



Commentary for the SBU Autumn Simultaneous Pairs – The Lord Thomson Trophy

Thursday 15th October 2026

Dear Bridge player

Thank you for your support of this SBU Simultaneous Pairs 2026. 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 - I wonder if you agree with what they wrote!

Do have a look on the SBU website at <https://www.scottishbridge.org/> for all the SBU news and also for information about forthcoming tournaments and join us for other events before too long.

Board 1. Love All. Dealer North.

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

If West opens 2♣ it is a racing certainty that a slam will be reached. 6♠ will be popular but some pairs might be unable to resist the lure of 6NT. The lead will play a part, as assuming West is declarer a red suit will make the collection of all thirteen tricks much easier.

Those who bid a grand slam should make it even on a club lead - declarer will win and immediately run the jack of hearts.

Board 2. N/S Vul. Dealer East.

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

After East opens 1♣ South overcalls 1♥ and repeats the suit over North's likely response of 1♠ and East's rebid of 2♣.

On a club lead declarer has to win to be in with a chance of more than eight tricks, but the shortage of entries to dummy is a problem.

Suppose declarer plays a diamond at trick two and East wins and returns the three of clubs. West ruffs and returns the three of diamonds. East ruffs and plays a club, but declarer can ruff high and score +140.

Board 3. E/W Vul. Dealer South.

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

If South opens 1NT and West shows the majors,

playing for a penalty is an option but defending 2♠ doubled needs some care to make sure declarer does not manage to establish the hearts. For example, after a trump lead East wins and plays a heart and North wins and plays a spade. Declarer ruffs a heart and plays a club and South must not play a third spade.

Where West passes, North transfers to hearts and then bids 2NT which should make easily enough.

Board 4. Game All. Dealer West.

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

If North opens 1NT and South transfers to hearts and then makes a try with 3♣ North will jump to 4♥.

With trumps 2-2 taking ten tricks is easy, but will anyone find a route to eleven and the all-important overtrick? If East leads the ten of spades, the extra trick is created immediately.

If South happens to become declarer in 4♥, West is likely to lead the ♣J. When declarer discovers that is a singleton it might just be possible to take a winning view in spades.

Board 5. N/S Vul. Dealer North.

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

If the auction starts 1♥-1♠-2♣ West might continue with a fourth suit 2♦ and then bid 3♠ over East's 2NT, East converting to 3NT.

If South leads a diamond declarer will take North's ten with the queen, play a club to the queen and play a heart to the nine and ten. A second diamond is covered by the jack, king and ace, which gets declarer up to eight tricks, but there is little hope of a ninth.

Board 6. E/W Vul. Dealer East.

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

Facing a passed partner, West might open 3♥ despite the two aces. When North doubles, South must choose between a Pass and 4♠. Pass is a big winner; with no entry to dummy declarer cannot pick up the hearts and will be two down.

4♠ has no real chance, but with careful play declarer can score nine tricks. After a club lead declarer wins and plays trumps. A diamond finesse through East, a second club and a diamond to hand is followed by the ♥K and East gets squeezed in the minors.

Board 7. Game All. Dealer South.

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

North's 2NT should end the auction. If East leads a low spade declarer wins with the queen, cashes five hearts and exits with a spade. East wins and will probably exit with a diamond for the jack, king and ace. If declarer now exits with the king of clubs, nine tricks are possible.

East does better to start with the ace of spades and then switch to a diamond. Declarer wins, cashes five hearts and must then decide how best to exit - the ♠Q is simplest - at worst declarer may need a late club guess for eight tricks.

Board 8. Love All. Dealer West.

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

If West starts with weak two or a Multi 2♦ then 2♥ will be the final resting place unless South bids diamonds when North might risk 3NT. If West passes then East opens 1♠ and South overcalls 2♦ when North can try 2NT.

If EW play in hearts the defenders need to get in two rounds of trumps - easier if West is declarer, although if South leads a top club it should be clear to switch to a trump at trick two. NS can take eight tricks in notrumps.

Board 9. E/W Vul. Dealer North.

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

If South opens 1♦ third in hand, West either overcalls 1♠ or makes a two-suited overcall. After a simple overcall the auction might proceed (1♦)-1♠-(3♦)-3♠-4♠.

Now one advantage of the opening bid is revealed, as a diamond lead by North gives the defenders two tricks.

The advantage of the two suite d overcall is that East is likely to be at the helm in a spade contract when there are twelve tricks.

Board 10. Game All. Dealer East.

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

If East opens South overcalls in clubs - after (1♠)-2♣-(Dble) North can bid 2NT which South can raise to game while after (2♠)-3♣ North bids 3NT.

