



Commentary  
for the  
World Wide Bridge Contest  
Organized by the WBF in cooperation with  
CCBA & OurGame

Set 7 – Friday 2<sup>nd</sup> June 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](http://www.worldbridge.org)

**Board 1. Love All. Dealer North.**

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

If North opens 1♥ South responds INT which might or might not keep West quiet. After a pass North rebids 2♦ and if South then passes West is likely to back in with 2♠. South will raise to 3♦ but East is going to bid 3♠, probably ending the auction. If South happens to raise 2♦ to 3♦ that will be fine as long as North is not overly encouraged, but it is not without risk.

If West bids 2♠ over INT (the sort of thing you tend to do playing pairs) North might raise to 2NT leaving East to debate the merits of bidding 3♠.

Players who are not inhibited by holding a 2-5-4-2 pattern can open INT and that will see West compete with whatever methods are to hand - perhaps 2♦ to show spades and another suit or 2♠ promising spades and a minor. Over 2♦ North can bid 2♥ and East bids 2♠. If North is now brave enough to double South will bid 3♦ and East will be the one with a decision. Over a direct

2♠ North might double for takeout and South's 3♦ leaves East in a familiar position.

If North starts with a strong 1♣ South responds 1♦ and West comes in with 1♠. Then East bids 2♠ over North's 2♥ which will end proceedings unless North reopens with a double.

Another possibility is that North will rebid INT, when East raises to 2♠ which leaves North needing to double to be on the right side of the score sheet.

How do these various contracts play?

Notrumps is not bad for NS - the blockage in the spade suit means that declarer will have time to use the jack of hearts as an entry to play a diamond which should lead to eight tricks.

If NS play in diamonds then nine tricks should be recorded without any difficulty - as it happens you can also score than number in hearts.

To make eight tricks in spades EW must do the right thing in trumps, using the club entries to play the nine of spades, running it if South does not cover.

**Board 2. N/S Vul. Dealer East.**

<p>♠ 4 2 ♥ A 8 4 3 ♦ J 8 6 4 ♣ A 6 5</p> <p>♠ J 8 7 6 ♥ Q J 2 ♦ A 9 2 ♣ K 9 7</p> <p>♠ A ♥ 10 7 5 ♦ K Q 10 5 ♣ Q J 8 3 2</p>	<p>♠ K Q 10 9 5 3 ♥ K 9 6 ♦ 7 3 ♣ 10 4</p>
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If East starts with 2♠ and South doubles West is going to raise - with such a modest distribution 3♠ is probably enough, but there will be those who bid 4♠. The latter runs the risk that a double from North might end the bidding. After 2♠-(Dble)-3♠-North might bid 4♥, which is too high.

If East begins with a Multi 2♦ South has to pass and West can bid a pass or correct 3♥ after which East's 3♠ might be the end of the matter.

If NS play in hearts and the defenders lead a spade declarer will win and duck a heart to East. It will be nigh on impossible for East to find the return of a low heart, which is the only way to hold declarer to eight tricks. Even then, the defenders need to be careful - if declarer wins, ruffs a spade and plays the queen of clubs West must refuse to cover. If declarer then plays a low diamond West must go in with the ace and play a spade, forcing declarer to ruff. When declarer plays on diamonds East ruffs in but must then be careful to play a club. That's quite a tough sequence of plays for the defenders to find.

The reason East must return a low heart is because the ♥K may later be needed as an entry. Declarer takes the king with the ace, ruffs a spade, runs the queen of clubs and plays a low diamond. West goes in with the ace and plays a spade, but declarer pitches a club, ruffs the next spade and exits with a heart to West who is out of spades.

If EW play in spades then the defenders should collect a spade, two hearts, a diamond and a club, restricting declarer to eight tricks.

**Board 3. E/W Vul. Dealer South.**

<p>♠ A K 8 5 3 ♥ 10 6 ♦ K Q ♣ 6 5 3 2</p> <p>♠ 7 6 ♥ 9 8 5 ♦ 10 7 4 3 ♣ J 8 7 4</p> <p>♠ Q J 9 ♥ J 7 3 ♦ A J 9 6 ♣ K Q 10</p>	<p>♠ 10 4 2 ♥ A K Q 4 2 ♦ 8 5 2 ♣ A 9</p>
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If South is able to start with a 12-14/13-15/14-16 INT North will transfer to spades, intending to bid 3NT on the next round. Here East is sure to double 2♥ and then South, depending on the range of INT will either redouble to show a maximum with three spades, or simply bid 2♠. In either case NS are unlikely to play in 3NT, preferring the spade game.

If South opens 1♣/1♦ North responds 1♠ and East is likely to come in with 2♥. If South supports spades (some will make use of a support double) North will bid game.

There will be some partnerships where North's response will be 1♥ - a transfer to spades, which should not affect the outcome.

Declarer is going to lose three tricks in a spade contract.

**Board 4. Game All. Dealer West.**

<p>♠ A K J 3 ♥ K 8 3 2 ♦ A 10 7 ♣ 10 8</p> <p>♠ 9 2 ♥ Q 5 4 ♦ Q 6 4 2 ♣ Q 7 3 2</p> <p>♠ 8 6 5 ♥ J 9 ♦ J 9 5 3 ♣ A K 9 4</p>	<p>♠ Q 10 7 4 ♥ A 10 7 6 ♦ K 8 ♣ J 6 5</p>
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If North opens INT it is possible that East will try 2♣ for the majors, although facing a passed partner it is hardly a gilt edged proposition. If

South doubles EW will be in trouble as North is sure to double 2♥.

Where East resists temptation South has enough to invite game (I know those who always bid game with nine opposite 15-17, but that strategy tends to work best at IMPs) using whatever methods are to hand. North will probably decline even if the range is 14-16.

East has a difficult hand to lead from against a notrump contract.

On a spade lead declarer wins with the jack and might find the play of a low diamond. If East plays low West wins with the queen and probably returns a spade. Declarer wins, cashes the ace of diamonds, and is already up to eight tricks and likely to emerge with more. The strongest defence is for East to go in with the king of diamonds and switch to the jack of clubs. That will usually lead to a position where declarer needs a winning guess in hearts for an eighth trick when West leads the suit.

