



Commentary
for the
World Wide Bridge Contest
Organized by the WBF in cooperation with
CCBA & OurGame
Set 1 – Tuesday 28 March 2017

Thank you for joining us for the World Wide Bridge Contest, we do hope you enjoyed the hands. There will be other heats held – a total of 8 in all – giving you the chance to play again and maybe win that great prize of a trip to China for the final ! Full details can be found by [clicking here](#) or on the WBF Website at www.worldbridge.org

Board 1. Love All. Dealer North.

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

An exciting hand to start with. East-West can make five of either minor (although 5♣ is a much better contract than the distinctly dodgy 5♦) and North-South can make 3♥. The absolute par, therefore, is for North-South to play in 5♥ Doubled going two down for –300. Is that a likely result? I don't think so. As usual on deals like this there will be a wide variety of contracts (many of them Doubled) with an equally wide variety of results. Great fun.

Board 2. N/S Vul. Dealer East.

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

By contrast with Hand 1 this is a part-score deal, although still a competitive one. North-South can make 2♠ and East-West can make 3♥. However, to make 3♥ declarer has to play the trumps correctly. In fact, when the ♥Q drops on the first round it is twice as good to take the second round finesse than to play for a 2-2 break, regardless of whether South has bid or not. If North-South proceed to a dubious 3♠ they may get Doubled for the kiss of death –200.

Board 3. E/W Vul. Dealer South.

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

A slam is available to North-South here. 6♥ can't be beaten – when dummy leads its Diamond (before drawing trumps) West has no effective defence. However, the bidding is not at all obvious. After North responds 1♥ to 1♣ South has an awkward rebid with nothing quite fitting the bill. Some may try a fanciful 1♠ but that will almost certainly lead to the wrong contract. 6♠ is actually playable – but East's trump holding is a nasty and fatal surprise.

Board 4. Game All. Dealer West.

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

East-West can make 4♠ here without difficulty. It's an excellent contract, not just dependent on a 3-3 Heart break; South holding the ♣A or a 2-2 trump break would have been sufficient. In fact, some pairs may make eleven tricks in Spades if North-South don't cash their Diamonds early enough. 3NT makes ten tricks as well, but that's a much less secure spot than 4♠. I expect everyone to reach 4♠, probably after the bidding (East first) 1♠-2NT-3♥-3♠-4♠.

Board 5. N/S Vul. Dealer North.

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

An interesting part-score deal with all sorts of possibilities. North is likely to open 1♣ and East to overcall 1♠. South has nothing to do but sit tight and West may try 2♦. Now what? If East Passes South is likely to try 2♥; if East raises to 3♦ South is up a pole. As the cards lie East-West can make 3♦ (despite a defensive Club ruff) but North-South can make no more than seven tricks in Hearts. Those North-Souths who reach 3♥ will get poor scores.

Board 6. E/W Vul. Dealer East.

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

Another part-score deal with uncertain outcomes. On the lie of the cards the best contract for East-West is in Spades, surprisingly, where declarer can make nine tricks. INT is a likely spot at some tables after East opens 1♦, South bids 1♥, West bids 1♠ and East, with an awkward rebid, chooses INT over 2♣. Best defence holds INT to seven tricks. Some might play in 2♦ after East rebids 2♣ and West gives reluctant preference. 2♦ should make despite the 5-1 break.

Board 7. Game All. Dealer South.

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

North-South have an easy game available in Hearts, in fact eleven tricks are icy cold. Some may say that 6♥ is unlucky to fail with the unfavourable trump layout. However, to make a slam you need the Club finesse to succeed as well, making 6♥ a low percentage shot. It shouldn't prove difficult to reach game whether or not South opens 1♦ and rebids 2♦ (not my choice; 2♥ is a much better rebid) or starts proceedings with an eccentric INT.

Board 8. Love All. Dealer West.

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

East-West have an easy 4♥ – in fact there are only two black Aces to lose. North-South can make a few tricks in Spades (in fact, eight to be precise) so it would pay them to sacrifice in 4♠ Doubled down two. A lot will depend on North’s action – he doesn’t have an opening bid in my view but that won’t stop many from opening 1♠. Now the rest of the auction is unclear with lots of possible outcomes. Not many East-Wests will bid 5♥ if North-South do bid 4♠.

Board 9. E/W Vul. Dealer North.

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

This hand could prove a death trap for East-West who may end up in all sorts of unlikely contracts. The highest making spot for East-West is 2♣ but North-South are certain to be bidding to at least 2♠. With the lucky layout of the cards even 3♠ makes for North-South – and some Wests may Double that in rage. (“They can’t do this to me!”. Oh yes they can!). At least the start of the auction is clear: 1♠ from North Passed around to West. After that, though...

Board 10. Game All. Dealer East.

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

East-West can make 3NT with effortless overtricks. However, the main problem will be to avoid playing in a silly contract. Many pairs will find the Diamond fit and then may reach for a slam by introducing that perennial source of poor scores, Blackwood. When East digests the news that there are two Aces adrift he can get a poor score by bidding 5♦ or, hoping for better things, he might try 5♠ hoping West will convert to 5NT. That should make if played by East.

