

ECatsBridge Simultaneous Pairs for Children in Need

Commentary –Wednesday 15th November 2017



So - another year, another Children in Need event.

It seems no time since the last one does it ! And I still can't believe our running total - it's up to £881,950.09 .. truly you are amazing. And to think when it all began, back in 2001 we thought we might raise about £3,000 or maybe at a stretch, £5,000 on that first event. How wrong we were and how lovely to be proved so wrong by our wonderful bridge community.

The commentary for this set of hands was done by Julian Pottage and we are very grateful to him - it will be interesting if the results agree with his analysis. In any case, I hope you enjoyed the hands and they weren't too horrid - I have almost forgotten how to play bridge so I am no judge (and I don't really have time to look at them anyway truth to tell).

Again ... thank you very much for supporting the event. Again. We really do appreciate it you know!

With very best wishes

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Board 1. Love All. Dealer North.

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

The auction might be a simple one – a third seat 4♠ opening passed out. After the normal lead of the ♦J, declarer can play safe for ten tricks by going up with the ♦A, drawing trumps and setting up a club trick. Declarer has two ways to try for an overtrick at the risk of going down. The successful one is to finesse the ♥Q. The unsuccessful one is to play low from dummy at trick one. Ten tricks are available in 3NT.

Board 2. N/S Vul. Dealer East.

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

West might open 1♦ (rather than 1NT) in third seat either for the lead or through judging the hand as better than 12-14. North overcalls 1♥ and may well play there. If West opens 1NT, North has a three-way choice: double, just show hearts or show the hand as two-suited. The last option proves most successful with 11 tricks available in a spade contract thanks to the kindly breaks. 10 tricks are the limit playing in hearts.

Board 3. E/W Vul. Dealer South.

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

Left to their own devices, North-South might bid 1♠-2♦-2♠. If East, with opening values and the other suits, doubles 2♦ for takeout, West competes to 3♥ and North to 3♠. The good fit North-South and reasonable splits mean that 10 tricks are available in a spade contract. Since 3♥ makes, East-West will score well if they buy the contract there or in 4♥ undoubled, although the latter risks pushing their opponents to 4♠.

Board 4. Game All. Dealer West.

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

After West opens 1♥, North is likely to prefer a double to a 1NT overcall. East raises hearts, maybe 3♥ directly. 4♥ is a good contract, making if hearts are 2-2 or North has a singleton picture card or if South has the ♦K. Diagnosing the perfect fit is difficult and most will get there only if pushed. With the ♦A onside and no club ruff available for the defenders, 4♠ (doubled) is down only one.

Board 5. N/S Vul. Dealer North.

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

Vulnerable against not, a weak 2♠ does justice to the North hand. East might overcall 3♥ or double. Over 3♥, West could try 3♠ asking for a spade stopper on the basis that 3♥ is unlikely to be a great spot. Doubling 2♠ works much better, especially if West (playing Lebensohl) can then bid a constructive 3♣. 3NT goes down at least two tricks while 3♣ makes exactly with one trick in each suit to lose. 2♠ would make.

Board 6. E/W Vul. Dealer East.

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

South is not worth a game force. Those playing Benjamin might open 1♥ too for fear that a 2♣ opening will shut out the diamonds. Possible auctions include 1♥-1♠-3♦-3♠-3NT-4♠ and 1♥-1♠-3♦-3♠-4♥. You can make 6♥ by ruffing the ♦9 with the ♥7 and squeezing East in the black suits; the more natural line of trying for two ruffs fails. 10 tricks are the limit in 4♠ because the ♠6 scores on an trump promotion.

Board 7. Game All. Dealer South.

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

If South opens a weak 2♥ and West overcalls 2♠, East might bid a natural 3♦ or ask for a heart stopper with 3♥. The former leads to 5♦ and the latter to 3NT. You can make an overtrick in 5♦ by taking a ruffing club finesse to avoid the potential heart loser. 3NT is tricky just to make: as the cards lie, you need to win the first heart, blocking the suit, and then take the club finesse before knocking out the ♦A.

Board 8. Love All. Dealer West.

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

North-South might bid 1♠-2♦-2♠-3♣-3NT. After a heart lead, declarer has 12 tricks when both black suits break reasonably. It would take a highly improbable diamond lead to ensure a second defensive trick. 6♠ is cold on any lead. If South plays in a minor, the ♥A runs away unless West cashes it at trick one. In 5♦ and maybe 5♣ declarer must guess whether to start the diamonds up to or with the ♦Q – tough.

Board 9. E/W Vul. Dealer North.

