



Commentary  
for the  
World Wide Bridge Contest  
Set 4 – Thursday 26 April 2018 – Session 4748

Thank you for participating in the 2018 WWBC – we hope that, win or lose, you enjoyed the hands and had fun. All the results can be found at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims) as normal - just look for the results for the day you played. **Mark Horton** from England wrote the commentary for this interesting set of boards.

Full details of the Contest itself can be found at <http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/>

**Board No 1 - None Vul. Dealer North**

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

If East happens to open a 10-12 INT West will raise to game.

Where West opens INT East will look for a spade fit before settling for 3NT and the nine-trick game is sure to be reached at every table, regardless of West's initial action.

Suppose West is declarer in 3NT and North leads a heart. If declarer guesses to play low from dummy, there will be three heart tricks. Now playing a spade to the king ensures ten tricks, but even if declarer plays a spade to the jack South will need to switch to a club to prevent a tenth trick being scored.

If East is the declarer South would have to lead a heart to give declarer a shot at an overtrick.

**Board No 2 - N/S Vul. Dealer East**

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

If West opens INT (12-14/13-15/14-16) East will transfer to spades, which is likely to end the auction, unless North makes a pre-balancing double of 2♣ when South will surely pass.

It's hard to see declarer taking more than five tricks, and +150 (not to mention +500) is better than anything NS can achieve if they declare.

**Board No 3 - E/W Vul. Dealer South**

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

After West opens 1♥ and East raises game is sure to be reached.

If West starts with a strong 1♣ North might intervene - anything that discloses the club fit will give NS the opportunity to compete in clubs and possibly bid 5♣ over 4♥.

In theory 5♣ is a 'phantom sacrifice' but 4♥ is not easy to defeat.

Suppose North leads a diamond and South wins and switches to a spade. Declarer can win with the ace, cross to dummy with a heart, pitch a club on the ♦Q and then run the ♦10 throwing a second spade. The ♦9 will take care of another spade loser and declarer will have ten tricks.

To avoid this South must switch to a club at trick two. However, a low club will not do, as declarer will be able to ruff the second round of clubs and then play on diamonds as before. South must play the king of clubs and then switch to a spade.

**Board No 4 - All Vul. Dealer West**

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

If East opens 1♦ West responds 1♠ and then passes East's raise.

Suppose North cashes a top diamond and then switches to a heart. Declarer wins in hand and runs the queen of spades, but South wins, cashes the ace of clubs and exits with a diamond. North wins and now does best to play the queen of clubs, forcing dummy to ruff. Now declarer should be held to eight tricks.

**Board No 5 - N/S Vul. Dealer North**

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

If North opens 1♣ and South scrapes up a response West bids hearts.

One possible sequence is 1♣-(Pass)-1♦-(1♥). If East now bids 1♠ (not a universal choice) West is sure to raise - perhaps even all the way to game.

If East happens to overcall 1♠ West will not stop short of game.

If North opens INT (12-14/13-15) and West doubles for penalties North might run to 2♣ when East can bid 2♠ making it easy for West to go to game.

Suppose North leads the ♦K against a spade contract (South perhaps having bid the suit). Declarer ducks, wins the next diamond and plays two rounds of spades ending in dummy followed by a heart to the king. If North ducks declarer exits with the queen of clubs and is sure to take ten tricks.

**Board No 6 - E/W Vul. Dealer East**

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

If West opens 1♥ North will either bid 1♠ or make a two-suited overcall. NS might take a save in 4♠ over 4♥ - but although that is wrong in theory it will almost certainly pay-off in practice.

If West starts with a Strong 1♣ North might pass, planning to come in on the next round to show a good hand.

4♥ can only be defeated if North leads the ace of diamonds and continues the suit, South ruffing, returning a spade and securing a second ruff.

**Board No 7 - All Vul. Dealer South**

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

If South opens 1♦ and West overcalls 1♥ (not ideal, but the sort of thing one tends to do playing pairs) North might opt for 2NT, ending the auction.

I must mention the possibility of opening the South hand with a conventional bid to show a limited three-suiter, however, the singleton ♣K is a dubious asset and on balance South probably does best to pass initially.

Where South does not open and West does not bid North can start with 1♣ and rebid INT, most likely ending the auction. One way for declarer to take eight tricks is to play on diamonds.

