



Commentary
for the
SBU Easter Simultaneous Pairs for the Bobby Allan Trophy
Thursday / Friday 7th & 8th April 2022

Dear Bridge player

Thank you for your support of the Bobby Allan Easter Pairs 2022. Some of you will have played face to face at a club, others online, but whichever it was, we do hope you enjoyed the hands, found them interesting, challenging and fun whatever result you ended up with!

So now you can relax and enjoy the commentary - did you see the hands in the same way I wonder.

You will be able to enjoy many such future events as we work our way back to a more normal way of life. Do have a look on the SBU website at <https://www.sbu.org.uk/> for all the SBU news and also for information about forthcoming tournaments.

Board 1. Love All. Dealer North.

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

North-South can make 6♥ on this deal but few will bid it and fewer still will find the play necessary to make twelve tricks. After a Spade lead declarer has to draw trumps, throw South's losing Spade on a top Club and run the ♦9. Not very likely. Some Souths may make 6♥ if West decides to cash his ♦A at trick one. Now drawing trumps followed by a simple Diamond finesse will bring home the bacon. Most North-South pairs will record 450 in 4♥, however.

Board 2. N/S Vul. Dealer East.

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

This is a part-score deal with North-South able to make 2♠ and East-West able to make 3♦. Those Easts playing a weak 2♦ may do well here if they choose to make that opening bid as they should either buy the hand in 3♦ or force North-South into 3♠. Not that a 2♦ opening bid is recommended with such a poor suit but at pairs, it's results that count... If East Passes then South may well open 2♠ (if his system allows) and that should end the auction.

Board 3. E/W Vul. Dealer South.

<p>♠ J 8 ♥ 10 9 3 ♦ A J 9 ♣ A K Q J 10</p> <p>♠ 10 9 7 ♥ A 8 7 5 ♦ K Q 10 ♣ 9 8 5</p>	<p>♠ K 6 4 ♥ Q J 4 2 ♦ 7 6 5 4 ♣ 7 6</p> <p>♠ A Q 5 3 2 ♥ K 6 ♦ 8 3 2 ♣ 4 3 2</p>
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Most Norths will play this in 3NT, a contract that can make but one which is destined to fail on the normal lead of the ♥2. Looking only at the North-South hands the correct play from the dummy is the ♥K. Unlucky. The defence now has four Heart tricks and North has no way to make a ninth trick (always assuming East covers the ♠J with the ♠K). No doubt South will smugly point out to declarer that 3NT would make if dummy had put on the ♥6 at trick one

Board 4. Game All. Dealer West.

<p>♠ K J 10 8 5 ♥ Q ♦ 4 3 ♣ K 5 4 3 2</p> <p>♠ Q 7 6 4 ♥ 8 6 5 3 ♦ K 7 2 ♣ Q 7</p>	<p>♠ A 9 2 ♥ 10 ♦ Q J 9 8 ♣ A J 9 8 6</p> <p>♠ 3 ♥ A K J 9 7 4 2 ♦ A 10 6 5 ♣ 10</p>
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South has some attractive cards but the North hand isn't of much use and North-South can make little beyond a part-score in Hearts. In fact, good defence can hold South to just eight tricks in Hearts (after the ♣Q lead, say, the defenders have to play a trump at trick two). That won't stop many pairs going overboard on the deal – if East opens 1♣ in third seat some Souths will overcall 4♥. Many pairs will make nine tricks, few will be allowed to make ten.

Board 5. N/S Vul. Dealer North.

<p>♠ A 5 4 ♥ Q 8 6 3 ♦ Q J 5 ♣ A 6 3</p> <p>♠ 10 9 3 2 ♥ K 10 9 ♦ 10 7 3 ♣ Q 5 4</p>	<p>♠ 8 ♥ 4 2 ♦ 9 8 6 4 2 ♣ 10 9 8 7 2</p> <p>♠ K Q J 7 6 ♥ A J 7 5 ♦ A K ♣ K J</p>
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A slam deal and an obvious one to boot. Well, it's clear-cut to bid a slam (North-South have 35 points, after all) but which slam? Those who reach 6♥ may regret it as a Spade lead may just see that going off. Better is 6♠ and better still the nearly cast-iron 6NT. What should South do if North opens with 1NT? There is a very good case for bidding a simple 6NT; only if you are thinking of a grand slam should you muck about looking for a possible major-suit fit.