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

After North opens 1♣, East overcalls 1♦, South responds 1♥, North rebids 2♣ and East doubles for takeout (more flexible than bidding 2♠). West, with some misgivings, bids 2♦. South, with 3-card club support, then competes to 3♣. This fails by a trick because West makes the ♣Q on the third round of diamonds. 3♦ would fail if the defenders play hearts early – then declarer ends up playing spades from hand.

Board 10. Game All. Dealer East.

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

North should get to open in fourth seat, INT for most. Nobody has anything to say over that. The way the cards lie, a declarer who guesses well would need to encounter a red hot defence to make fewer than 9 tricks. In theory, East needs to lead the ♠J and both defenders need to duck their pointed suit aces. I suspect that 120 will be the most common score with 150 commoner than 90. Few pairs will bid game.

Board 11. Love All. Dealer South.

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

In third seat, holding a good spade suit, North might open 1♠ or a weak 2♠. Either suffices to silence East and elicit a raise from South. The friendly diamond position means that declarer in 3♠ can make three diamond tricks and thus avoid having to guess who has the ♥Q. East (or West on a non-diamond lead) can make 3♣ with inspired play, stripping the spades and putting up the ♦Q on the first round to endplay South.

Board 12. N/S Vul. Dealer West.

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

East opens 1♣ in third seat, South overcalls 1♦ and West bids 1♥. North, bidding to the level of fit, might jump to 3♦. East doubles 3♦ for takeout and West bids 3♥. You can make 3♥ by winning the first club and later guessing to play North for the ♥Q. For North-South, the unfortunate duplication in clubs leaves five losers in the other suits. Any West crazy enough to leave in 3♦ doubled thus scores well.

Board 13. Game All. Dealer North.

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

In third seat, South might open a light 1♠, hoping not to get a 2♥ response. West, while preferring to have the pointed suits the other way round, might double 1♠. East will then bid 2♥ and compete to 3♥ if necessary. If West passes over 1♠, North might bid a heavy 1NT or 2♣. 3♥ makes East-West even on a spade lead if declarer finesses in clubs. 3♣ makes for North-South if declarer gets the trumps right.

Board 14. Love All. Dealer East.

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

After South opens 1♥, West is quite likely to overcall 2NT to show both minors. With better diamonds, East can then bid 3♦. South might double 3♦, in which case North bids 3♠. You can make 3♠ except on a club lead from East by ruffing a diamond in the South hand and forcing East (after taking the ♠9) to lead from the ♥Q. 3♣ and 3♦ are on for East-West if you guess to play South for the ♣J rather than for ♣A-x.

Board 15. N/S Vul. Dealer South.

♠ A Q 9 ♥ Q 3 2 ♦ 9 7 6 5 ♣ A 8 2	♠ K 8 7 ♥ 9 ♦ A 8 4 2 ♣ K Q 7 5 3 ♠ 10 6 5 4 2 ♥ J 7 5 4 ♦ K 10 3 ♣ J ♠ J 3 ♥ A K 10 8 6 ♦ Q J ♣ 10 9 6 4
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With the doubleton honours not pulling full weight, South passes. West does not have a great hand either but might well open a weak 1NT. If East uses Stayman, it is then difficult to see how North-South can enter the bidding. Even if South gets to double a 2♥ transfer, North cannot do much. With 2NT (for 120) and better still 4♣ (130) makeable, a paltry 50 from taking 2♠ one off may score poorly.

Board 16. E/W Vul. Dealer West.

♠ Q 10 8 ♥ Q J 10 9 7 4 2 ♦ 10 8 ♣ Q	♠ A J 9 7 ♥ A 8 ♦ A 3 ♣ K J 7 3 2 ♠ K 6 5 4 2 ♥ K ♦ K 9 7 6 5 2 ♣ A ♠ 3 ♥ 6 5 3 ♦ Q J 4 ♣ 10 9 8 6 5 4
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Vulnerable against not, West is likely to open 2♥ rather than 3♥. North doubles, after which South initially may be glad of the Lebensohl option to bid 2NT and then pass to show clubs not values. As it happens, the 7-1 heart break means that 5♣ makes even with the ♦K offside – after taking the ♦K, East cannot get West in to cash a heart. The poor communications East-West mean 3NT is a bit of a lucky make too.

Board 17. Love All. Dealer North.

