



**Commentary**  
**for the**  
**World Wide Bridge Contest**  
**Organized by the WBF in cooperation with**  
**CCBA & Beijing Lianzhong Interactive Network Inc**  
**Set 1 – Tuesday 26 April 2016**

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

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

INT – 3NT should in theory be the standard auction. Those who open one heart and rebid two hearts (!) over 2 diamonds will play in 4♥. In reality this is the better contract but as it happens the unfortunate disposition of the red suits ensures that both games fail. 4♥ may slip through on a diamond lead if West switches to a low club. This runs to the queen and the jack can then be finessed later for a spade discard.

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

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

Playing a weak (12-14) NT a likely auction is INT - 2♣ (Stayman), 2♦ – 2NT. This is a difficult contract to make so West does well if he is not seduced into bidding 3NT with three tens, a contract that should surely fail. South

leads a diamond to the ace and the nine is returned. If East ducks South wins and switches to a club. Declarer wins in dummy and leads the ♥Q which South wins to play another club. This limits declarer to one spade, three hearts, one diamond and two club tricks for one down. If South ducks the ♥Q declarer must play on spades to make his contract. Declarer's winning line is to win the ♦K at trick 2 and concede a heart using dummy's entries to take the double spade finesse.

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

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

A hand with 25 points and yet game doesn't make. Whatever South opens North plays 4♠. Suppose the defence play three rounds of clubs with declarer ruffing in the dummy. He draws four trumps putting West on lead who exits with a club. Declarer ruffs but even with a successful diamond guess the 4-2 break leads to his defeat. Even if he cashes the ♥A first East, who is known to be long in the side suits is not squeezed. To make 4 spades declarer must play ♥A and then lead the queen forcing West to cover. Now East can be squeezed in the red suits. A difficult play to find.

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

♠ Q 7 4 ♥ 10 3 ♦ 9 3 2 ♣ Q 10 8 4 2 ♠ A 10 8 ♥ A K J 7 ♦ J 7 6 ♣ A 9 6	♠ 5 2 ♥ 6 2 ♦ A K Q 8 5 4 ♣ K J 5 ♠ K J 9 6 3 ♥ Q 9 8 5 4 ♦ 10 ♣ 7 3
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A slam which shouldn't be missed. West opens 1♥ and over East's 2♦ response bids 2NT. East would like to bid 6NT immediately, but doesn't know whether all the suits are controlled so marks time with 3♦. West supports to 4♦ and when East bids 5♣ West bids a slam. West hasn't a ruffing value so should bid 6NT for a good score.

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

♠ Q 5 4 ♥ K Q ♦ Q 8 5 ♣ Q 9 8 5 2 ♠ A K 7 6 ♥ 10 7 5 ♦ J 10 6 4 ♣ K 6	♠ J 3 ♥ 9 8 4 3 ♦ 9 3 2 ♣ J 7 4 3 ♠ 10 9 8 2 ♥ A J 6 2 ♦ A K 7 ♣ A 10
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Playing a weak No Trump 1♥-2♣, 2NT-3NT is the straightforward route to game. Even more straightforward is the route for those playing a 15-17 No Trump, now it is just INT-3NT. The lead is important. A high spade gives declarer 10 tricks. A low spade leads to 4 defensive tricks unless declarer is inspired and plays the ♠Q. A diamond lead probably holds declarer to nine tricks.

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

♠ 9 8 7 6 ♥ Q 5 ♦ Q 3 ♣ A Q J 7 5 ♠ Q 10 2 ♥ J 10 9 ♦ K J 7 5 ♣ K 6 4	♠ K 5 3 ♥ K 8 7 4 3 2 ♦ 9 8 4 ♣ 3 ♠ A J 4 ♥ A 6 ♦ A 10 6 2 ♣ 10 9 8 2
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INT - 2♣, 2♦ - 3NT is one possible auction. A diamond lead together with the club finesse gives declarer 9 tricks. A heart lead is more troublesome. The ♥J is covered by the queen and king and ducked. On winning the ♥A a low diamond towards the queen is best. West wins and cashes a heart before playing a spade. Declarer wins and runs the club and in the end position West is squeezed so that declarer either can overtake the queen of diamonds or throw West in with a spade to concede the diamond trick at the end. If declarer runs the club first he can survive if he reads the ending. If East opens 2♥ he makes 8 tricks so North/South need to bid but can they reach the dreadful 3NT? Will they make it if they do?

