



The 2022 Charity Challenge Pairs Friday 18th 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.

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

Apart from those who use Lucas Twos (2♠ from North) or Mini-No-Trumpers (INT from South), the auction will start with three Passes and the West player will have choices, some will open 1♦, some 1♠, or maybe a 15-17 No Trump. It may not look like a very exciting hand, but there will be a wide range of outcomes. Opening 1♦ might work out well, if East raises, as ten tricks are available in that suit. If West opens 1♠, East seems likely to try to improve matters by responding INT. As it happens INT looks likely to make 8 or 9 tricks for a good or tremendous score. If 1♠ is passed out it will fail by a couple of tricks and will be a very poor start for EW.

Board 2. N/S Vul. Dealer East.

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

North South look destined to get too high on this hand. Strangely, South has the same sort of decision as West had on the Board 1. When I have a balanced hand outside my NT range, I like to open with my major rather than a minor, but I'm not sure 10976 counts. After 1♣ partner will respond 1♥ and a doomed 4♥ contract seems inevitable. I cannot see how it can be

made. One of South's losers can be discarded on ♦Q, but that still leaves four. Any North South pair that ends up positive on this Board will score very well indeed.

Board 3. E/W Vul. Dealer South.

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

Another part-score Board, on which NS need to stay low enough to make a plus score. It ought to be easier this time as after North's 1♠ opening and 2♥ rebid. South is likely to give preference to 2♠. Whether, South has responded INT or 2♣, I can see no reason for North to bid more. Indeed North will regret any more bidding, because even 3♠ will be tricky.

Board 4. Game All. Dealer West.

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

East may open INT after two Passes and whether West passes or transfers to Hearts, East won't find this much fun, as -200 or -300 look likely. South might rescue East, if he has a bid to show a two-suited hand and NS might end in 3♣ -1. We often hear players say "I always compete over INT". This hand shows that especially when the opposition are vulnerable, this is not always the right thing to do.

Board 5. N/S Vul. Dealer North.

<p>♠ K ♥ J 9 6 ♦ J 9 7 5 3 ♣ A 8 6 4</p>	<p>♠ J 3 2 ♥ K 10 8 7 5 4 ♦ ♣ Q J 7 2</p> <p>♠ A Q 9 8 7 6 ♥ 3 2 ♦ A 8 6 4 ♣ 10</p> <p>♠ 10 5 4 ♥ A Q ♦ K Q 10 2 ♣ K 9 5 3</p>
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I'm not sure I'm on any safer grounds in predicting the outcome of this one. I can imagine some of you pouring scorn on the idea that North might open with a Weak Two in Hearts, but I'm sure some brave or perhaps foolhardy souls will give it a go. If East overcalls 2♠, that may be the final contract. If North doesn't open, then East surely will, and after a INT response, EW may find their Diamond fit. It's all going to be very close, because trumps break 4-0. What a horrid sequence of Boards!

Board 6. E/W Vul. Dealer East.

<p>♠ 9 5 2 ♥ 10 8 4 ♦ K J ♣ K 10 7 3 2</p>	<p>♠ A J 10 7 4 3 ♥ A 6 5 3 ♦ Q 2 ♣ A</p> <p>♠ K Q 6 ♥ K Q ♦ 8 7 ♣ Q J 8 6 5 4</p> <p>♠ 8 ♥ J 9 7 2 ♦ A 10 9 6 5 4 3 ♣ 9</p>
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Is it going to be a game at last? Well Deep Finesse says there are eleven tricks in Diamonds or ten in Hearts but it seems as if it's unlikely to be bid by most pairs. North has a problem when the auction starts INT – Pass – Pass - ? Asptro is my gadget of choice over INT, where with both majors you show the shorter one first. So 2♣ here would show Hearts and another suit. 2♥ by South would show four card support and game may be reached. This will score well because many Norths will just bid 2♠ and play there.

Board 7. Game All. Dealer South.

<p>♠ 10 8 7 2 ♥ 9 8 5 ♦ 10 6 ♣ J 8 7 6</p>	<p>♠ 5 4 3 ♥ 10 6 4 2 ♦ 7 ♣ K 10 9 4 3</p> <p>♠ J 9 ♥ A K Q J ♦ A Q 9 8 5 4 2 ♣</p> <p>♠ A K Q 6 ♥ 7 3 ♦ K J 3 ♣ A Q 5 2</p>
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Oh dear! I often exclaim "Bridge is an easy game" but so far this set of Boards have been far from easy and this hand is no exception. South and East have powerful hands while North and West only have 4 points between them. EW can make 3♦, NS 4♣. Some Easts and Souths will not stop bidding soon enough and will be doubled.