Say East leads a top spade and switches to a heart. After a low heart, ten tricks are likely (and were West to win with the ace of hearts and return the two declarer can play low for eleven tricks) while switching to the ten of hearts also surrenders an eleventh trick.

To hold declarer to nine tricks East must avoid a spade lead - not easy.

Board 11. Love All. Dealer South.

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

If West opens 3♦ North might bid 3♠. Although that is not without risk opposite a passed partner, it is the type of action one tends to take at this form of scoring. How it turns out depends on East's action. A double will set EW on the road to a top, but a Pass will have the opposite effect.

One interesting point -if North leads the ♥Q against 3♦ South must overtake it, otherwise declarer will be able to collect ten tricks.

Board 12. N/S Vul. Dealer West.

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

If East opens 1♣ South overcalls 1♥ and North bids 2♣ to show a good raise in hearts, when South's 2♥ should end the auction.

West leads the two of clubs and East does best to win, return the five of clubs for West to ruff, win the diamond return and play a third club, giving the defenders five tricks.

Were East to put in the ten of clubs at trick one declarer would win and play two rounds of hearts for ten tricks.

Board 13. Game All. Dealer North.

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

If North opens 1♦ East might make a wafer thin overcall of 1♠. If South then bids 2♣ or doubles West can raise the ante by bidding 3♠.

However, this barrage is unlikely to deter South. With no suit agreed it is a sound idea to treat a bid of 4NT as asking for aces in the old fashioned way and in this case that will let South know that 6NT is the limit of the hand.

The advantage of the overcall is that West should lead a spade, giving the defenders a trick.

Board 14. Love All. Dealer East.

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

If West opens 1♦ North overcalls and my guess is the majority will opt for 4♥. West can reopen with a double and if East bids 4♠ West will reluctantly pass.

On a heart lead and continuation, declarer ruffs in dummy, cashes the top spades and comes to hand with a club. Playing a spade at this point delivers eleven tricks. However, if trumps were 4-2 then declarer would lose no less than eight tricks. I would be content to play on diamonds and score +420.

Board 15. N/S Vul. Dealer South.

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

Predicting the course of an auction is not something I would invest in, but here things might go 1♠-2♣-2♥-2NT-3♠-4♠.

4♠ is tricky, but can be made with careful play. On a club lead declarer wins, plays a heart to the queen and king, wins the club return and plays a diamond. If the defenders return a diamond declarer ruffs, plays a heart to the jack, ruffs a diamond, cashes the ace of spades and ruffs a heart. South can overruff, but that is the last trick for the defence.

Board 16. E/W Vul. Dealer West.

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

If East opens 1♣/1♦ third in hand South overcalls 1♠ and North does something to express approval, perhaps a cue bid followed by a raise or a splinter in clubs, after which 4♠ is sure to be reached.

If East passes, South opens 1♠ and North might jump directly to the spade game.

There should be nothing to the play, declarer losing only to the red aces.

Board 17. Love All. Dealer North.

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

If North opens 1♦ South responds 1♠ and goes on to game over North's raise. If East overcalls in hearts South doubles and will double again over West's likely 3♥/4♥ with North bidding spades at the appropriate level.

On a heart lead, declarer wins, ruffs a heart, and then plays trumps (absent any bidding cashing the king and playing low to the ten is one line). Declarer will lose a spade, a diamond and a club.

Board 18. N/S Vul. Dealer East.

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

NS should reach a slam on this deal and after an auction starting 2♣*-2♦*-2NT-3♦*-3♥, 6NT and 6♥ are the likely destinations.

You can make a grand slam in hearts as long as you pitch the six and jack of diamonds on the third and fourth round of hearts. Then you play the jack of spades for the king and ace, cash three rounds of clubs, ruffing, come to hand with a spade and play the jack of clubs. West, who will be down to ♠106 ♦K7 is caught in a trump squeeze.

Board 19. E/W Vul. Dealer South.

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

After 1♦-1♠-2NT-East can choose between bidding 3♦ or jumping to 4♠. (Reverse West's heart and club holdings and 7♦ is reasonable).

The problem with choosing 3♦ is that the subsequent auction might reveal the weakness in hearts - 1♦-1♠-2NT-3♦-3♠-4♣-4♠ or something similar pinpoints the lack of a heart control.

Even so, South would be doing very well to lead a low heart against 4♠.

Board 20. Game All. Dealer West.

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

If North opens 1♠ East overcalls 1NT and West transfers to hearts and then bids 3NT. Even if North passes there will be a chance to overcall on the next round.

The importance of getting into the auction is that a spade is the only lead to guarantee the defeat of 3NT. A club is also testing, but if declarer wins, crosses to dummy with a club and plays the jack of hearts (which offers a 5.3% of four tricks) then eleven tricks can be made.

Board 21. N/S Vul. Dealer North.