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

♠ K J 9 4 2 ♥ 9 7 ♦ 7 6 3 ♣ 10 6 3 ♠ 10 8 7 6 ♥ J 6 5 ♦ K Q 5 ♣ Q 8 7	♠ Q 5 ♥ A K Q 10 2 ♦ J ♣ K J 5 4 2 ♠ A 3 ♥ 8 4 3 ♦ A 10 9 8 4 2 ♣ A 9
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East/West may reach 3NT after the bidding goes

West	North	East	South
			1♦
Pass	1♠	Dble	2♦
Pass	Pass	2♥	Pass
3NT			

North/South should have no problem defeating 3NT.

A better bid by West would be 2NT allowing East to bid 3♣ and West to give simple preference to 3♥. The defence have four top tricks but it might be hard to find them. If 1♦ is passed to East he is good enough for a bid of 2♦ showing an intermediate two-suiter and East/West should reach a heart part-score.

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

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

1♠ - 2♦, 2♥ - 3♥, 4♥ sees South in a laydown game but what about the lead. Given the two-two heart break and the three-three spade break 13 tricks are available unless the defence cash their 2 tricks first. Given West's poor diamonds he should lead the ♣A and it isn't hard to continue the suit for a good score.

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

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

After East opens 1NT West transfers into hearts. If South leads the ♣A and then the ♠K North/South make 6 tricks in defence including the club ruff. If South starts with the ♠K declarer should make 8 tricks. The best result for North/South is when they bid since 10 tricks in diamonds are easily obtained as are at least 8 tricks in spades. For instance, on a heart lead win the second round and play a spade to

the king, ruff a heart and play another spade for 10 tricks. The North/South players whose methods allow South to bid 2♦ over 1NT to show spades and another play in spades and score extremely well.

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

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

The bidding starts 1♥ - 1♠, 2♣ from East/West. West either passes or gives preference to 2♥. Both contracts score 110 if declarer reads the hand well. In 2♥ declarer wins the diamond lead and cashes the other high diamond and the spade queen. He exits with a club and eventually South is endplayed because of his good heart holding.

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

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

South opens 1♦ and rebids 1♠ over North's 1♥ response. North completes the bidding with a 2♥ rebid. Declarer may make anything from 8 to 11 tricks depending on the lead. On a club lead win and play AK and another heart for 8 tricks whilst on a diamond lead declarer plays 3 rounds of trumps and is poised to take five hearts, six diamonds and a club. The play is easier with diamonds as trumps and makes 10 tricks: six diamonds, two hearts, one club and one spade.

Should East/West play in spades North/South cash their top winners including a heart ruff and then play a third diamond for North to ruff with the ♠J resulting in 6 tricks only for East/West. If North/South double they should have an excellent score.

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

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

Straightforward bidding after a 2NT opening from North. South transfers into spades and bids game. The defence have three aces to take and with the South hand in view should not have a problem in taking them, though accidents may happen if South is the one playing in 4 spades.

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

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

East opens 1♣. How brave is South? If he bids 4♠ West doubles and with those precious diamond honours in dummy South is just one down for an excellent score. If South bids 3 spades then West bids 3NT and makes 11 tricks on a spade lead by playing a club from hand to the 8 or by playing a low club from dummy on the first round of the suit.

If South allows West room to show his hearts then a contract of 4♥ is reached. North/South

may find it easier to sacrifice over 4♥ than 3NT. A high club lead holds declarer to 10 tricks.

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

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

1♦ - 2♣ looks to be a standard start to the auction giving West a difficult bidding problem. A rebid of 2♦ is something of an underbid but makes 10 tricks if he gets the spade guess right. A rebid of 2♠ is an overbid since it is usually played as game forcing after a two-level response. Will anyone manage to play in spades where the same 10 tricks are available?

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

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

Those who open the South hand – not a very wise opening in my view given the rather thin three-suiter - find themselves in 3NT failing by 2 tricks at least. If North chooses to open 1NT then 7 tricks are fairly straightforward on the spade lead. After a 1♠ opening and 2♦ response North should really pass and make 9 tricks but in the real world this isn't very likely to happen. If he persists with 2♠ that should go several down. South needs to rescue to 2NT - not such a happy contract on a spade lead.

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

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

After a 1♥ opening North overcalls 1♠. If East passes South bids 2♥ and raises 2♠ to 3. North has an awkward choice but is likely to bid the poor game. East leads a heart and West needs to win and switch to a club immediately. Later he wins the ♠A and underleads the heart to obtain a club ruff and hold the contract to 9 tricks. Most pairs will, however, make 10 tricks.