Board 6. E/W Vul. Dealer East.

<p>♠ A Q J 9 5 ♥ K 7 3 ♦ A K 10 5 2 ♣ —</p> <p>♠ K 7 3 2 ♥ Q 10 ♦ 9 8 6 ♣ A 9 5 2</p>	<p>♠ 8 ♥ A J 9 2 ♦ Q 7 3 ♣ K 10 8 7 6</p> <p>♠ 10 6 4 ♥ 8 6 5 4 ♦ J 4 ♣ Q J 4 3</p>
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North is likely to open 1♠ in fourth seat and that may well end the auction at some tables. Some enterprising Easts may Double 1♠ but that isn't likely to affect things too much – whatever West bids North will compete vigorously and is likely to buy the deal in a Spade part-score. With the 3-3 break in Diamonds nine tricks are always there in Spades; however, the unfriendly 4-1 trump break means declarer has to lose a trump and three Hearts.

Board 7. Game All. Dealer South.

<p>♠ A K 7 6 ♥ A K 8 3 2 ♦ 9 3 ♣ 8 4</p> <p>♠ 9 8 ♥ J 10 9 6 5 ♦ 10 8 7 5 4 ♣ J</p>	<p>♠ 3 2 ♥ Q 7 4 ♦ A K 6 2 ♣ 7 6 3 2</p> <p>♠ Q J 10 5 4 ♥ — ♦ Q J ♣ A K Q 10 9 5</p>
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North-South have thirteen tricks in Spades, it's just unfortunate that East-West have two tricks first. If North-South were to punt 6♠ West might find it tough to find a Diamond lead; he may find it hard enough against 4♠ and 710 will be recorded often. After 1♣ – 1♥ – 1♠ North has an awkward bid. 2♦, used as a way to raise Spades denying a Diamond control, is going to highlight the opening lead. Still, the singleton ♣J may prove too tempting for West.

Board 8. Love All. Dealer West.

<p>♠ 10 6 ♥ A 10 8 6 4 ♦ — ♣ A K J 10 9 3</p> <p>♠ A K Q ♥ K 3 ♦ A Q 5 4 3 ♣ Q 8 5</p>	<p>♠ 9 8 3 2 ♥ Q J 9 5 2 ♦ K 9 ♣ 7 6</p> <p>♠ J 7 5 4 ♥ 7 ♦ J 10 8 7 6 2 ♣ 4 2</p>
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East-West have a combined 26 points but can make no game contract. 3NT gets beaten by three rounds of Clubs and 4♥ gets beaten into a pulp. West may open 2NT and North may well bid 3♣. That leaves East with an awkward bid which he may solve by bidding 3♥. West can only try 3NT and take his medicine – two down. If West were to open a multi 2♦ it might get interesting – North will assume West has a weak hand and anything could happen.

Board 9. E/W Vul. Dealer North.

<p>♠ J 6 4 ♥ A 6 3 ♦ K 2 ♣ 10 9 8 3 2</p> <p>♠ A 9 3 ♥ K 5 2 ♦ A 10 9 8 3 ♣ A 4</p>	<p>♠ Q 10 5 2 ♥ J 10 9 4 ♦ 4 ♣ Q J 7 5</p> <p>♠ K 8 7 ♥ Q 8 7 ♦ Q J 7 6 5 ♣ K 6</p>
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The most likely spot on this deal is INT by West reached after a variety of possible routes. If West gets everything right he might emerge with eight or even nine tricks in No-trumps – note how the ♣7 plays an important role after the ♣10 lead covered by the ♣J, ♣K and ♣A. If North plays in INT after South opens 1♦ and West makes a canny Pass he may well go three down for a poor score. In fact, he may even be Doubled and concede a horrible -500.

Board 10. Game All. Dealer East.