If North opens 1♥ (they do that in Acolland) South responds INT, ending the auction. That gives West a chance to find a club lead that should hold declarer to seven tricks.

**Board 5. N/S Vul. Dealer North.**

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

If North opens INT, 14-16/15-17 South has no reason to bid, but there will be those who try 2♣ intending to pass the response. After INT-2♣\*-2♥- Pass-Pass I wonder if West will venture a double after which East might be tempted to try for the 'magic 200'.

The situation is not changed if North starts with a Strong 1♣ - South responds 1♦ and North rebids INT.

If North begins with 1♥ South responds 1♠ and North rebids INT, leaving South to choose between a pass and the Moysian fit.

If North declares a heart contract East must avoid a trump lead - declarer will win in dummy and play a club and with the spade queen on side that will be eight tricks. A spade lead works well - declarer wins with the jack and ducks a club, but West wins and switches to a trump. Declarer wins, ruffs a club, comes to hand with the ace of spades, ruffs a club and tries to cash the king of spades. East ruffs, cashes the ace of clubs and switches to a diamond. West takes two tricks in the suit and then plays the queen of spades, promoting East's jack of hearts, securing a sixth trick for the defenders.

If North is in INT a heart lead is a disaster - declarer wins with dummy's ten and has seven tricks via the spade finesse.

Suppose East leads the seven of clubs and West wins with the king and returns the nine, East winning with the ten and switching to the seven of diamonds. If declarer plays low from dummy West needs to put in the eight to be sure of a seventh trick.

**Board 6. E/W Vul. Dealer East.**

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

If West opens 1♦ and North overcalls 1♥ East is awkwardly placed unless a bid of 2♣ is non-forcing. If 2♣ is not an option then East must either raise to 2♦ or pass. With good support South is sure to bid, having a choice between a

diamond cue bid to show a good raise or a direct 3♥, but in either case NS will not go past 3♥.

If North decides to start with a double (look at my shape partner) East can bid 2♣ and South bids 2♥. If West competes with 3♣ North might bid 3♥, probably ending the auction.

If North plays in hearts a trump lead looks damaging, but appearances can be deceptive. Say declarer wins in dummy and plays a club? West wins and might try switching to a spade, East winning and playing a second trump. Declarer wins, ruffs a club and can then do very much as he pleases - the position in clubs is such that nine tricks can always be made.

**Board 7. Game All. Dealer South.**

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

If South starts with 1♣/1♦ North responds 1♥ and East bids 2♣. That might see South bid 3NT rather than 4♥.

If South's 1♣ is strong then West might come in - one option is to bid INT promising ♠+♦ or ♥+♣. If North then passes East would bid 2♦ to show a better fit for diamonds than spades, at the same time promising a much better fit in either hearts or clubs. If North doubles INT then East can bid 2♦ as before (or by agreement bid 2♣ to show a good suit). If South rebids 2NT North is likely to look for a major suit fit and then jump to 4♥.

If West is on lead against 3NT (or 4♥) and East has bid clubs then leading the ten of clubs will see East win and probably switch to the two of diamonds (there is a case for the queen). If declarer is tempted to put up the king then West only has to take the ace and return a low diamond to give the defenders six tricks.

However, if declarer puts in the ten he is on track for ten tricks and if West does not cash the ♦A he will collect eleven.

If East returns a club at trick two, declarer wins, crosses to dummy with a spade, plays a heart to the queen, cashes the ace of hearts and then cashes the ace of spades, the fall of the jack resulting in eleven tricks.

**Board 8. Love All. Dealer West.**

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

If East opens 1♥ South will usually double and if West then bids INT that should end the bidding.

What should North lead against INT?

After a club to the ace and a club return say declarer puts in the jack and North wins with the queen and switches to a diamond. If South ducks that declarer wins and cashes the king of clubs. If declarer then plays the ten of hearts to the queen a large number of tricks will turn on how the spade suit is tackled. Running the jack to North's queen sees the defenders score seven tricks, whereas playing a spade to the king, cashing the clubs and then playing a spade gives declarer ten tricks.

The best lead is a diamond. South plays three rounds of the suit and then declarer needs to run the ten of hearts and get the spades right in order to obtain eight tricks - not an easy task.

**Board 9. E/W Vul. Dealer North.**

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

If North opens 1♣ South responds 1♠ and then raises North's INT rebid to game.

If North starts with INT (12-14/13-15) South will probably forget about Stayman and jump to 3NT.

If East leads a heart West wins and returns the eight. Declarer will win in dummy and play a club to the jack, East winning and clearing the hearts. A nervous declarer will settle for eight tricks now, but as the cards lie it is safe to cross to dummy and play a club to the king. East wins and cashes two hearts but declarer has the rest.

A diamond lead also puts the defenders one step ahead but a spade gives declarer a theoretical chance, although it requires a very good view in the club suit which is unlikely to be taken.

**Board 10. Game All. Dealer East.**

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

Will East open 3♦? (Those using weak two bids in three suits might start with 2♦.) It is a matter of style, although everyone knows that 2-2-7-2 is the worst possible shape.

Where East does start with 3♦ North will have a choice between 3♠ and a double. Over 3♠ South's obvious move is to bid 3NT. After a double South might be tempted to play for penalties in the hope of collecting more than the value of the game.

If East opens 2♦ North is in a similar position, but here 3NT is almost certain to be the final contract.

If NS defend a diamond contract they should not take more than six tricks, so 3♦ doubled will only cost 500.

Where South plays in 3NT say West leads a diamond. Declarer wins and runs the ten of spades. Cashing five spade tricks forces West down to seven cards, the last discard coming from ♥KQ96 ♣KQ96. Regardless of West's choice declarer then runs the jack of hearts. West wins and will probably try the king (or queen) of clubs but declarer ducks and West is endplayed for a tenth trick.

If NS play in spades then a heart lead from East forces declarer to duck to West's queen. The diamond switch runs to the queen and declarer must then be careful to run the ten of spades. After drawing trumps declarer can play a diamond to the ace and ruff a diamond before playing a low club to the eight. West can win but has no good move. It does not help if East goes up with the ten of clubs as declarer covers with the jack. West wins and exits with the nine of clubs, but declarer wins and cashes the last trump, squeezing West who cannot afford to unguard the king of hearts and will be thrown in with a club to lead into the split tenace.