### Board No 8 - None Vul. Dealer West

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

If North opens 1♣ and South responds 1♥ North's 1♠ will disclose the spade fit. In the *Acol Index* Eric Crowhurst suggest that now a jump to 4♣ should be a splinter, agreeing spades. In that scenario NS should reach 6♠ without any difficulty. At some point North will probably ask for key cards and settle for 6♠ when one is missing.

The situation will not change if North starts with a Strong 1♣.

Everyone playing in spades should take all the tricks.

### Board No 9 - E/W Vul. Dealer North

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

If North opens INT (14-16/15-17) that is likely to end the bidding.

As is so often the case, the opening lead will have a crucial role to play.

A low club allows declarer to win with dummy's eight and play a diamond for the jack and king. If East then tries a low heart and declarer puts up dummy's queen the defenders have to turn summersaults to prevent declarer recording ten tricks, as at some point East will have to pitch a top heart so that West can win a heart exit with the ♥J.

The most awkward lead to deal with is a low heart. If declarer does not play dummy's queen West wins with the jack and the defenders cash four hearts, putting pressure on declarer's hand. West will switch to the ♠10 and declarer will be held to just five tricks.

### Board No 10 - All Vul. Dealer East

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

If South opens 2♠ it is possible that West might double. If North then raises to 4♠ East might bid 5♥. Now North will need to go on to 5♠.

If South starts with a Multi 2♦ West has no obvious way into the auction and North enquires with 2NT. If South responds 3♦ to show a bad/intermediate hand with spades North bids 4♠ which might be important as it puts East on lead.

If the defenders lead a heart against a spade contract they will get two tricks, but otherwise the losing heart will go on a diamond.

If EW play in hearts the only way the defenders can be sure of four tricks is for South to lead a diamond. North wins and must then return the four, South ruffing and switching to spades (on a club return declarer must play low from dummy, playing South for the ♣J).

**Board No 11 - None Vul. Dealer South**

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

Should South open?

This is a classical dilemma - four cards in the other major and a void on the side. I was taught that when considering a preemptive action it was fine to have one flaw (four cards in the other major) but not two (the void). Nevertheless I expect most players will be unwilling to pass.

After 2♠ if West overcalls 3♦ North might double, but it works better to Pass, as then South can reopen with a double giving North a chance to bid 3♥ (and North might even bid 4♥).

If South starts with a Multi 2♦ and West overcalls, North will probably double, making the assumption that South has spades.

The defenders have four tricks against a heart contract, but if East leads a diamond declarer can pitch two clubs from dummy and will have ten tricks. If NS play in spades then again a diamond lead is a bad start for the defence.

If EW play in diamonds and the defenders start with three rounds of spades declarer must be sure to ruff with something higher than the four.

**Board No 12 - N/S Vul. Dealer West**

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

Another old chestnut - should East open 1♥ or INT?

After 1♥ West responds 1♠ and East (unless playing Acol) is stuck for a rebid. After an opening bid of INT it will be South to lead.

A Precision player would have the same decision after 1♣-1♦.

What should South lead against INT?

Passive leads are very much in vogue against notrump contracts, so a diamond will be popular and will put declarer under pressure. Anyone taking seven tricks then will have found the unlikely line of playing a spade to the queen at trick two.

An initial heart lead ('fourth best of your longest and strongest') allows declarer to win and now a spade to the ten will lead to seven tricks even after North wins with the jack and switches to a diamond.

**Board No 13 - All Vul. Dealer North**

<p>♠ 9 8 4 ♥ 8 6 4 2 ♦ A Q 6 ♣ A 8 4</p> <p>♠ 5 ♥ K Q J 9 3 ♦ K 3 2 ♣ K Q 3 2</p>	<p>♠ A 10 7 6 3 ♥ 10 5 ♦ J 10 8 ♣ J 10 9</p> <p>♠ K Q J 2 ♥ A 7 ♦ 9 7 5 4 ♣ 7 6 5</p>
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If West opens 1♥ East responds 1♠. Now West must choose between rebidding INT with a singleton, and 2♣. In the latter case East will give preference with 2♥. Both actions will have supporters and it will be the play and defence that determine which works best on this particular deal.

If North finds a spade lead against INT the defenders will be on top - for instance South can win and return a diamond, North winning and playing a second spade after which the defenders should manage seven tricks.