<p>♠ 9 8 5 2 ♥ 7 3 2 ♦ A K 6 2 ♣ 8 6</p> <p>♠ A J 10 ♥ J 10 4 ♦ 5 ♣ 10 9 7 5 4 3</p>	<p>♠ K 7 4 ♥ A K 9 ♦ Q J 8 7 4 ♣ A Q</p> <p>♠ Q 6 3 ♥ Q 8 6 5 ♦ 10 9 3 ♣ K J 2</p>
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West is likely to play this in a tricky 3NT after the auction 1♦ – INT – 3NT. After the ♠8 lead (2nd highest from rubbish) declarer does best to play dummy's ♠K and then the ♣A Q. A Spade return can be won by the ♠J and the Clubs cleared giving the requisite nine tricks. If declarer doesn't play dummy's ♠K South can play the ♠Q and the entries to West are destroyed. Some Easts may get to play 3NT. Now a low Heart lead makes things easier.

Board 11. Love All. Dealer South.

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

The most likely bidding here is 1♥ by West and a INT response from East getting Passed out. North has nothing to say, despite his 14 points. With the favourable 3-3 Spade break INT is an easy contract and East may well come to an eighth trick, either in Clubs or, most unexpectedly, in Diamonds. If North-South do bid (although I can't imagine what) East-West probably do best to let them stew by Passing, defending and taking a penalty.

Board 12. N/S Vul. Dealer West.

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

A part-score deal with East-West best off in Spades. Normal bidding: 1♦ – 1♠ – 2♣ – 2♠ – Pass. With the lucky Spade position 2♠ can make eight tricks easily and may well be able to generate a ninth. A score of 140 to East-West should prove decent enough although some overbidding Wests might strike it lucky in No-trumps. After a low Heart lead from North East-West can actually make 3NT but that isn't a contract you'd want to be anywhere near.

Board 13. Game All. Dealer North.

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

An interesting deal with East-West able to make grand slams in Spades, Hearts and No-trumps. 7NT is an absurd spot, needing the Spade guess and South to hold both Club honours. 7♠ isn't much better and will fail in all probability as declarer may well attempt a Club ruff. 7♥ needs the Spade guess but a Club ruff gives the thirteenth trick. Anyway, grand slams are for the birds – the best spot here is 6♥, which some will reach. Some will bid and make 6♠, though.

Board 14. Love All. Dealer East.

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

North-South have 24 points between them which suggests bidding game is a low percentage shot. Sure enough, you can't quite make 3NT on tight defence but that won't prevent many pairs from trying it and some may succeed after a Spade lead from West. If your style is to open 1♠ as South then North should respond INT and that should end the auction. After INT (15-17) by South followed by 2♦ – 2♥ – 2NT South should Pass with no fitting Heart picture.

Board 15. N/S Vul. Dealer South.

<p>♠ A J 8 6 2 ♥ A 8 6 5 3 ♦ A ♣ Q 5</p> <p>♠ 9 7 5 3 ♥ K J 4 2 ♦ Q 10 7 5 ♣ A</p>	<p>♠ Q ♥ 10 9 7 ♦ K J 9 8 ♣ J 10 7 6 4</p> <p>♠ K 10 4 ♥ Q ♦ 6 4 3 2 ♣ K 9 8 3 2</p>
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North-South will probably reach 4♠ on this deal. North will open 1♠ and the auction should probably proceed 1♠ – 2♠ – 3♥ – 4♠. Note the 2♠ raise even in a four-card major system. Anyway, a trump lead is best against 4♠ but a Club lead to the ♣A and a trump switch is also good defence. However, declarer can still succeed with careful timing, provided he ruffs two Hearts in the dummy, using the ♦A as an entry, and gets the long Heart going.

Board 16. E/W Vul. Dealer West.

<p>♠ 9 4 ♥ A 7 6 5 4 ♦ J 8 2 ♣ 10 7 6</p> <p>♠ 5 ♥ K 10 ♦ A K 7 5 ♣ A Q 9 5 4 2</p>	<p>♠ K Q J 7 2 ♥ Q 9 3 ♦ 6 4 3 ♣ K 3</p> <p>♠ A 10 8 6 3 ♥ J 8 2 ♦ Q 10 9 ♣ J 8</p>
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Surely everyone will play this one in 3NT? There may be some variation in the bidding but the start of 1♣ – 1♠ – 2♦ looks obvious. I suppose many Easts will try the fourth-suit forcing 2♥ now and that will mean that West may well declare 3NT. There looks to be eleven tricks on the deal – and there certainly will be wherever the defence leads a Heart at trick one and declarer plays a Spade at trick two. An impossible to find Diamond lead holds 3NT to ten.