**Board 11. Love All. Dealer South.**

<p>♠ J 10 7 3 ♥ 5 ♦ K 10 3 ♣ K J 10 9 3</p> <p>♠ A 8 ♥ A K Q J 8 6 ♦ 8 4 ♣ A 8 2</p> <p>♠ 9 5 4 2 ♥ 10 9 7 4 3 ♦ 5 ♣ 7 5 4</p>	<p>♠ K Q 6 ♥ 2 ♦ A Q J 9 7 6 2 ♣ Q 6</p>
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If West opens 1♥ there will be a few North's who are tempted to bid - either an emaciated double or a lead directing 2♣. Over a double East will probably start with a redouble and South will bid 1♠. If West then rebids 3♥ East will not stop short of a slam and it is by no means impossible that a grand slam will be reached, East expecting any important missing cards to be well placed.

After an overcall of 2♣ East can start with 2♦ and as before a grand slam might be on the radar.

Where North passes over 1♥ East responds 2♦ and West rebids 3♥ (in 2/1 systems this should show a solid suit). It's hard to predict how the auction will go from here, but after 4♦-4♥ East is likely to bid 4NT and get a 4 key card response. A further ask will then confirm that West holds neither minor suit king leaving East to pick the final contract.

If East plays in 6NT and South leads a club declarer is likely to play low, North winning with the king. Now the smart play is a diamond. Declarer is sure to go up with the ace after which the 5-1 heart split dooms the contract. If North has bid declarer is unlikely to follow this line of play.

If East plays in 6♦ and South leads a club declarer can win with dummy's ace and play two rounds of hearts, planning to pitch a club. When North ruffs, declarer overruffs and can lay down the ace of diamonds. When the king does not appear declarer crosses to dummy with a spade and pitches a club on a heart.

**Board 12. N/S Vul. Dealer West.**

<p>♠ 9 7 5 ♥ A J 6 ♦ A 4 3 2 ♣ 10 8 4</p> <p>♠ K Q 10 4 2 ♥ 9 5 ♦ 10 7 ♣ J 9 5 3</p> <p>♠ A 3 ♥ Q 10 7 3 ♦ Q J 8 6 5 ♣ 7 6</p>	<p>♠ J 8 6 ♥ K 8 4 2 ♦ K 9 ♣ A K Q 2</p>
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West might start with a weak two in spades or a Multi or a 2♠ bid that promises spades and a minor. In all three cases 4♠ should be reached.

Where West passes initially and East opens INT West will transfer to spades but might let matters rest at 2♠.

There is a possibility that South might come in over INT (despite the vulnerability) perhaps bidding 2♣ to show hearts and another suit. If West then bids 2♠ North might bid 3♥ but I doubt that will propel EW into 4♠.

If East starts with a strong 1♣ South might come in - 1♥ to show two suits of the same colour would be my choice if I was forced to bid, although the vulnerability strongly suggests a pass - and then West bids 1♠ and East rebids in notrumps - INT if North passes, 2NT if North bids 2♦. If West takes a second bid East is likely to bid game - 4♠ will be the obvious choice.

4♠ is easy enough. Say the defenders lead a club. Declarer wins and plays on trumps, South winning and playing a second club. Declarer wins, draws the outstanding trumps and can play either red suit. There is still a club entry to play the other one.

**Board 13. Game All. Dealer North.**

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

If North opens 1♥ South raises according to system - some will make a limit raise via a Bergen 3♦ - and North goes on to game.

It looks as if there is nothing special to the play, declarer losing a heart and a diamond, but suppose East leads a club? Declarer wins in dummy, ruffs a club, lays down the ace of hearts, crosses to dummy with the king of spades, ruffs a club, cashes two more spades and exits with a heart. West wins with the king but must then lead a diamond or offer up a ruff and discard. The only way for West to avoid this is to drop the king of hearts under the ace.

A similar situation can arise after a spade lead and if East starts with the queen of hearts West needs to play the king.

The 100% way to be sure of securing two defensive tricks is for East to lead a diamond at trick one.

**Board 14. Love All. Dealer East.**

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

It is possible that South will open, especially where 2♠ promises spades and a minor. In that scenario West might overcall (very dangerous, but no money is involved) leaving North to consider how many spades to bid. Assuming North is content to compete with 3♠ the spotlight will fall on East. A modest hand having almost half its values in spades does not suggest a raise to 4♥, but were that to happen North is likely to double.

Where South passes West opens 1♥ and East responds according to system - both INT and a direct 2♥ will be in the mix. After 1♥-2♥ it will not be easy for North to protect, but partner is marked with a heart shortage, so bidding has its attractions. You generally get a poor result by letting the opponents play at a low level when they have found a fit and it is a decent rule to say that in those situations you should always balance.

North would have to choose between a double and 2♠ - both will work well here.

If NS play in spades then declarer will have to get both the diamonds and the clubs right in order to get up to ten tricks and if West has bid then it will be easier to make the right decision in diamonds.

West has an awkward lead - starting with a heart gives declarer the option of playing low from dummy and after winning with the queen, a diamond to the king is followed by running the eight of spades to West's ace. If West exits with two rounds of diamonds declarer ruffs in dummy and plays a spade. When West discards, that and the fall of East's ♦Q will mark West with a 1-5-5-2 pattern which is a pointer as to how to tackle the clubs.

If West is allowed to play in hearts and North leads a spade declarer wins and does best to play a diamond, following the strategy of developing the side suit first. North wins and plays the ace of clubs followed by the jack and a third club, declarer ruffing, crossing to dummy with a diamond and playing a heart for the queen, king and ace. Declarer wins the spade return with dummy's king and plays a diamond to the ace, North ruffing and playing a spade. Declarer ruffs and plays the nine of hearts. If North ducks

declarer plays the master diamond and North cannot prevent eight tricks being recorded.