That same spade lead against a heart contract sees declarer win with dummy's ace and play on trumps, South taking the second round and returning a spade. Declarer ruffs, cashes a top trump and then plays on clubs. North wins at some point and then plays a spade, but declarer ruffs and plays clubs. When North ruffs declarer will get an eighth trick with a diamond.

### Board No 14 - None Vul. Dealer East

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

Here is an analogous deal to Board 11. Should you open a weak two with five cards in the other major? If East does open 2♥ North has an easy 2NT bid, ending the auction.

If East leads a top heart it is evident that declarer will have no trouble taking nine tricks, but a spade lead is no better. Declarer wins and plays on clubs (best to play the ♣J followed by the ten) and West wins and will probably play a diamond (there is still a way to get up to nine tricks after a heart return - declarer can organise an endplay against East) East winning and exiting with a spade. Declarer wins and now has more than one route to nine tricks. Simplest is to cash three more clubs and then exit with a low heart.

### Board No 15 - N/S Vul. Dealer South

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

If West opens INT (13-15/14-16/15-17) North will probably overcall 2♥ ending the auction unless East feels like doubling for take-out or South feels like raising to 3♥.

Another option for North is to overcall 2♦, the increasingly popular Multi Landy defence. Here South's response of 2♥ will put West on lead.

Suppose the defenders start by cashing two diamonds and West then switches to a heart? East wins and must then switch to a spade, otherwise declarer will be able to set up a club for a spade discard and score an overtrick.

### Board No 16 - E/W Vul. Dealer West

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

There will be those who open the West hand 2♠, despite the vulnerability and the lack of a sixth spade. South will do something and doubling works best when North responds 3♣.

If East opens 1♦ South overcalls 1♥ and West bids 1♠. If North doubles to show clubs and heart tolerance South will be able to bid 3♣ over East's 2♠.

If East starts with INT (10-12/12-14) South will use whatever methods are to hand, but it may not be so easy to locate the club fit.

EW can make at least eight tricks in spades, but NS have a shot at nine in clubs, although declarer needs to be careful. Suppose the defenders lead spades, declarer wins and should play to establish the hearts, cashing the ace and playing a second round. East wins and plays a spade, declarer ruffing and playing a third heart. If West discards declarer ruffs in dummy and plays a club to the jack (as the cards lie there is no need to finesse). After a further heart ruff declarer plays dummy's ♣K and when the queen appears it is safe to overtake, draw the outstanding trump and cash the established heart.

### Board No 17 - None Vul. Dealer North

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

If North opens 1♠ South responds 2♣. North's choice of rebid will depend on system and personal preferences - some players like to introduce a suit as good as AKQ3 while others prefer to emphasize the powerful spades.

It would be ridiculous to reach 6♠ and although in theory it can be defeated the defenders have to be careful. Suppose East leads a diamond and declarer wins and plays a club to the king? If West decides to win that it is essential to return a club. Otherwise declarer will be able to run the spade suit and catch East in a red suit squeeze.

**Board No 18 - N/S Vul. Dealer East**

<p>♠ A 9 5 ♥ Q 8 2 ♦ J 10 5 2 ♣ A 9 6</p> <p>♠ K Q 10 7 6 4 ♥ K J 9 7 4 ♦ 8 ♣ 4</p> <p>♠ 8 2 ♥ A 3 ♦ Q 7 6 3 ♣ K Q J 8 5</p>	<p>♠ J 3 ♥ 10 6 5 ♦ A K 9 4 ♣ 10 7 3 2</p>
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If South opens 1♣ and West overcalls 2♣ to show the majors North might bid 2NT when East will have to decide if competing with 3♥ is a good idea. It's a tough decision with so little in partner's suits. If South opens a Precision style 1♦ West can still show the majors.

If North is left to play in 2NT and East leads a heart West does best to put in the jack when East will be able to win the first diamond and play a second heart, restricting declarer to eight tricks. Playing the ♥K allows declarer to get up to nine tricks.

If East plays in hearts the strongest defence is to lead and continue clubs. If declarer ruffs, comes to hand with a diamond and plays a heart to the jack North wins and can play another club, after which declarer should not come to more than seven tricks. The route to nine tricks involves playing a heart to the king and then playing on spades - difficult, but not impossible.