Board 11. Love All. Dealer South.

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

3NT makes for East-West on this deal but it’s a poor contract as it requires both the Club finesse and the Spades to be 4-4. Some pairs will reach it though. If West opens 1NT East has a reasonable raise to 2NT with a good five-card suit as a source of tricks. West will accept the game try, of course. If West plays in 1NT he may have to decide whether to risk the Club finesse or settle for a safe eight tricks. If East-West end up in Diamonds they can make ten tricks easily.

Board 12. N/S Vul. Dealer West.

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

The cards lie well for East-West on this deal and they can make ten tricks in Clubs. North-South have a good Spade fit and are likely to be bidding the suit. However, the limit on their cards is a mere seven tricks. After West opens 1♦ North is likely to overcall 1♠ (he may Pass, of course, but I wouldn't. Bridge is a bidder's game, after all). East has a clear-cut take-out Double of 1♠ but even with a Spade raise from South, East-West should locate their fit.

Board 13. Game All. Dealer North.

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

Lots of possible auctions leading to lots of possible contracts. Some Norths may open with a fashionable 2♠ (showing Spades and another) although most will Pass, allowing East to open 1♦. South should bid 1♥ (causing West to blink) and North should try 1♠, finding his side's best fit. As the cards lie, North-South can actually make 4♠ (losing just two top Diamonds and a ruff) but few pairs will get there. If East-West over-compete they will get mangled.

Board 14. Love All. Dealer East.

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

The points are split 21-19 on this deal and it isn't surprising that the limit of the hand is a part-score. However, the cards lie badly for North-South and it's East-West who can make the highest contract on the deal – 3♥ (if they can find their fit). North can make no more than 1♠ with all the key cards in the wrong place but I suspect that the most popular contract will be 2♠ by North, reached after East opens 1NT and North bids 2♠. Lots of 50s to East-West?

Board 15. N/S Vul. Dealer South.

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

4♥ is the right spot for North-South on this deal and it's a fairly easy make. There shouldn't be too much problem bidding it – North will open 1♥ after two Passes (I wouldn't open that South muck. Yuk), East should Pass (what else? 2♣? No thank-you!) and South can try a splinter bid of 4♦. North will rapidly sign off in 4♥ and there we are. East-West do have a profitable sacrifice at the vulnerability (5♦ is only two down) but how you reach it is anyone's guess.

Board 16. E/W Vul. Dealer West.

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

It's not entirely obvious what the contracts will be on this hand. With a generous slice or two of luck North-South can actually make 5♦ but that's an unlikely resting spot. In fact, many Norths may play in Spade part-scores after East opens 1♥ and South Doubles. You can make nine tricks in Spades but you have to play very accurately to do so – most Norths will be delighted to make eight tricks. East-West can make nothing and may be Doubled if they compete too far.

Board 17. Love All. Dealer North.

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

Who can make what on this hand? Well, North-South can make 3♦ (actually 4♦ with X-ray vision in Spades) and East-West can make all of 1♣. A damp squib this one because North-South are likely to bid the hand to a part-score against silent opponents. However, many North-South pairs may not locate their Diamond fit and may well play in INT by South. After the obvious ♣K lead the best declarer can do is to make his contract on the nose.

Board 18. N/S Vul. Dealer East.

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

North-South can make a few tricks in Spades (nine, if declarer gets everything right) but in practice they will be shut out of the auction by West's opening bid of INT. If West were to open 1♣, North could easily scrape up a Double and now South will be in the auction. INT by West can be defeated but North is likely to lead a Spade, allowing West both a trick and a tempo. Provided he picks up four Club tricks (lead low to the ♣10 and then run the ♣Q) INT will make

Board 19. E/W Vul. Dealer South.

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

With 24 points between them and a good source of tricks in Clubs North-South are on the verge of making a game. 3NT has no chance on a Spade lead but anything else will let it through. If South is the declarer in No-trumps West will have a difficult lead to find. If South opens 1♣ (not my style) it isn't ridiculous for North to bid 3♣ and for South to try 3NT. If South opens 1♥, though, North may well respond INT. Played by North even INT will fail.

Board 20. Game All. Dealer West.

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

The best spot for North-South on this hand is in 2♠ as that may well make nine tricks. However, many pairs are likely to play in the wrong spot after North opens 1♠ (marginal), South responds 2♥, North rebids 2♠ and South tries 2NT. After a Club lead (what else, from West's viewpoint?) No-trumps can be held to a mere seven tricks. It is difficult to criticise South as 2NT is the natural call. If North Passes originally North-South should avoid trouble.

Board 21. N/S Vul. Dealer North.

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

East-West can make 3♠ on this hand but the outcomes of the auction are not entirely clear. North's opening 1♣ is likely to float around to West who will probably Double. After a 1♥ response from East (surely North Passed over the Double) the natural rebid is INT and that is likely to be the contract. Eight tricks should be made in No-trumps (North-South can make three Clubs and two Kings) but 120 points is less than the 140 possible in Spades.