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

EW should reach the nine trick game, perhaps via 1♦-1NT-2NT-3NT.

If South starts with a top heart the defenders should collect the first five tricks, but even if South makes a passive lead declarer will have to knock out the ace of clubs and North will surely switch to a heart.

Board 22. E/W Vul. Dealer East.

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

NS are destined to play in 4♥, notwithstanding that there is always the possibility that after 1♥-2NT the partnership might become overenthusiastic, although North is unlikely to be interested in going past game.

There should be three losers (barring some unforeseen defensive error) and on this layout, you lose the same number in an unlikely 3NT.

Board 23. Game All. Dealer South.

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

EW should reach the nine trick game, perhaps going via 1♦-1♠-1NT-3NT.

On a heart lead declarer will win and play a low diamond. If after winning South plays a second heart declarer, deducing that hearts are 5-2 may decide to win immediately. Drawing the inference that South is unlikely to have the ♠K or the ♣A (with either of them it would be routine to overcall 1♥) declarer can cross to dummy with a diamond and play a spade, which will result in ten tricks.

Board 24. Love All. Dealer West.

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

If West opens 1NT North is sure to overcall according to system - for example 2♦ showing spades and another when South's 2♠ should end the auction.

The best lead for the defence is a trump, which should hold declarer to eight tricks, but West might start with one of the AK combinations.

Leading a club still allows for a spade switch, but a top diamond surrenders a tempo and declarer can ruff, draw trumps and play on diamonds for ten tricks.

Board 25. E/W Vul. Dealer North.

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

If East opens 1♠ and South doubles West will have alternatives based on agreements. A fit jump in clubs gives EW a chance of reaching 6♣, and although North can try to complicate matters - for example, jumping to 4♥ after 1♠-(Dble)-3♣ - East is unlikely to stop short of 6♠.

NS have a reasonable save in a red suit - but -800 will only be good if EW are always bidding the slam.

Board 26. Game All. Dealer East.

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

If South opens 3♦ North might use the Grand Slam Force to reach 7♦. In that scenario East will have to consider the merits of a Lightner double, allowing for the possibility that North might retreat to 7NT.

If East does not double then West should be alive to the possibility that partner might not have doubled with a club void for fear of driving the opponents into a possibly making contract.

Board 27. Love All. Dealer South.

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

If South happens to start with a weak 2♦ West will overcall 2NT and be raised to game. Otherwise the contract will be reached via 1♥-2♣-2NT-3NT.

On this layout it is just a question of overtricks. My guess is that North will lead a spade when declarer is likely to score ten tricks by playing on clubs and hearts, eventually taking a diamond finesse when the club fail to break.

Board 28. N/S Vul. Dealer West.

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

If West opens 1♣ North overcalls 1♦ and South has enough to take a shot at 3NT.

As on the previous deal only overtricks are at issue and it is by no means out of the question that declarer will end up with more than one of them. The defence that is guaranteed to hold declarer to ten tricks is for West to lead a spade. If declarer wins, cashes the ♦K and then plays a heart West must put up and honour and when in with a heart switch to the king of clubs.

Board 29. Game All. Dealer North.

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

All roads should lead to 3NT - if North opens 2♥ East overcalls 2NT and West raises. If East starts with 1♣ West probably responds 1NT and East jumps to game.

There are nine tricks on top and just about the only chance of an overtrick is if South is on lead and starts with a spade.

Board 30. Love All. Dealer East.

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

If West opens 2♣ and rebids 2NT (or goes via the Kokish relay of 2♥, West bidding 2NT over the forced response of 2♠) East transfers to hearts and then bids 3NT.

If North leads a club, declarer wins and play four rounds of diamonds. If South switches to a heart North wins with the king and exits with a club. Declarer wins, cashes the long diamond and the ace of hearts and (assuming North is down to ♠AJ7 ♣J) must now play a low spade towards the ten.

Board 31. N/S Vul. Dealer South.

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

It's easy to see the auction going 1♥-1♠-2♥-3NT.

East leads a club and declarer wins and will probably play a heart to the queen and king, West returning a club to East's six. Now East must avoid cashing the ♣A or a diamond switch which give declarer a shot at ten tricks.

Best is to exit with a spade when declarer has to work hard to get home, one winning line being to win in dummy, play a diamond to the jack, cash three spades and a diamond and exit with a diamond to endplay West.

Board 32. E/W Vul. Dealer West.

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

If North opens 1♥ and South stretches to respond INT North will rebid 3♥. If South passes West bids 1♠ and East bids 2♠ over North's 2♥ when North might try a complete double which should lead to 3♥.

If East decides to overcall INT and West transfers to spades there is some danger that EW might get too high and 3♠ down two for -200 will be a poor way to bring the session to a close.