**Board 15. N/S Vul. Dealer South.**

<p>♠ 9 ♥ K 3 ♦ A 10 9 6 2 ♣ J 10 5 3 2</p> <p>♠ A J 2 ♥ Q 8 6 5 4 ♦ K Q ♣ A 8 6</p> <p>♠ K Q 7 6 5 ♥ A 9 7 ♦ 8 5 4 ♣ K Q</p>	<p>♠ 10 8 4 3 ♥ J 10 2 ♦ J 7 3 ♣ 9 7 4</p>
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When South opens 1♠ West can overcall INT. If North elects to double East will fear the worst, but if West retreats to 2♥ things will not be so bad.

Were South to open INT and West double for penalties that might be the end of the matter.

Defending INT doubled North leads a club and if West ducks twice, provided South switches to a spade setting up a trick, the defenders should take a spade, two hearts, a diamond and four clubs, holding declarer to five tricks.

Defending 2♥ doubled North leads a spade and declarer wins and plays a heart. With South having no quick entry it does not help North to go up with the king and the defenders will collect only six tricks, a spade, two hearts, a diamond and two clubs.

If South plays in INT doubled a heart lead holds declarer to seven tricks.

**Board 16. E/W Vul. Dealer West.**

<p>♠ J ♥ 10 8 7 5 ♦ J 8 4 2 ♣ K J 6 2</p> <p>♠ A Q 10 5 3 2 ♥ K Q 2 ♦ A K 3 ♣ 3</p> <p>♠ K 7 ♥ J 9 6 ♦ 9 7 6 ♣ Q 10 9 8 7</p>	<p>♠ 9 8 6 4 ♥ A 4 3 ♦ Q 10 5 ♣ A 5 4</p>
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If West opens 1♠ East (as on deal 13) responds according to system but here West will have ambitions beyond game. For example after 1♠-3♠ West might cue bid 4♣ and then ask for key cards over East's 4♥ before settling for 6♠.

If West starts with a Strong 1♣ it should not be too difficult to reach 6♠.

Those who chance their arm by bidding 7♠ will find the Gods are in a benevolent mood.

**Board 17. Love All. Dealer North.**

<p>♠ J 6 5 ♥ Q 8 7 5 ♦ J 5 ♣ 9 8 5 3</p> <p>♠ A K Q 10 9 7 4 2 ♥ 9 ♦ 10 8 4 ♣ 2</p> <p>♠ 8 ♥ A K 10 6 3 2 ♦ A K 9 ♣ K Q 4</p>	<p>♠ 3 ♥ J 4 ♦ Q 7 6 3 2 ♣ A J 10 7 6</p>
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If South opens 1♥ West can hardly do less than bid 4♠, although there might be a few renegades who try a tactical manoeuvre, perhaps starting with 1♠ or even passing (!). After 1♥-(4♠) South will have to choose between being pushed to the five level or doubling when North's pass will be the winning move.

If South starts with a Strong 1♣ and West bids 4♠ it is hard to see South not trying 5♥.

If West plays in spades the defenders should always come to four tricks - the quick way is after

a heart lead when South wins and plays three rounds of diamonds.

If South pays in hearts West can cash a top spade and then switch to a club (a few pairs play that leading the king followed by a switch suggests a singleton) the subsequent ruff holding declarer to ten tricks.

**Board 18. N/S Vul. Dealer East.**

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

If East starts with 1♣ West responds 1♥ and North overcalls in diamonds. With partner likely to have a modest hand 2♦ looks enough. Some East's will be able to make a Support Double, others will probably bid 2♥.

If East opens 1NT West uses whatever methods are to hand. After 1NT-2♣\* North can bid 2♦ when assuming East passes West competes with 2♥. After 1NT-2♦\* North might decide to bid 3♦ rather than double. That's fine if EW go to 3♥, and it might not prove to be so bad if EW double for penalties.

If NS play in diamonds it looks as if eight tricks will be the limit, but the defenders need to be very careful. East can avoid all danger by starting with a trump lead - a sound strategy when you have all the other suits under control, but say East leads a top spade?

Declarer ruffs, crosses to dummy with the jack of diamonds and leads a heart. West must take the ace and switch to a club (on a diamond return declarer wins, cashes the king of hearts, ruffs a heart, and plays a spade planning to pitch a heart if West does not cover, which will endplay East - declarer can pitch a club if East tries exiting with the king of spades - but if West does cover

declarer ruffs and exits with the king of clubs) when East must win and then switch to a trump.

If EW play in hearts the only way to prevent ten tricks is for North to cash a top diamond and then put South in with a diamond to play a spade, North scoring a ruff and the ♥K - well done indeed if you managed that.

**Board 19. E/W Vul. Dealer South.**

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

If East opens 1♥ South doubles and West probably bids 3♥. At this vulnerability North might be tempted to bid 3NT to ask South to bid a minor, fine as long as South does not overreact and bid game.

If North does not bid South might double a second time, although the lack of a fourth spade and the strength of the hand are both serious issues. In that scenario North can bid 3NT with a clear conscience.

If EW play in hearts the defenders should take four tricks - South leads a top spade and should be able to read partner for a doubleton.

If NS play in diamonds they should lose a heart and two clubs.

**Board 20. Game All. Dealer West.**

<p>♠ K Q 8 7 ♥ A K Q 2 ♦ A Q 9 2 ♣ 4</p> <p>♠ J 5 4 3 ♥ 8 3 ♦ J 8 7 3 ♣ Q 7 6</p>	<p>♠ 6 ♥ 10 9 7 5 ♦ K 6 5 ♣ J 9 8 5 2</p> <p>♠ A 10 9 2 ♥ J 6 4 ♦ 10 4 ♣ A K 10 3</p>
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Strong three suited hands can be awkward, but this time things should be relatively straightforward. If North opens 1♦ South responds 1♠ and North jumps to 4♣, a splinter for spades. If South then cue bids 5♣ North bids 5♦ and South continues with 5♠. If North then makes a grand slam try with 6♥ South signs off in 6♠.

If North starts with a Strong 1♣ South responds according to agreements - one popular idea is to reverse the meaning of 1♠ and INT. Once the spade fit comes to light - say after 1♣-1♠\*-INT-2♣\*-2♥-2♠ NS are sure to get to a slam.

If South is declarer in 6♠ West should make a lead that advertises length in a suit - hoping that declarer might then place East with possible trump length. After a diamond lead declarer would only have to win with dummy's ace and cash the ♠KQ to go down.