**Board No 19 - E/W Vul. Dealer South**

<p>♠ K 10 4 ♥ 9 5 4 3 ♦ A J 4 3 ♣ 9 3</p> <p>♠ 8 3 ♥ 6 ♦ K Q 7 6 ♣ A K 10 7 6 5</p> <p>♠ A Q 7 5 2 ♥ Q J 10 7 ♦ 10 8 ♣ 4 2</p>	<p>♠ J 9 6 ♥ A K 8 2 ♦ 9 5 2 ♣ Q J 8</p>
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If South has a opening bid available to show a weak hand with both majors North is sure to compete to at least 3♥. However, if EW go on to 4♣ someone would have to double for NS to be sure of a good score.

Where South passes (which will be the norm) and West opens 1♣ East will respond 1♥ and now South can overcall 1♠. If West rebids 2♣ North competes with 2♠ and East bids 3♣.

If West starts with a Precision style 2♣ East responds 2♦ and then passes West's 3♣ rebid.

If West plays in clubs North needs to lead a spade to hold declarer to nine tricks.

**Board No 20 - All Vul. Dealer West**

<p>♠ 4 ♥ Q 9 6 ♦ A K Q ♣ J 10 8 7 5 4</p> <p>♠ J 9 ♥ J 10 7 ♦ J 8 7 4 2 ♣ K Q 9</p> <p>♠ A K Q 10 8 7 6 5 3 ♥ 5 ♦ 9 5 ♣ 6</p>	<p>♠ 2 ♥ A K 8 4 3 2 ♦ 10 6 3 ♣ A 3 2</p>
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When North opens 1♣ East overcalls 1♥. Without the intervention a jump to 4♠ would suggest an eight-card suit with no ambition, but South is too good for that. If 1♠ is forcing that is fine. Alternatively South might try 2♥, intending to jump to 4♠ over a possible 2NT by North. Even so, that may not convey a hand with nine tricks - maybe a jump to 4♥ over 2NT should promise a solid spade suit with a heart control? As it happens there are two losers and after a heart lead it will be up to East to cash the ace of clubs at trick two, easier if the bidding has started 1♣-(1♥)-1♠-(2♥).

**Board No 21 - N/S Vul. Dealer North**

<p>♠ Q 10 6 3 ♥ K Q J 7 ♦ A J ♣ J 8 5</p> <p>♠ A 9 2 ♥ 6 ♦ K Q 9 8 7 5 4 3 ♣ 10</p> <p>♠ K 7 ♥ 10 9 8 4 2 ♦ 2 ♣ K Q 9 7 4</p>	<p>♠ J 8 5 4 ♥ A 5 3 ♦ 10 6 ♣ A 6 3 2</p>
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If North opens 1NT (12-14/13-15/14-16) South transfers to hearts and West bids an immediate 3♦.

North is sure to raise to 3♥ but East might bid 4♦. Facing a 14-16 INT you could make a case for South to bid 4♥ now - and that works if East leads a diamond as the defenders need a club ruff to defeat 4♥.

If North opens 1♣ South responds 1♥ and West overcalls according to taste - both 2♦ and 3♦ will attract support. North raises hearts and we are back on similar (but not always identical) territory.

**Board No 22 - E/W Vul. Dealer East**

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

If East opens 1♥ (easier if you are playing Precision style) West raises - the law-abiding bid is 3♥ (or 3♦ playing Bergen raises).

To hold East to nine tricks South must find a spade lead, the third round of the suit ensuring a trump trick for the defenders. Not very likely with that tempting diamond sequence, but thanks to David Bird and Taf Anthias's ground breaking work the advantages of leading from a doubleton are becoming more widely known.

**Board No 23 - All Vul. Dealer South**

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

If East opens 1♣ and West responds 1♦ East might jump to 3♦. If West then bids 3♠ the natural bid for East is 3NT. Were East to splinter in response to 3♦ West is more likely to think in terms of the diamond game than 3NT.

If East opens 1♦ and West responds 1♠ we have a similar situation to the one on Board 13. The difference is that here a rebid of 2♣ will suggest a fifth diamond that East does not have. That may not

turn out badly, although it's not clear that EW will reach a game.

If West happens to declare 5♦ North has to find a club lead otherwise declarer can play on hearts aiming to get rid of two clubs, eventually taking advantage of the club break.

If East is declarer there is no defence to 5♦ although if South leads a trump declarer must win with dummy's ace and then play on hearts.