Board 17. Love All. Dealer North.

<p>♠ A 6 5 2 ♥ A 10 8 6 ♦ A J 9 ♣ 6 4</p> <p>♠ 3 ♥ Q 5 4 ♦ Q 7 6 3 2 ♣ A Q 9 5</p>	<p>♠ K Q 9 8 4 ♥ 9 ♦ 8 5 4 ♣ K J 10 3</p> <p>♠ J 10 7 ♥ K J 7 3 2 ♦ K 10 ♣ 8 7 2</p>
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At quiet tables North will open 1NT, South will transfer to 2♥ and North will play there, making nine tricks or so. However, there will be more action at many tables, especially where North opens 1♦ and East overcalls 1♠. North-South can actually make 4♥ but they need either the ♠K lead from East or the x-ray vision necessary to pick up both red Queens with West. Even with a favourable lead declarer has to view the trumps correctly to make ten tricks.

Board 18. N/S Vul. Dealer East.

<p>♠ A J 10 5 4 ♥ 8 7 6 ♦ 9 ♣ Q 8 7 4</p> <p>♠ 9 6 3 ♥ 10 2 ♦ Q J 10 8 7 5 ♣ A 2</p>	<p>♠ K 8 7 ♥ A K J 9 4 3 ♦ 6 3 2 ♣ 5</p> <p>♠ Q 2 ♥ Q 5 ♦ A K 4 ♣ K J 10 9 6 3</p>
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A part-score deal with the outcome not at all clear. After East opens 1♥ and South overcalls 2♣ North may simply raise to 3♣ or try 2♠ (is that forcing?) If 3♣ then West could easily come back in with 3♦ when that gets back to him – a contract he may well make. There are always four (easy) defensive tricks for East-West in Clubs; if East-West declare the hand (in 3♦, maybe) there are some views to take in the play. 3♦ can always make but might not do so.

Board 19. E/W Vul. Dealer South.

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

North-South can make a thin 4♠ on this deal, but it's no thing of beauty and needs guesswork. The bidding should start: 1♥ – 1♠ – 2♣ – 2♥ – 2♠. South has to give false preference to 2♥ and North's 2♠ suggests a 3-5-1-4 hand that is better than minimum (with a weak hand and this shape North does best simply to rebid 2♠). Now South has useful cards but what weight does he attach to his Diamonds, facing a known singleton? Pessimists Pass, optimists bid 4♠.

Board 20. Game All. Dealer West.

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

With two balanced hands and a combined 25 points you'd expect the world and his wife to play this one in 3NT. There should be little to the play; even after a Spade lead South should simply play off the ♠A and another, setting up three Spades, five Clubs and a Diamond. If the ♠10 is allowed to hold trick one, though, things get messy. However, 3NT can still make if South just plays a Diamond from dummy at trick two. Any overtricks will score very well.

Board 21. N/S Vul. Dealer North.

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

With trumps 2-2 North-South can make a lucky 6♦. In practice, most North-South pairs will find it hard reaching the right game contract. 5♦ is where you want to be, even at pairs; 4♠ is a poor spot on Heart leads. As the cards lie, anyone reaching 4♠ making eleven will get a near top. Even making a careful ten tricks (ruff the second Heart, cash two top trumps and play Diamonds) will be worth over average. Some will bid 1♠ – 2♦ – 3♦ – 3NT. Down two.

Board 22. E/W Vul. Dealer East.

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

This looks to be a clear-cut deal, in the bidding at any rate. Surely everyone will reach 4♥ by East? 6♥ is too pushy (it needs a lot more than the Heart finesse), although some will investigate it. There is some interest in the opening lead – an unlikely Spade will generate three winners for the defence. A more normal Club will allow declarer to get rid of his Spade loser on the ♣A. Lots of 650s to East-West with the 3NT bashers getting their come-uppance.

Board 23. Game All. Dealer South.