By contrast, if North is the declarer then East should probably start with a high heart, trying to convey a shortage, making it more likely that West will be the one with a trump shortage.

**Board 21. N/S Vul. Dealer North.**

<p>♠ K Q 9 8 7 ♥ J 10 2 ♦ Q J 6 ♣ K 7</p> <p>♠ 10 2 ♥ 9 8 6 4 3 ♦ 8 7 4 ♣ 10 6 5</p>	<p>♠ A J 6 4 ♥ A Q 7 ♦ A K 5 2 ♣ A Q</p> <p>♠ 5 3 ♥ K 5 ♦ 10 9 3 ♣ J 9 8 4 3 2</p>	
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If North opens 1♠ East will be surprised. With such a good hand partner cannot have much and even if they have the right cards it will be difficult to convey the nature of your hand. (If you swap the South and West hands you can make a slam - but how would you find out?) The obvious alternatives are to double or bid a direct 3NT. The slight down side to bidding 3NT is that sometimes that can be based on a long suit, making it harder for partner to bid. Let's say you start with a double and partner bids 2♥. Now if you jump to 3NT there is at least a possibility that partner will convert to 4♥.

Suppose North leads a top spade against 4♥?

Declarer wins in dummy, cashes the ace of hearts and ducks a heart to South's king. If South switches to a diamond declarer wins in dummy, draws the outstanding trump and plays a spade. North wins and plays a diamond but declarer wins in dummy, cashes the jack of spades throwing a diamond, ruffs a diamond and takes a club finesse for eleven tricks.

The way to hold declarer to ten tricks is to avoid leading a spade - and that's very tough.

3NT does not look promising, but if South leads a spade declarer is in the game. Say North puts in the seven and declarer wins with the jack and ducks a diamond, North winning and returning the king of spades. Declarer wins and cashes three diamonds forcing North, who is down to ♠Q98 ♥J102 ♣K7 to make a discard. Throwing a heart allows declarer to play the ace of hearts followed by the queen while parting with a club

or a spade sees declarer play the ace of hearts followed by the seven, endplaying South.

**Board 22. E/W Vul. Dealer East.**

<p>♠ J 9 7 6 ♥ A K J 10 2 ♦ 10 8 5 ♣ 3</p> <p>♠ Q 10 ♥ 6 5 4 ♦ Q J 3 ♣ K J 10 9 5</p> <p>♠ K 8 5 ♥ 9 7 3 ♦ A K 9 6 ♣ 8 6 2</p>	<p>♠ A 4 3 2 ♥ Q 8 ♦ 7 4 2 ♣ A Q 7 4</p>
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If East opens 1♣ West responds INT. Some payers will now be able to bid 2♣ with the North hand to show the majors. Where that is not a possibility North will probably bid 2♥. South will show a good hand via 3♣ (doubled by West) and North will sign off in 3♥.

If East starts with INT North is sure to bid something - after 2♣ for the majors South can bid 2♦ asking for North's longer major and might then raise 2♥ to 3♥ - an invitation North will decline.

There is another possible start to the auction that is worth mentioning - suppose East opens 1♣ and West jumps to 3♣? That might be enough to keep North quiet - and if North does bid it is likely that NS will go overboard.

If NS play in hearts they are in danger of losing two spades, a heart, a diamond and a club, so declarer needs to take the winning view in hearts.

If EW play in clubs then South will lead a top diamond and must then avoid a spade switch which would give declarer a chance of avoiding a loser in the suit by going up with dummy's queen.

**Board 23. Game All. Dealer South.**

<p>♠ A Q 10 8 2 ♥ A 5 3 ♦ 10 7 4 ♣ A K</p> <p>♠ 7 6 5 ♥ 9 8 7 ♦ Q J 5 ♣ J 9 8 7</p> <p>♠ 9 4 ♥ 10 4 ♦ 9 8 6 3 ♣ 10 6 5 4 3</p>	<p>♠ K J 3 ♥ K Q J 6 2 ♦ A K 2 ♣ Q 2</p>
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If North opens 1♠ and East doubles West responds 2♣. North has a good hand, but nothing obvious to bid and East will rebid 2NT ending the auction unless West happens to raise to game or North is tempted to double.

If North starts with a Strong 1♣ East will pass and then double 1♠ on the next round, the classic way to show a good hand in this situation. That gets us back to square one.

If East plays in notrumps and South leads a spade North will probably win and return a spade, but declarer wins with the jack and plays on hearts for an easy nine tricks.

**Board 24. Love All. Dealer West.**

<p>♠ J 8 6 4 ♥ A J 10 2 ♦ 6 ♣ K 7 4 3</p> <p>♠ K 10 3 2 ♥ 9 8 ♦ J 9 7 ♣ 10 8 6 5</p> <p>♠ A Q 9 7 ♥ Q 7 6 ♦ A 5 3 ♣ J 9 2</p>	<p>♠ 5 ♥ K 5 4 3 ♦ K Q 10 8 4 2 ♣ A Q</p>
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If East opens 1♦ West responds 1♠ and then passes East's 2♦ rebid. Here EW have not revealed a fit but nevertheless North is likely to reopen with a double. Were South to bid 2♠ at this point it would surely be natural, but I don't see it happening and South is likely to bid 2♥.

If East plays in diamonds the best lead is a trump (on a heart lead for example declarer has a route to ten tricks, playing to ruff two hearts in the dummy. North can prevent that by switching to a trump, but after two rounds from South declarer wins in dummy, plays a club to the queen, cashes the king of hearts and the ace of clubs, ruffs a heart, comes to hand with a club ruff, draws the outstanding trump and plays a spade. South can win but must then play a spade allowing declarer to park his losing heart on the king of spades).

After the trump lead declarer wins in dummy, plays a heart to the king and must then play a spade, establishing a ninth trick.

If South plays in 2♥ and West leads a diamond declarer wins and will probably try a club to the king, East winning with the ace and returning a spade. West wins with the king and returns a spade, East ruffing and exiting with a diamond. Declarer ruffs in dummy, plays a club to East's queen, ruffs the diamond return in dummy and plays a club. East ruffs and plays a diamond, ruffed in turn by declarer, West and dummy and declarer cashes the ace of hearts and then plays a spade, securing seven tricks.