Board 8. Love All. Dealer West.

<p>♠ K 9 7 6 4 ♥ K 3 ♦ 9 7 2 ♣ 9 6 5</p>	<p>♠ J 8 5 3 ♥ 10 8 7 5 2 ♦ A K 10 ♣ 8</p> <p>♠ A Q ♥ A J 9 6 4 ♦ Q J 6 4 ♣ Q 3</p> <p>♠ 10 2 ♥ Q ♦ 8 5 3 ♣ A K J 10 7 4 2</p>
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Another part score hand with East and South having the main say. Presumably East will open 1♥ and South will overcall 2♣ or 3♣ depending on system. Over 2♣ and two passes, East can bid 2♦ and South compete with 3♣. This may be the final contract and +110 will be a good score for NS. Over a 3♣ jump overcall I'd expect East to compete and one or even two off in a red suit will be a better score. EWs who get plus scores will be smiling at the traveller.

Board 9. E/W Vul. Dealer North.

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

The dealing program still seems stuck in competitive part-score mode, although NS might not even get into the bidding at all. INT followed by three Passes looks possible. There looks little hope of anything better than six tricks, unless NS have a blocking accident in Diamonds or drop one of their Aces on the floor. Differences in NT range might lead to some Easts opening 1♣ and they might arrive in a comfortable 3♣ contract, with NS scoring -110. There's more chance then, that NS might get into the bidding and 3♦ making could again make. +110 would be an excellent score for NS.

Board 10. Game All. Dealer East.

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

A game hand! After 1♥ – 1♠, West must make a rebid that shows the strength of his hand. Some might choose 3♣, others 2NT. In either case 4♠ looks the most obvious call and ten tricks will surely be made by the vast majority of the field. At last – Bridge is an easy game.

Board 11. Love All. Dealer South.

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

The standard opening bid on the West hand for Weak No Trumpers is 1♥, because the intention with the balanced hand is to rebid in No Trumps to show the 15-16 points and the hand shape. A 1♥ opener ensures that any major suit fit, the partnership might have, will be found. Here East will either bid game or make a splinter bid of 4♦ to show support. EW must beware of getting carried away as 5♥ will prove to be makeable, but 6♥ appears to have no chance at all.

Board 12. N/S Vul. Dealer West.

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

Some Souths who have a bid to show a 19-20 balanced hand will use that, or some may upgrade to a 2NT bid showing 20-21 or 22. Humbly I would suggest this is a bad idea and that 1♦ is a much better opening, because it leaves more doors open and gives a better chance of describing the hand. When North responds 1♠, 3NT would be my choice of rebid. Will matters rest there? Well North has a good Spade suit, which will produce tricks and two supporting Queens, which may help develop tricks in partner's hand. (The ♦Q

is a very valuable card in this sort of auction) A quantitative raise to 4NT will surely persuade South to move on. With 12 easy tricks, 6NT will be an excellent score.

Board 13. Game All. Dealer North.

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

Suddenly everyone has good hands. Not so easy this one for EW. I don't think you should open the East hand, although it is close. You often have a better chance of describing a shapely minor two-suiter if you wait to overcall. 4-4-4-1 hands are difficult to bid and often disappointing in terms of the tricks they produce. 1♣-1♦-3NT is likely to be the most successful auction and contract. In order to keep entries in dummy for the Diamond suit you might decide to attack Clubs by leading the Jack which will have the added bonus of capturing the Queen. Deep Finesse says that EW can make 6♣, but it cheats by looking at opponents cards. Without that advantage, I wouldn't be surprised if 5♣ failed so 3NT +1 or 2 will be the winner.

Board 14. Love All. Dealer East.

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

Part-score time again, with EW having the advantage of possessing the Spade suit.

East may open with a Multi or a Weak 2♠. You need a better hand than West has to go on to game if this is your style of Weak Two opening. A range enquiry, in my opinion, is an overbid and I'd just up the ante by calling 3♠. This will leave North feeling aggrieved and tempted to join in with 4♥. Pretty soon Doubles will be on the table and some penalties conceded. If East passes in 1st seat, West will probably open 1NT in 3rd. If North doubles, East will bid Spades and it seems likely that in this scenario, the bidding will stop lower and -140 for NS will be the most common score.