Were East to play in 3NT a spade lead is a killer, but otherwise the defenders will need to find a spade switch at some point.

**Board No 24 - None Vul. Dealer West**

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

If East opens a 15-17INT West will use Stayman and then raise to 3NT. Opposite 14-16 West can go down the same route and then raise to 2NT. Facing 13-15 West is likely to pass.

The cards lie well for declarer who should take ten tricks without too much difficulty.

**Board No 25 - E/W Vul. Dealer North**

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

If North opens INT it is by no means impossible that East will enter the auction - for example those playing Multilandy can double to show a four card major with a longer minor. That should not prevent NS from locating their spade fit. For example, those who play 'system on' over this type of double can still use all their conventions, one option being to bid 2♣ and then jump to 3♥ (Smolen) if North does not have a four-card major.

There is nothing to the play, declarer losing a spade and a heart.

### Board No 26 - All Vul. Dealer East

<p>♠ A J ♥ K 7 5 2 ♦ A Q 8 5 ♣ K 8 5</p> <p>♠ K 4 3 ♥ J 3 ♦ 4 ♣ A J 7 6 4 3 2</p>	<p>♠ 10 8 7 6 2 ♥ 9 8 6 ♦ 10 9 7 3 ♣ Q</p> <p>♠ Q 9 5 ♥ A Q 10 4 ♦ K J 6 2 ♣ 10 9</p>
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If South opens 1♦ and West overcalls 2♣ North will double showing at least one major. When South bids 2♥ North will go on to game.

If West overcalls 3♣ North can still double.

Those players who decide that the known double fit suggests there might be a lot of tricks in no trumps and opt for the nine trick game will score very well.

### Board No 27 - None Vul. Dealer South

<p>♠ A 6 2 ♥ 10 5 4 3 ♦ 10 8 4 ♣ A K 9</p> <p>♠ J 10 7 3 ♥ K 8 2 ♦ 7 6 5 3 ♣ 7 5</p>	<p>♠ K 8 5 ♥ J 7 6 ♦ 2 ♣ Q 10 8 6 4 2</p> <p>♠ Q 9 4 ♥ A Q 9 ♦ A K Q J 9 ♣ J 3</p>
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If South opens 1♦ North responds 1♥. The old fashioned way to deal with the South hand was to rebid 3NT to show a balanced hand with 19 points, but many players now like to use that to show a hand with a long running suit, rebidding 2NT with 18-19 points.

If you can find a way for North to be declarer (pairs playing a strong club system might have a chance if North responds in notrumps) there is a way to score 12 tricks in 3NT. Declarer can play on hearts to establish three ricks in the suit (rising with the ace of spades when West returns one after winning the ♥K) subsequently entering dummy with a club to cash the long heart after which running the diamonds squeezes East in the black suits.

If South is declarer, West can break up this potential threat by leading a spade (or a club).

### Board No 28 - N/S Vul. Dealer West

<p>♠ J 9 5 3 ♥ — ♦ Q 9 8 4 ♣ Q 10 9 8 6</p> <p>♠ 8 ♥ A K Q J 9 4 ♦ A J 10 2 ♣ K 2</p>	<p>♠ K Q 7 6 4 2 ♥ 6 5 ♦ K ♣ A 7 5 4</p> <p>♠ A 10 ♥ 10 8 7 3 2 ♦ 7 6 5 3 ♣ J 3</p>
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If West opens 1♥ East responds 1♠. Now a jump to 3♦ would be regarded as game forcing. After 1♥-1♠-3♦-3♠-3NT (for example) should East bid on? If East does continue, perhaps bidding 4♣ then West will bid a slam, either 6♥ or 6NT.

The 5-0 heart break is unlucky, but not fatal, as North will come under pressure in three suits. For example, say North leads a club. Declarer wins in hand and cashes a top heart revealing the break. Dummy is entered with the ♦K and declarer draws trumps via the marked finesse. As declarer extracts South's last trump, North, down to ♠J95 ♦Q9 ♣Q9 will be forced to part with a spade, after which declarer can establish an extra trick in the spade suit.