If NS find a way to play in spades the strongest defence is for West to lead a heart, East winning with the king and returning the suit. Declarer wins in dummy and plays a spade to the queen, West winning and switching to a club. East wins, gives West a heart ruff, wins the club return and plays a fourth heart. Declarer ruffs high and must now play for the trumps to have been 4-1, taking the finesse against West - easy if West has bid the suit!

**Board 25. E/W Vul. Dealer North.**

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

What will East open? I suspect there will be votes for 1♣, 2♣ and 2NT.

With such a pure hand the majority will perhaps go for 2♣. The modern style is to use 2♦ to show any positive response and where that is in use East will then have to choose between rebidding 2NT or 3♣. After 3♣ West bids 3♦ and then repeats the suit over East's 3NT. That should see East settle for 6NT.

If East rebids 2NT West will want to have a way of showing diamonds - one sophisticated method is to bid 3♠ and then over the forced 3NT bid 4♥ to show a single suited hand with diamonds.

Where East starts with a Strong 1♣ West responds 2♦ and then were are back to the scenario where East has to choose between continuing with 2NT or 3♣.

If East plays in 6NT and South leads a heart declarer wins and must decide on the best line. Playing for IMPs it would be clear to cash a top diamond, duck a club, win the heart return and play clubs, claiming if the suit divides and falling back on the diamond finesse if it does not.

However playing Pairs it must be right to play on diamonds as that gives you the chance of an overtrick. It is no use arguing that if the diamonds play for six tricks then you can't beat the pairs in 7NT - they are not your opponents, it is the other pairs in 6NT and you don't want to risk making only twelve tricks when all thirteen are available.

**Board 26. Game All. Dealer East.**

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

If East opens 1♣ South is likely to overcall despite the poor quality of the heart suit - both 1♥ and 2♥ will have their supporters. After 1♣- (1♥) West will probably try 2♣. If North then goes 2♠ - a brave bid with no fit for partner's suit - South will raise to 3♠ which might just see North go on to game. That's mostly hypothetical as opposed to what is likely to occur in practice.

If South overcalls 2♥ West might try 3♣ - uncomfortable if partner can have a three card suit - which should end the auction.

If South passes over 1♣ and West responds 1♦ North bids 1♠. That ought to suggest a reasonable hand so South will at least bid 2♣/2♦ to show a good raise, or perhaps 3♥ as a fit jump. There are other possibilities - a mini splinter of 3♣ or a modern idea, that of bidding 2NT to show a spade fit. It's not clear if any of these actions will be enough to persuade North to bid 4♠.

If East opens INT South will have all sorts of options, including a MultiLandy 2♦ and a Landy 2♣. The latter is much more likely to lead to the spade game.

4♠ is not complicated. For example after a diamond lead to the ace and a club return declarer wins with the ace and plays a heart. East takes the ace and returns a diamond, declarer winning, playing two rounds of spades ending in dummy, cashing the king of hearts and ruffing a heart. After a club ruff another loser goes on a heart and all East collects is the master trump. Note that it does not matter if East has four hearts as the crossruff will still set up a long

heart. If West has four hearts this line still delivers ten tricks - but only if the opening lead is a diamond.

**Board 27. Love All. Dealer South.**

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

If South opens 1♣ West overcalls 1♥ (whatever happened to the intermediate 2♥ overcall?) North bids 1♠ and East raises to 2♥. If West is familiar with Meckstroth's Law ('when partner freely supports your six card major bid game') 4♥ will be the next bid.

If South opens 1♦ (Precision style) the situation does not change.

If South elects to start with INT and West doubles for penalties North bids 2♠ and East doubles. However, the penalty is insufficient which suggest that with this type of hand West does better to introduce the heart suit on the first round. However, there is no guarantee that EW will get to game.

If EW play in hearts it will be easy enough to secure ten tricks. The one trap the defenders must avoid is that if North leads the king of diamonds and then switches to a trump South must not make the mistake of playing the ten. That will give declarer an early entry to dummy via the nine of hearts and eleven tricks will be made.

**Board 28. NIS Vul. Dealer West.**

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

If West opens 1♣ and North overcalls 1♠ East will probably bid 2♠, despite the fact that the king of spades might appear to have only moderate value. If West rebids 2NT East will go on to game. If West rebids 3♣ East might bid 3♠, hoping that if West has a spade guard there will be nine fast tricks.

If West starts with a tactical 1NT and North bids 2♠ one option for East will be to bid 2NT as a transfer to clubs with at least invitational values. West will be mildly surprised, but is likely to take a shot at 3NT - even if the range is 14-16 West might think the six-card suit justifies bidding game. I would be inclined to settle for 3♣ (the hand is worth only 12.60 on the Kaplan-Rubens Hand Evaluator) with East going on to game facing 14-16.

If West begins with a Precision 2♣ and North overcalls 2♠ East will probably try 3♠, which leads to the notrump game.

If EW reach the notrump game a spade lead goes to dummy's king and declarer knocks out the ace of clubs and is virtually certain to score ten tricks. One way for the defenders to avoid this is for North to start with the ace of spades. There is then time to switch to diamonds giving the defenders four tricks. Notice that after North has played the ace and ten of diamonds declarer must duck, as winning with the king and playing a club allows North to win and play a diamond, giving the defenders five tricks.

**Board 29. Game All. Dealer North.**

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

If North starts with 2♥ East might be inclined to pass, no doubt hoping that partner will reopen with a double.

It is possible that South might bid 3♦ - risky as it raises the level of the auction - but a potential winner here as it may keep EW out of the bidding.

If South passes West will have to choose between a double and 3♣.

If the auction starts 2♥-(3♣)-Pass West might try jumping to 4♥, a splinter in support of clubs. If East then bids 4♠ West continues with 5♣ and East has an easy raise to 6♣ and might even try 5♦ along the way. The only danger is that if West then bids 5♠ East might think that a grand slam is possible.

If East and South pass over 2♥ and West doubles that will almost certainly end the bidding.

If West overcalls 3♣ East might jump to 4♦ and then go on with 4♠ over West's 4♥. East could ask for key cards, but a two 'ace' response will not give all the information required.