<p>♠ 10 7 5 4 ♥ 9 7 4 ♦ K Q 10 6 5 ♣ Q</p> <p>♠ Q J 6 ♥ A K J 10 2 ♦ A 3 ♣ A 10 2</p> <p>♠ K 8 2 ♥ 8 3 ♦ 9 8 4 2 ♣ 9 8 7 6</p>	<p>♠ A 9 3 ♥ Q 6 5 ♦ J 7 ♣ K J 5 4 3</p>
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East-West can make 6♥ or 6NT here. Slam is a reasonable, albeit not great, contract – it’s a simple matter of find the lady (the ♣Q). On this layout you can hardly go wrong but on a bad day you will. Those who play in No-trumps are destined to get better scores than those who play in Hearts, fairly undeservedly. A good start to the auction would be 1♥ – 2♣ – 2NT – 3♥. Those old fashioned bidders who are compelled to rebid 3NT will strike gold.

Board 24. Love All. Dealer West.

<p>♠ K 10 6 4 ♥ A Q 5 ♦ Q 5 3 ♣ Q 10 2</p> <p>♠ — ♥ 7 6 4 ♦ J 10 9 4 ♣ A K 9 6 5 4</p> <p>♠ A J 7 3 ♥ K 10 8 3 ♦ 8 7 2 ♣ J 8</p>	<p>♠ Q 9 8 5 2 ♥ J 9 2 ♦ A K 6 ♣ 7 3</p>
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It is (just) possible that West Passes, North opens 1NT and everybody Passes. A low Spade lead will do declarer no damage whatever and North will have 120 points. On the other hand... Some Wests may try opening 3♣ (not ridiculous, and a cold contract), some Norths will open with a fashionable 1♣, some Easts may overcall that with 1♠ (ugly in my view) and some North-South pairs may locate (to their regret) their 4-4 Spade fit. All in all, impossible to predict.

Board 25. E/W Vul. Dealer North.

<p>♠ 7 2 ♥ 10 7 5 ♦ 8 7 4 2 ♣ 10 8 7 2</p> <p>♠ Q J 10 5 3 ♥ Q J 9 8 ♦ 10 3 ♣ Q J</p> <p>♠ A K 9 6 4 ♥ A 4 ♦ A 9 ♣ 9 6 4 3</p>	<p>♠ 8 ♥ K 6 3 2 ♦ K Q J 6 5 ♣ A K 5</p>
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East-West can make 4♥ (or 3NT) here with some ease but bidding game may not prove simple. After East opens 1♦ South will overcall 1♠ and West has to decide what to do. Double (showing Hearts) brings home the bacon and East-West will reach 4♥ easily. However, West may choose to Pass and to Pass again when East re-opens with a Double. South is likely to make five tricks and 300 for East-West is poor compensation for the 620 available.

Board 26. Game All. Dealer East.

<p>♠ Q 8 7 2 ♥ A 10 3 2 ♦ J 7 4 ♣ K 8</p> <p>♠ — ♥ Q J 9 6 ♦ 10 9 2 ♣ J 10 5 4 3 2</p> <p>♠ 9 6 5 ♥ K 7 5 ♦ A 8 6 3 ♣ Q 9 7</p>	<p>♠ A K J 10 4 3 ♥ 8 4 ♦ K Q 5 ♣ A 6</p>
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East will open 1♠ and may be left to play there. That’s probably just as well, because there are few higher contracts available for East-West. Curiously, they can make nine tricks in Clubs but who is going to play there? Some enterprising Norths may protect with 1NT after 1♠ is Passed round. They may do all right if East bids a wet 2♠ but if East Doubles his side may well collect the magic 200 or even more. And yes, West should Pass the Double.

Board 27. Love All. Dealer South.