Board 22. E/W Vul. Dealer East.

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

East-West have a combined 24 points and a source of tricks in a couple of good suits but 3NT will fail if the defence keep leading Hearts. This is obvious from the North perspective and it is difficult to see East becoming declarer in No-trumps. The best legitimate spot for East-West is in Clubs as there are always ten tricks available for a score of 130. This will beat those who make 2NT for 120. The auction isn't clear-cut at all, though and there will be wide variation.

Board 23. Game All. Dealer South.

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

A lot of different contracts are actually makeable on this deal. East-West might make 3♦ and can even make an unlikely 2NT. North-South can actually make 2♠, despite the 4-1 break, if they can locate the fit. However, a very common auction will be INT from South Passed out. West isn't going to find the devastating Diamond lead but will surely select a Club and now the hand might make if declarer does everything right.

Board 24. Love All. Dealer West.

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

For the first hand in a long time there is a game contract available. Hands 17-23 have only been part-score deals, offering little excitement. However, although 4♠ is makeable on the North-South cards it isn't a great spot and most pairs (rightly) won't bid it. In fact, a perfectly sensible auctions is 1♠ from North, 2♠ from South and all Pass. Having arranged a Club ruff in the dummy it is natural for North to get the trumps right for ten tricks.

Board 25. E/W Vul. Dealer North.

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

Another part-score deal although North-South can actually make a game. Yes, 3NT will make on their cards with five Clubs, three Diamonds and a Spade. An extremely unlikely contract. In practice, there is likely to be a part-score battle between East and North. North-South may locate their Heart fit and 3♥ will be a common contract, usually reached after East has bid 2♠. It would be better to let East play in 2♠ as that must be at least one down.

Board 26. Game All. Dealer East.

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

This hand belongs to East-West who can scrape together eight tricks in No-trumps or Spades. It might be possible to make 3NT, especially if played by East as South may well lead a Diamond. However, 3NT is a poor contract and few should bid it. If East opens 1♠ West might bid 2♠ or INT. If the latter (more likely unless 1♠ shows five) then East may raise to 2NT and West should Pass. After a Heart lead West will be relieved to see the friendly Spade layout.

Board 27. Love All. Dealer South.

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

4♥ is a good contract for North-South as it is virtually claimable. Some might not reach it, though, as South is likely to open 3♥ and North, faced with a marginal decision, might just Pass. East-West can make nine tricks in Diamonds if they can get into the auction. In theory it would pay them to sacrifice in 5♦ down two, Doubled, for -300. Whether this would be good or bad will depend on how many North-South pairs languish in part-scores.

Board 28. N/S Vul. Dealer West.

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

Another deal, another part-score. Well, perhaps, although the ridiculously favourable layout means that 4♠ by North can actually make. Despite a ten-card Club fit and the majority of the points East-West can only make eight tricks in Clubs. If North opens 1♠ (normal enough) and East Passes (ditto, although some will enter the fray with 2♣) South does best to raise to 2♠. Whether that will end proceedings isn't clear as East may well back in with 3♣.

Board 29. Game All. Dealer North.

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

After a positive glut of part-score hands comes this, a literally laydown grand slam. 7♠ and 7NT are trivial to make with thirteen on top. A grand slam might be reached in rustic but, on this occasion, effective fashion if East opens 1♦ and West simply launches Blackwood. The response of two Aces shows that 6♠ must be cold with excellent chances for a thirteenth trick. Whether that means you can try for the top scoring 7NT is harder to say but many will punt 7♠.

Board 30. Love All. Dealer East.

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

A strange hand. As the cards lie West can actually make 6♣ but that spot is more than a little unlikely. The bidding is likely to start with 1♠ by East and INT by West. Now everything depends on how many Diamonds North bids and what East does about it. I suppose 4♦ is normal on those North cards and that may just shut East up. If East Doubles then his side might pick up 300 if they can manoeuvre a Spade ruff. I think that will score well, despite 5♣ being on.

Board 31. N/S Vul. Dealer South.

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

The bidding could be over quickly here after two Passes and 3♠ by North. East can't do anything over that and South isn't bidding so 3♠ it will be. After the obvious Heart lead North will lose two Hearts, a Spade and a Diamond to record a solid 140. There might be variations if West were to open 2♥ (Lucas style). Now East might be tempted to 4♥, a contract that should go two down. -100 will score well for East-West but -300 (if Doubled) will be very poor.

Board 32. E/W Vul. Dealer West.

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

A cold slam to North-South on this deal with 6♣ being easy-peasy. The trick (as it were) is for North-South to realise that they have twelve tricks available in No-trumps as well. (Two Spades, three Hearts, six Clubs and a Diamond). After North opens 1♣ it will prove impossible to stop South from bidding a slam. However, the lure of the massive Club support will surely drag the auction to 6♣ rather than the less attractive 6NT. An interesting bidding test for you.