♠ K 10 3 ♥ Q 5 ♦ A 6 2 ♣ K 5 4 3 2	♠ J 7 ♥ K J 6 3 2 ♦ 9 4 ♣ Q J 10 8 ♠ 9 6 5 2 ♥ A ♦ K 10 8 7 5 3 ♣ 7 6 ♠ A Q 8 4 ♥ 10 9 8 7 4 ♦ Q J ♣ A 9
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Although South might open 1NT to avoid rebid problems, most will prefer 1♥. Without four spades and with the ♥Q-x devalued, West is bit light for an immediate takeout double. North thus bids 3♥, ending the auction. The lead of a red card should beat 3♥ while the lead of a black card lets it make. East-West can make 4♦ by playing South for ♦Q-J alone, a fair view as a 2-2 split covers a possible slow spade loser.

Board 18. N/S Vul. Dealer East.

♠ 10 8 ♥ A Q 6 5 ♦ K 6 3 ♣ A Q 9 2	♠ 9 7 5 4 ♥ 10 9 2 ♦ A Q ♣ J 10 7 6 ♠ A K 6 ♥ J 3 ♦ J 10 9 5 4 2 ♣ 8 3 ♠ Q J 3 2 ♥ K 8 7 4 ♦ 8 7 ♣ K 5 4
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Playing 4-card majors and a weak no-trump, it is likely that East-West will bid 1♥-2♦-2NT-3NT or similar, the lack of a spade stopper in the West hand notwithstanding. If West were to open a strong 1NT, East simply raises to 3NT. For declarer, the bad news is that the ♦Q is offside. The good news is that the spades are 4-4 and that you cannot guess wrong which rounded suit finesse to take, so 9 tricks roll in.

Board 19. E/W Vul. Dealer South.

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

South opens a weak INT and North transfers into hearts. East will double 2♦ or maybe wait to double 2♥. The cards lie very well for a heart contract with both spade honours onside and a doubleton heart honour in the East hand. Indeed, on any lead except for a diamond, 10 tricks are possible. North would probably compete to 3♥ if pushed, although with East-West vulnerable it scores better to beat 2♠ or 3♣ by two tricks.

Board 20. Game All. Dealer West.

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

With such a chunky suit, East might open 1♣ in third seat. West then responds 1♦ and North doubles, after which South bids INT. If North does not double, 1♦ might buy the contract. If East passes in third seat, South opens INT in fourth seat. A diamond lead allows South an overtrick in INT (three diamond tricks, three spades and two aces). West would make 1♥, while 2♥ and 2♠ are on for North-South.

Board 21. N/S Vul. Dealer North.

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

After North opens 1♥ and East overcalls INT, the vulnerability is then quite likely to silence North-South if West does not use Stayman. A club against lead in INT, with a spade switch from North while South still has an entry, beats INT by two tricks. 2♠ fails by a trick if South scores two heart ruffs; this will necessitate underleading the ♠A to give North a second entry. 4♣ makes comfortably North-South.

Board 22. E/W Vul. Dealer East.

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

An unsuccessful auction for North-South goes 1♥-2♣-2♥-End. With the 5332 shape and poor spot cards in hearts, some pairs will prefer a INT opening and play there. This yields 8 tricks on a spade lead (followed by a diamond switch if South ducks twice) or an initial diamond lead. 3♣ – reached perhaps if North bids 3♣ over 2♥ or the opponents compete – should make exactly. 3♦ by East-West goes down a trick.

Board 23. Game All. Dealer South.

♠ 10 7 ♥ A 10 9 3 ♦ 7 6 2 ♣ A 10 9 2	♠ A 9 5 2 ♥ 5 4 ♦ K 9 3 ♣ 7 6 5 4 ♠ Q J 8 6 4 ♥ J 8 7 ♦ A J 5 ♣ K Q ♠ K 3 ♥ K Q 6 2 ♦ Q 10 8 4 ♣ J 8 3
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The bidding might start and end with a weak INT from South – East is too flat to show the spades and not quite strong enough to double. INT is likely to fail by two tricks, although the possible defensive blockages in both rounded suits mean that declarer might escape for one down via a successful diamond guess. The best East-West can make is 2♥ – they are likely to achieve a better score by defending.

Board 24. Love All. Dealer West.

♠ K 10 9 ♥ K Q 3 2 ♦ 6 5 2 ♣ A 10 9	♠ 5 2 ♥ J 10 4 ♦ A 4 ♣ K Q J 7 5 3 ♠ J 3 ♥ A 8 7 6 ♦ K Q 10 8 ♣ 8 6 4 ♠ A Q 8 7 6 4 ♥ 9 5 ♦ J 9 7 3 ♣ 2
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After West opens INT, the fact that a 2♣ overall could be conventional and that the South hand is quite weak might mean this ends the auction. A normal club lead beats INT by a trick. East-West do much better in a suit contract, making 9 tricks with hearts as trumps. South should go one down in 2♠ with two tricks in each major and one in each minor to lose. 3♣ goes two down unless the singleton ♣2 scores.