If North begins with a Multi 2♦ East might overcall 2♥ or perhaps bid 4♣ which can be played as promising at least 5-5 in clubs and a major or, as is recommended in *The Mysterious Multi* as showing hearts and a minor. Over 2♥ South might double, asking North to pass with hearts or bid 2♠. If West then bids 3♣ East will drive to a slam.

After 2♦-(4♣)-Pass EW need firm agreements - one possibility is to play that bidding 4♦ asks partner to bid their major and all other bids

agree clubs. What you can say is that the bidding is tougher when you don't know the opener's major suit.

If North elects to pass initially and East opens 1♥ South might come in with 2♦. If West doubles that North is going to raise diamonds - how high is hard to judge - maybe 4♦ is a reasonable compromise. It's unclear (at least to me) what East should do next. Bidding 6♣ is a possibility, but it's a bit of a stab in the dark.

Life is much simpler if West prefers 3♣ to a double. If North then bids 4♦ East can cue bid 5♦ on route to slam.

If South does not come in over 1♥ West responds 2♣ and East can jump to 4♦ on route to at least 6♣.

It is clear that EW are not going to get rich defending 2♥ doubled - the best they can hope for is +500. If NS play in diamonds they should collect eight tricks - so 5♦ doubled costs 800.

There is nothing to the play in a club contract.

**Board 30. Love All. Dealer East.**

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

Some players holding the East hand will be able to start with a weak 2♦. If South overcalls 2♥ North will try 2♠ and then pass over South's 3♥.

Where East starts with a pass South opens 1♥ and then rebids 2♥ over North's 1♠ (even if East overcalls 2♦). If North then raises to 3♥ (conservative, but with modern opening bids being so light not unreasonable) South will decline the invitation.

It looks as if eight tricks are the limit in hearts, but the defenders need to exercise a certain amount of care. Suppose West leads a diamond

and East takes three winners in the suit and then switches to a club? Declarer wins in hand and plays a low heart, West winning with the queen and exiting with a top club. Declarer wins with dummy's ace and now runs the trump suit, squeezing West in the black suits for a ninth trick.

To prevent this East must switch at trick two and a club is the natural move. If East's club is the eight or nine and declarer plays the ten West covers and declarer wins in dummy and plays three rounds of hearts, West winning and exiting with a diamond. After cashing two tricks in the suit East must be careful not to exit with the nine of clubs as declarer will win and cash three hearts, once again catching West in a black suit squeeze.

**Board 31. N/S Vul. Dealer South.**

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

If West opens 1♣/1♦ East responds 1♥ and if West rebids 1♠ East can use the fourth suit to locate the 5-3 heart fit. (Were West to rebid 1NT East could use some form of check back to obtain the same information.) The question is should East bother about the possibility of playing in hearts?

If West starts with 1NT East transfers to hearts before jumping to 3NT. With a flat hand West might prefer to play the nine trick game.

It is easy to see that playing in hearts will only yield ten tricks, declarer losing a spade, a heart and a club.

If West plays in 3NT a club lead from North surrenders a vital trick immediately, but a diamond might prove to be no better, as declarer wins in dummy and plays to knock out the ace of

hearts. At some point South wins and does best to switch to a spade, declarer ducking North's queen and then winning the next spade with dummy's ace. If declarer now takes a club finesse the spade blockage will result in nine tricks, but it is possible to do better. Declarer should cash dummy's hearts throwing two clubs and then take two rounds of diamonds ending in hand. On the last of these North is down to ♠K6 ♣K8 and cannot afford to part with a spade, else declarer, holding ♠108 ♣A will exit with a spade. After North throws a club declarer cashes the ace of clubs and exits with a spade. Whoever wins will have to surrender an extra trick.

Were North to find a spade lead declarer could win with dummy's ace and force out the ace of hearts. If South then continues with the jack of spades and a spade declarer has a tenth trick. South can afford to cash the jack of spades but must then switch to clubs, preventing anything nasty happening to partner.

**Board 32. E/W Vul. Dealer West.**

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

If West opens 1♣ it's just about possible that North will overcall 1♦ (as Reese used to say at Pairs you must try to get into the auction if at all possible). If East then bids 3♣ South might double, showing both majors and diamond tolerance, when North's 3♥ is likely to end the auction.

If East prefers to bid 2♦ over North's intervention and West rebids 2NT East will do well to retreat to 3♣.

When North passes one option for East is to make an inverted raise to 2♣. Were South to pass and West bid 2♦ to show a stopper East

would probably bid 2NT and West would go on to game. However, South is likely to bid. 2♠ is the obvious move, but there might be some players who are prepared to bid 3♣ to get both major suits into the picture. That might see North jump to 4♥.

Another option for East after 1♣-(Pass) is to respond INT. Then South has an easy 2♣ to show the majors and North will have to decide how high to go, with both 3♥ and 4♥ attracting support.

If West opens 1♦ and East responds INT South can bid 2♦ to show the majors.

Not many pairs use two level bids to show limited three suited hands, but anyone able to start with say 2♦ might score a goal, especially if they are playing that a reply of 2♥ is a relay and West's 3♣ happens to show a minimum with short hearts. However, in reality South would probably overcall 2♠, although in this scenario there is no guarantee that the heart fit will come to light.

How do the possible denominations play?

If West is in clubs and North leads a spade declarer must go up with dummy's ace, otherwise South will win with the king and return the ten, after which the defenders should score the first five tricks. Declarer draws trumps ending in hand, plays a diamond for the king and ace and subsequently leads a spade towards the queen, emerging with nine tricks.

If EW play in notrumps and South is on lead a diamond to the queen and ace followed by a switch to the jack of hearts gives the defenders the first six tricks. Where North has not bid South is likely to lead a major. A spade allows declarer to win with dummy's queen, but seven tricks should still be the limit.

A heart lead cost the defenders a trick as declarer wins with the king and plays a diamond to the king, North winning and returning a heart.

Things are no better if West happens to be declarer - see if you can find the line that holds declarer to just six tricks (clue: North must start with a spade or the ♥J or ♥9).