Board 15. N/S Vul. Dealer South.

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

Wouldn't it be weird if the bidding was the same at every table. Of course, it won't be, because of system differences. 2NT by East, 3NT by West will surely be bid by 90% of you. The play won't be so uniform however. Declarer only has eight top tricks. If South leads a Heart, that makes nine and the only option is to take them and run. A Spade lead also gives you ninth trick also, but leaves some chances of also making a Heart or Diamond. When 5 Club tricks are cashed, NS will squirm and suffer and an alert declarer will surely gain enough information to make an informed guess as the red suits are played. Even 11 tricks might be made. If West were to become declarer, on a Heart lead, a correct guess is needed for nine tricks and what I suspect will be a below average score. Guess wrong and the score will be -1 and a bottom.

Board 16. E/W Vul. Dealer West.

<p>♠ A 9 8 5 4 ♥ J 3 ♦ K J 10 6 4 ♣ 5</p>	<p>♠ J 10 3 ♥ A 8 7 ♦ A 8 5 2 ♣ 10 6 2</p> <p>♠ K ♥ Q 9 ♦ Q 9 7 3 ♣ Q J 9 7 4 3</p> <p>♠ Q 7 6 2 ♥ K 10 6 5 4 2 ♦ ♣ A K 8</p>
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A hand where there will be quite a lot of bidding. NS only have the merest majority of the points, but they do have three of the Aces and a fit in a major, and that's going to count for a lot here. Personally I'd open West's hand, because my points are in the long suits and one of the suits is Spades. In contrast, I wouldn't open as East even in 3rd seat. NS can make game in Hearts, but seem likely only to bid it if pushed. The limit for EW is nine tricks in Diamonds and at unfavourable vulnerability, getting too high may spell disaster.

Board 17. Love All. Dealer North.

<p>♠ K 6 2 ♥ K J 9 5 ♦ 8 7 6 ♣ A J 7</p>	<p>♠ J 10 7 ♥ 10 8 4 ♦ A Q 9 ♣ K 8 5 3</p> <p>♠ Q 4 ♥ Q 3 ♦ K 10 5 4 3 2 ♣ 6 4 2</p> <p>♠ A 9 8 5 3 ♥ A 7 6 2 ♦ J ♣ Q 10 9</p>
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Points are divided 21-19 again and no one has much of a hand, nor can they make much. After two Passes, NS might bid unopposed - 1♠ – INT or 2♣ – 2♥ – 2♠ and this will be a success. A Weak 2♦ opener is one of my favourite bids and if East starts with this, things will be very different. It really shouldn't work, but it's amazing how often opponents find it tricky. Both West and North may join in and NS may finish too high. Remember that the majority of club bridge-players bid too

much on flat hands and not enough on shapely ones. My only prediction on this hand is that more contracts will fail than succeed.

Board 18. N/S Vul. Dealer East.

<p>♠ K 7 4 ♥ K 7 ♦ A J 7 2 ♣ Q J 7 5</p>	<p>♠ A 10 8 3 ♥ Q 9 3 ♦ 9 6 5 3 ♣ A 4</p> <p>♠ Q 9 6 5 2 ♥ 10 8 6 ♦ K Q ♣ 10 8 2</p> <p>♠ J ♥ A J 5 4 2 ♦ 10 8 4 ♣ K 9 6 3</p>
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Not much shape here and the dreaded 19-21 again. This time however the outcome looks more predictable. West has a standard 12-14 NT and looks destined to play 2♠ after a transfer. Neither North or South has the values or shape to join in when vulnerable. It seems natural to play Spades by leading from East. The appearance of the Jack, should reveal the trump position, because North is more likely to hold the ♠10 than South. Eight will be the most likely number of tricks.

Board 19. E/W Vul. Dealer South.

<p>♠ 5 4 3 ♥ A 10 8 4 3 ♦ Q 8 5 ♣ 6 3</p>	<p>♠ K Q 6 2 ♥ Q J 7 2 ♦ A K ♣ 10 7 4</p> <p>♠ A 8 7 ♥ 9 ♦ J 10 6 3 2 ♣ K 8 5 2</p> <p>♠ J 10 9 ♥ K 6 5 ♦ 9 7 4 ♣ A Q J 9</p>
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North South should have this one to themselves. 1♥ from North (4-4 in the majors – balanced hand outside INT range again). 2♣ from South and 2NT from North and game will be reached. The standard Diamond lead poses some problems for declarer. The ♣K is well placed for four tricks in that suit, but three tricks in the majors are needed. The

Spades will certainly provide those, but it's tempting to try and sneak a Heart trick first. A small Heart played from South early in the play, will probably work. A tenth trick will be worth a lot of MPs.

