something dramatic over the latter). It's easy to get carried away now.