Board 25. E/W Vul. Dealer North.

♠ A J 10 7 ♥ A K J 6 3 ♦ J 8 3 2 ♣ —	♠ K 9 6 5 ♥ Q 9 ♦ K Q 9 4 ♣ 9 8 2 ♠ 4 2 ♥ 7 ♦ A 10 7 6 ♣ A K 10 7 6 5 ♠ Q 8 3 ♥ 10 8 5 4 2 ♦ 5 ♣ Q J 4 3
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East-West should enjoy a free run, something like 1♣-1♥-2♣-2♠-2NT-3NT. With the sight of all four hands, East can make an overtrick with two tricks in each black suit and three in each red suit. Those who guess less well – and it looks normal to finesse in hearts rather than drop the ♥Q offside – may make 9 or even 8 tricks in 3NT. 5♦ is makeable, again requiring declarer to take the right view in the diamond suit.

Board 26. Game All. Dealer East.

♠ A Q 8 ♥ K J 6 5 ♦ Q 8 6 4 2 ♣ K	♠ 10 9 7 6 5 2 ♥ A 9 ♦ A 9 ♣ Q J 6 ♠ K 3 ♥ 10 8 4 3 2 ♦ K J 10 7 ♣ A 2 ♠ J 4 ♥ Q 7 ♦ 5 3 ♣ 10 9 8 7 5 4 3
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If East opens 1♥ despite the terrible suit, West will make some sort of game forcing raise. If East passes as dealer, West opens 1♦ in third seat, North overcalls 1♠ and East will take some action. It is difficult not to reach 4♥. With the ♥Q onside (finessing is normal with this combination) and the defenders unable to take a diamond ruff, 11 tricks result. 5♦ makes too but does not produce many matchpoints.

Board 27. Love All. Dealer South.

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

If given a free run, North-South are likely to bid 1♣-1♠-2NT. With 4-4 in the unbid suits and an opening hand, East might well double 1♠. Then South might be less willing to bid 2NT without a heart stopper, preferring to redouble instead. 2♥ doubled goes three down if the defenders take their club ruff and avoid opening up the frozen spade suit. 2NT makes but does not score as well as defending against a doubled contract.

Board 28. N/S Vul. Dealer West.

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

If West opens 1♣, North overcalls 1♥ on the chunky four-card suit and East bids 1♠. South then drives the auction to 4♥, maybe by just bidding it or perhaps via a 4♣ splinter. At the vulnerability, 4♠ doubled is cheap; to beat it by three the defenders must lead diamonds early. 5♥ makes if declarer finds the ♦J – possible if West has bid clubs and raised spades. If West opens 3♣, this just might buy the contract.

Board 29. Game All. Dealer North.

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

After South opens 1♠ in third seat, West can choose between INT and 2♥. North might well pass over INT and could pass over 2♥ too, with so much strength in hearts and poor shape. East would pass INT but might raise hearts. If you can see all the hands, you can make 3♥ – most will lose three trumps and two aces. 8 tricks are the limit in a no-trump contract. If they get the chance to defend, East-West should score well.

Board 30. Love All. Dealer East.

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

If East opens INT, South doubles and West retreats to hearts, using whatever the method is to do so. South then competes to 2♠. It could be a mistake for West to compete to 3♥, which goes two down with three spades, two trumps (South covers the ♥10 with the ♥J) and the ♣A to lose. 2♠ by South goes one down with a trump, the ♥A, three diamonds and two clubs to lose. Making contracts may be a rarity here.

Board 31. N/S Vul. Dealer South.

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

After West opens 1♣ in second seat, North overcalls 3♠ despite the vulnerability. It would be a stretch for East to bid 4♣; it depends a bit on how likely West is to have real clubs. West would go on to 5♣ for sure. With the ♥A onside, 5♣ makes. 3NT fails if North starts with a spade and switches to a heart. If North starts with two rounds of spades, you can make 3NT by running all the clubs to squeeze South.

Board 32. E/W Vul. Dealer West.

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

After East opens 1♣ in third seat and South overcalls 1♦, West might scrape up 1♠ or perhaps raise to 2♣. North passes over 1♠ but might double 2♣. Whether East considers the diamond holding good enough for a 2NT rebid is an interesting point – any honour with West makes it a stopper. With the ♠Q singleton and the ♥A onside, East-West contracts play well, with 4♣ and 3NT both makeable.