<p>♠ A 8 2 ♥ A J 7 5 ♦ K J 3 2 ♣ 9 2</p> <p>♠ Q 10 6 ♥ Q 10 6 4 ♦ Q 9 5 ♣ K Q 3</p> <p>♠ 7 5 3 ♥ K 9 3 2 ♦ 10 6 4 ♣ A 10 7</p>	<p>♠ K J 9 4 ♥ 8 ♦ A 8 7 ♣ J 8 6 5 4</p>
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This may be played in INT by North, it may be played in INT by West (somebody will open that), it may be played in Hearts by North-South. All in all, though, it's not a good hand to be declarer. A Club lead will see INT by North going off and INT by West may struggle also. 2♥ can make but you have to pick up the suit without loss – easy only with a sight of all four hands. Probably lots of scores of 50 in both directions with the occasional 90 and 110.

Board 28. N/S Vul. Dealer West.

<p>♠ 4 3 ♥ K Q 8 5 2 ♦ 10 8 4 ♣ 8 5 4</p> <p>♠ A 10 ♥ A 10 9 4 ♦ K 2 ♣ A Q 9 7 3</p> <p>♠ Q 9 6 ♥ 6 3 ♦ A Q J 9 5 3 ♣ 10 2</p>	<p>♠ K J 8 7 5 2 ♥ J 7 ♦ 7 6 ♣ K J 6</p>
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4♠ is the right spot on the East-West cards as it makes, maybe with an overtrick. 3NT by West does have nine top tricks (after a Diamond lead to the ♦A) but you have to have nerves of steel to take the Spade finesse after a Diamond return. Of course, if South never bids, North may well lead a low Heart to 3NT. Now declarer can win cheaply, cross to a Club and safely play a Spade to the ♠10, protecting the ♦K. Ker-ching! Thirteen tricks and a top.

Board 29. Game All. Dealer North.

<p>♠ A Q 7 5 4 ♥ A 4 3 ♦ 10 ♣ A 4 3 2</p> <p>♠ K J 10 9 6 ♥ Q 9 5 ♦ 5 4 ♣ 10 9 5</p> <p>♠ 8 2 ♥ J 8 7 2 ♦ Q 8 2 ♣ K Q J 6</p>	<p>♠ 3 ♥ K 10 6 ♦ A K J 9 7 6 3 ♣ 8 7</p>
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A part-score deal where North-South do best to play the hand in 3♣ or an improbable 2NT. After North opens 1♠ East will bid 2♦ or 3♦ according to style. South has an easy Double of 2♦, leading to muddied waters – maybe North just rebids 2♠ and plays there. That might scrape home. If East overcalls 3♦ then South actually does best to Pass and Pass again if North re-opens with a Double. Not at all obvious and North-South may well go overboard.

Board 30. Love All. Dealer East.

<p>♠ 10 8 6 ♥ 10 9 3 ♦ A Q 3 ♣ A K J 7</p> <p>♠ J 9 5 2 ♥ A 6 2 ♦ 8 7 5 ♣ 8 5 4</p> <p>♠ A 4 ♥ Q 7 5 4 ♦ K J 10 9 6 ♣ 9 6</p>	<p>♠ K Q 7 3 ♥ K J 8 ♦ 4 2 ♣ Q 10 3 2</p>
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North-South have marginal values so might try a game. There are eight top tricks in 3NT but that's all there are – East-West can always make three Spades and two Hearts. Some Easts will open that muck – er – hand with who-knows-what consequences. Probably South will play the hand in a Diamond part-score. Otherwise, North may play in a weak No-trump or may stretch and open a strong No-trump, playing in game. Now a Club lead lets it make.

Board 31. N/S Vul. Dealer South.

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

Some may open that South hand (not me!) and North-South may locate their Spade fit. However, East will surely compete and East-West are likely to buy the hand in Hearts. The hand is awkward to manage with entries to the West hand so scarce but it is possible to make nine tricks. Meanwhile, a Diamond lead through dummy's ♦K makes 2♠ by South just too hot to handle. 2♠ by North, though, may scramble the requisite eight tricks.

Board 32. E/W Vul. Dealer West.

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

Another deal with one side having a combined 24 points. Here it's East-West and, as on previous hands, 3NT is very thin. East-West may well bid

1♥ – 1♠ – 2♥ – 3NT. This can't make on, say, a Club lead but South is going to lead the ♦K and that's all the help declarer needs. The Hearts can be set up and South has no entry to his suit. Meanwhile, 4♥ can make via the Spade finesse followed by ruffing out the last Spade. If West opens 2♥ he'll play there.