If NS play in hearts the defenders should score a spade, a diamond and a club, but they might not. For example, suppose North is declarer and East leads a club, West winning and switching to the king of diamonds. Declarer wins in dummy, runs the jack of hearts and then plays a spade. East might play low, when guessing to play the king and following it with a diamond gives declarer a shot at an overtrick.

**Board 33. Love All. Dealer North.**

<p>♠ A J ♥ Q 6 4 3 ♦ 7 3 2 ♣ K Q 10 7</p> <p>♠ Q 8 2 ♥ 5 2 ♦ Q 9 8 6 ♣ A J 4 2</p> <p>♠ K 5 4 3 ♥ K J 8 ♦ K J 5 4 ♣ 9 8</p>	<p>♠ 10 9 7 6 ♥ A 10 9 7 ♦ A 10 ♣ 6 5 3</p>
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If North opens 1♣ and rebids INT over South's 1♠ response that might end the auction. Where South invites with 2NT North is unlikely to accept.

If North starts with 1♦ the situation does change. If North starts with INT South might try Stayman and then rebid 2NT.

Suppose East leads a low spade against a notrump contract?

Declarer takes West's queen with the ace, plays a heart to the jack and runs the nine of clubs. When it holds a second club sees West take the ace and return a spade. Declarer wins with the jack and cashes two clubs, pitching diamonds from dummy and putting the pressure on East who will probably pitch a heart. If declarer continues with a heart East might take the ace when declarer can afford to unblock dummy's king. If East then switches to a diamond declarer only needs to guess to play the king to score ten tricks.

**Board 34. N/S Vul. Dealer East.**

<p>♠ 7 4 ♥ K 9 4 ♦ 9 7 6 4 ♣ K 10 8 3</p> <p>♠ 10 6 5 ♥ Q 10 5 2 ♦ 5 3 ♣ 9 7 6 4</p> <p>♠ K 3 2 ♥ A 8 ♦ A Q J 10 2 ♣ Q J 2</p>	<p>♠ A Q J 9 8 ♥ J 7 6 3 ♦ K 8 ♣ A 5</p>
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If East opens INT and South doubles for penalties West might try scrambling which should reveal the heart fit (some partnerships play that a pass by West forces East to redouble and then West initiates the scramble with 2♣).

You might like to read this insightful piece on Bridgewinners:

<http://bridgewinners.com/article/view/fred-gitelman-advice-1-1nt-doubled/>

Were the auction to run along the lines of INT-(Dble)-Pass\*-(Pass)-Rdbl-(Pass)-2♣\*-(Dble) East could redouble or bid 2♥ according to agreements. If EW do bid to 2♥ North is likely to double. If South then decides that a penalty will not compensate for a possible game and bids 2NT North is likely to raise.

If East starts with 1♠ South doubles and rebids 2NT, North raising to game.

If West is on lead against a notrump contract and East has not bid spades and starts with a heart declarer will be in clover and take at least ten tricks.

If East is on lead starting with a spade will restrict declarer to eight tricks.

If EW play in 2♥ doubled the defenders need to exercise a little care. If North starts with a trump it would be a big mistake for the defenders to play three rounds as declarer could then win in dummy and play on spades for an easy eight tricks.

The easy way to take the maximum is for North to lead a spade. South wins with the king and returns the suit, declarer winning and playing a

heart. South takes the ace, gives North a spade ruff and thereafter the defenders are sure to collect two diamonds, a club and a heart for +300.

**Board 35. E/W Vul. Dealer South.**

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

There will be a few South's who open 2♥, especially where it promises hearts and a minor. In that case North bids 2♠, natural and invitational. When that gets back to West a takeout double will see East bid diamonds - not easy to decide at what level, but East's selection is likely to become the final contract. With such a flat hand I would probably be inclined to settle for 3♦. In passing you might like to consider what a bid of 2NT over West's double should mean?

Where South passes there will be some West's who open 1♦. Facing a passed hand North will then have to consider how many spades to bid. Those who opt for a full blooded 4♠ might see East bid 5♦. If East is unwilling to advance to the five-level a double is the obvious alternative. A more restrained 3♠ might give East more of a problem.

If West plays in diamond let's say North cashes a top spade and switches to a club. Declarer wins with dummy's ace and draws trumps in three rounds ending in dummy in order to play the ten of clubs, covered by the queen and king. A low heart goes to the ten and South's king and declarer ruffs the spade return. If declarer reads the position and cashes the ace of hearts there will be eleven tricks. Not an easy hand to get right.

If North plays in spades the strongest defence is to lead a trump. Declarer wins dummy and plays

a heart, but when West gets in with the ace of hearts he can put East in with a club (or diamond) when a second trump leaves declarer with exactly eight tricks.

**Board 36. Game All. Dealer West.**

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

Those who are inclined to open the North hand will see partner drive to game - perhaps after 1♦-2♣-2NT-3NT or 1♣-2♣\*-2NT-3NT.

Where North passes and South opens 1♣ West might venture 1♥. If North then bids INT South might be inclined to pass. If West passes and North bids 1♦ South's INT could be the last bid of the auction.

If South starts with INT North will probably pass opposite 12-14, but invite facing 13-15/14-16. However, West might come in with 2♣ for the majors, after which North might elect to play for penalties, doubling 2♣ and then doubling 2♠.

If South is the declarer in a notrump contract and West leads a heart declarer takes East's jack with the queen. At this point the 'all in' line is to play a diamond to the nine, if it wins intending to continue with a club to the queen followed by the ace of clubs. If everything is as you hope then you might emerge with as many as eleven tricks. If the clubs are only good for four tricks you are still likely to emerge with ten tricks.

The alternative is to give upon the idea that clubs will play for five tricks (it is only a 13.56% chance) and play the ace of clubs and a club, which offers a 79.13% chance of four tricks). West wins and is likely to switch to the jack of spades. Suppose you put up dummy's king and East takes the ace and returns the suit? You win with the queen and cross to the jack of clubs. If you are confident

that West's shape must be 4-5-2-2 you will go with the odds and run the jack of diamonds for nine tricks.

If West starts with the jack of spades then you will need to locate the queen of diamonds to get up to eight tricks.

If East plays in 2♠ doubled, I doubt South will find the only winning defence, which is to start with two rounds of clubs. If declarer then plays a heart from dummy South wins and must play a third club removing a vital entry from dummy.