### Board No 29 - All Vul. Dealer North

<p>♠ 7 5 3 ♥ A 9 7 2 ♦ 10 8 7 5 ♣ K 10</p> <p>♠ K 8 6 4 2 ♥ Q 6 3 ♦ K 6 2 ♣ 4 3</p>	<p>♠ Q 10 ♥ J 5 ♦ A Q J 3 ♣ A Q 8 7 6</p> <p>♠ A J 9 ♥ K 10 8 4 ♦ 9 4 ♣ J 9 5 2</p>
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If East opens 1NT West transfers to spades and must then decide if an invitation is in order. If West does invite will East go on to 3NT? With a poor suit I would be inclined to pass 2♠, but if West bids 2NT East might go on hoping the five card suit will be useful.

If EW play in notrumps and South leads a club declarer wins and does best to exit with a club. If North wins and switches to a heart declarer will be sure of a trick in that suit and can establish an eighth trick in spades.

If EW play in spades and South leads a diamond declarer will have plenty to think about. In isolation



the best line in the trump suit is to play low to the ten (offering a 19.37% of four tricks) but with dummy so short of entries it is perhaps better to take the diamond lead in hand and play the ♠Q. With spades 3-3 and the ♣K onside declarer should score nine tricks.

**Board No 30 - None Vul. Dealer East**

♠ 9 3 ♥ K Q 9 8 7 6 ♦ A 7 2 ♣ 6 5  ♠ Q J 8 6 5 ♥ 4 ♦ 8 6 5 ♣ Q 8 7 2	♠ A 7 4 2 ♥ A 2 ♦ J 10 3 ♣ K J 10 3  ♠ K 10 ♥ J 10 5 3 ♦ K Q 9 4 ♣ A 9 4
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If East opens 1♣ West responds 1♠ and North overcalls 2♥. East raises to 2♠ and South bids 4♥. With a double fit there is a case for West to risk saving in 4♠.

If East starts with INT (12-14/13-15) and West transfers to spades North doubles and East bids 2♠. Now NS may need some agreement about the nature of North's double (might it be purely lead directional?) although South might decide to jump to 4♥ in any event.

4♥ is straightforward, declarer losing a maximum of three tricks (the defenders will need to lead clubs before the ♥A is dislodged). 4♠ is also uncomplicated unless North happens to find a club lead. Then declarer will need to reject the spade finesse to score eight tricks.

**Board No 31 - N/S Vul. Dealer South**

♠ 9 ♥ A 4 ♦ Q J 9 6 ♣ A Q 9 7 5 4  ♠ J 10 8 ♥ J 10 9 5 3 ♦ 5 4 2 ♣ 8 6  ♠ Q 7 6 2 ♥ 8 2 ♦ A 8 7 3 ♣ K 3 2	♠ A K 5 4 3 ♥ K Q 7 6 ♦ K 10 ♣ J 10
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If North opens 1♣ East's options are to overcall 1♠ or double.

After 1♣-(1♠) South will probably bid INT. What happens next will depend on how North continues (assuming North decides to take another bid). With INT having quite a wide range - 6-10 - North might

decide to bid 2♣. Facing real clubs South's hand has improved, but is it enough to bid 3NT?

Also to be factored in is the possibility that East might bid 2♥ over 2♣ - then the best South can do is raise to 3♣ when maybe North will venture 3NT. If East doubles 1♣ and South bids 1♠ North will rebid 2♣. If South decides to raise to 3♣ (an easier decision at IMPs) North might go on to 3NT.

If North starts with a Precision style 2♣ the bidding might be a little easier for NS, as South will be alive to the possibility of there being six club tricks.

Even so, those pairs who reach 3NT will have done well.

Assuming declarer does not take a second round finesse in diamonds there should be eleven tricks in 3NT.

**Board No 32 - E/W Vul. Dealer West**

♠ 8 7 6 ♥ J 7 6 4 2 ♦ A K 10 ♣ J 10  ♠ J 2 ♥ A Q 5 ♦ Q 7 6 5 3 ♣ A 4 3  ♠ A Q 9 4 ♥ 10 8 3 ♦ 4 ♣ K Q 9 8 6	♠ K 10 5 3 ♥ K 9 ♦ J 9 8 2 ♣ 7 5 2
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If South opens 1♣ and West overcalls 1♦ North bids 1♥ and East raises to 2♦ (or doubles to show spades with diamond support). If South raises to 2♥ (easy if 1♥ promises a five-card suit, but possible even if 1♥ might be based on a four-card suit) NS should buy the hand in no more than 3♥.

As the cards lie there should always be nine tricks in hearts.