Board 20. Game All. Dealer West.

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

A lot of aggressive NS bidders will end up in 3NT and I'll bet that more will make than fail, although the defence can force five tricks. The blockage in Diamonds is awkward and the defence needs to lead that suit initially and to set up ♠K before the ♥A is knocked out. If North opens 1♥ and ends up playing 3NT, the likely Spade lead will give the ninth trick immediately. If South is declarer, there is perhaps a chance of a passive lead in Spades, but even then the defence has to cash out their five winners. It's not easy.

Board 21. N/S Vul. Dealer North.

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

Well this is EW's hand and it's difficult to see any other outcome other than 4♠ +1. North may choose some kind of pre-emption on his awful hand, but East will probably brush this aside by bidding 4♠. At the prevailing vulnerability that should be

enough for everyone. 5♥ would be foolish and perhaps expensive.

Board 22. E/W Vul. Dealer East.

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

NS's turn with a simple enough hand to bid up to 4♥. INT by South with a 4♥ bid from North seems normal enough. Maybe some disciplined Norths will transfer, but a direct pre-empt seems a safer plan. (As long as partner can be trusted not to transfer to 4♠!!) EW, who are vulnerable, have nine tricks in either minor, but rather like NS on the previous Board, they must not sacrifice.

Board 23. Game All. Dealer South.

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

There's rarely much reward for bidding game in a minor at matchpoints and this hand is no exception.

The best score you can get in 5♦ is +600, while the worst for 3NT is +600 with excellent chances of doing better. After 1♦ from South, West might bid 1♠ or 2♠ depending on his agreements (Double is in my opinion markedly inferior). North can make a negative double to show some values and four card Hearts, and South should bid 3NT. (Nice hand East) After

the ♠Q is lead, declarer will have a pretty good idea where all the cards are and should make ten or even eleven tricks.

Board 24. Love All. Dealer West.

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

The cards lie well for EW and despite only having 21 points, I think they can make 10 tricks in Spades. I'm not sure if they will or should bid game, but 170 for a Spade part-score will be a fair score. The start is likely to be 1♣ – P – 1♠ (The higher ranking suit when 5-5 is the better bid). North's 2♦ or more especially 3♦ will make life a little uncomfortable for East. After 2♦, East might double (3 card support?) or bid 3♣. South can compete with 3♦. It's not clear where this will finish. The only real choice after 3♦ by North is for East to bid 3♠. South may well go on to 4♦ and with the auction gaining momentum it's not impossible that game will be reached by the EW pair.

Board 25. E/W Vul. Dealer North.

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

Acol or Benjy players will be cheered by the East hand, because after 8 tricks in Spades have been shown, the easy game should be reached. Those who have to open 1♠ may be fearful that it will be

passed out. I hope South rescues you with a Diamond overcall or I'll have the Strong Two brigade on my back telling me what a wonderful way to play it is. 11 tricks seems to be the most likely outcome, although a trump lead will make that a very difficult task.

Board 26. Game All. Dealer East.

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

EW should have little problem reaching 4♥ after East has opened 1♥. You really cannot win at bridge if you pass hands like these. Even if East passes, West has a simple INT opener. I wonder if any pairs will pass these hands out. Two finesses in Clubs will lead to eleven tricks.

Board 27. Love All. Dealer South.

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

P – P – 1♥ - ? Some form of pre-emption seems called for, but four cards in RHO's suit is often a bad feature. (On this occasion partner has ♥J which makes a big difference). 3♠ might buy the contract, but I'm sure some will bid 4♠. South might be tempted to double this, but the defenders need to be very careful. If they try to cash Hearts all they will do is turn declarer's four losers into three.

Board 28. N/S Vul. Dealer West.

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

A final game for EW, although it needs to be the right one. 4♠ or 3NT will fail, but 4♥ makes. 1♥ - P - 1♠ should keep South out of the auction. Now 2♥ by West, should encourage East to bid the game. The Club singleton with three card support is a good feature. It's not an automatic make of course, but there's only one hope of avoiding two Diamond losers and that's finessing North for the Jack. Success will mean that declarer finishes with ten tricks.