If East supports his partner and bids 2♥ over the 1♠ overcall, South might double or bid 3♣ to show where his values are. Again North/South reach game.

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

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

North opens 1♠ and East overcalls 3 or 4 diamonds to buy the contract. On a spade lead North wins and returns a spade with dummy winning. The defence take four tricks. If South responds INT. West has a difficult decision best solved with a simple overcall of 2♥ especially as the ♠Q is devalued being under the North bid. Perhaps North will open 2♠. East bids 3♦ which West should pass. If he doesn't 3 hearts goes 2 down, perhaps doubled.

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

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

An aggressive West may get his partner to 3NT after a sequence such as 1♦ – 1♥, 3♦ – 3NT. On a club lead declarer makes if he finesses diamonds. If not he should go two down but the defence might let it through by not finding the spade switch especially if North had played the ♣10 at trick 1 hoping to indicate spades but not being understood. Those who conservatively bid 2♦ find East raising to 3♦ and West bids 3NT. The defence take the first five spade tricks and declarer still has to find the ♦Q. Not a happy contract.

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

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

A competitive deal. South opens 2♥ and North enquires with 2NT. East bids 3♣ and South, who is neither maximum nor has a singleton club, passes. North competes with 3♥. If East passes, the defence play three rounds of clubs ruffed by South and overruffed. Declarer makes 9 tricks taking the double diamond finesse and picking up trumps for no further loss. If West doesn't overruff the club declarer may go wrong in the trump suit, unlikely but possible. If East bids on, say with 3NT for the minors then East/West are set to go at least two down doubled and vulnerable.

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

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

1♥ - INT, 2NT - 3NT or if East overcalls 1♠ South doubles and North bids 2NT raised to 3. This looks like everyone's 10 tricks when played by North. With South as declarer the defence have the opportunity to lead the ♥J and take 4 tricks.

If East does overcall 1♠ then North may pass South's double, converting it to penalties. The defence take 4 rounds of spades and then four clubs and a diamond for 9 tricks and a profitable 800.

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

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

When South opens 1♠ in third seat West is likely to bid 4♥. When this is passed to South he doubles suggesting that he has a good hand short in hearts. North is delighted to pass and the reward is 300 points. Most of those North/South pairs who play in spades will make 9 tricks. However, if East throws a club on the ♥A and West then switches to a club the defence take a club ruff and five tricks in total for a well-deserved good score.

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

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

The bidding is all too likely to go 1♠ - INT, 2♠ which on a club lead makes 9 tricks. However when declarer plays the ♦Q at trick two South needs to duck. If he doesn't and fails to find North's entry for a heart switch declarer makes 10 tricks. More enterprising bidders may reach 3NT, which is cold, or 4♥. This requires declarer to play on clubs rather than spades and to guess the position of the ♣Q.

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

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

Will anyone throw the Board in? Surely not. West opens 1♠ in second seat with his good suit and the singleton heart, East raises to 3♠ and there the matter rests. With spades 2-2 and the clubs right 10 tricks are made.

On a different day with the spades 3-1 and the clubs wrong declarer would be held to 8 tricks.

Those playing five-card majors may find East bidding 4♠ for an excellent score.

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

<p>♠ A 9 4 ♥ 7 4 ♦ A 4 3 ♣ Q J 10 7 3</p> <p>♠ Q J 10 2 ♥ 9 8 3 2 ♦ J 7 ♣ 8 5 4</p> <p>♠ K 8 6 3 ♥ A 6 ♦ K Q 10 9 8 5 ♣ A</p>	<p>♠ 7 5 ♥ K Q J 10 5 ♦ 6 2 ♣ K 9 6 2</p>
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The bidding starts 1♦ - 2♣, 2♠ - 3♦. Since a reverse is generally game forcing after the 2-level response the 3♦ bid shows positive diamond support. South cue bids 3♥ and North 3♠. South has said his all and bids 3NT but North has a maximum for a passed hand and bids 4♦. South bids the slam. Whatever the lead declarer wins in hand, cashes the ♣A and plays 3 rounds of diamonds ending in dummy. He leads the ♣Q and discards a heart unless East covers when he can ruff to make the rest. 5♦ making 7 scores better than 3NT making 4.

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

<p>♠ 8 5 3 2 ♥ Q 8 6 2 ♦ 7 ♣ J 8 6 5</p> <p>♠ A Q 4 ♥ J 10 9 4 ♦ A Q 10 8 ♣ A 7</p> <p>♠ K J 7 ♥ 7 ♦ K 5 3 ♣ K 10 9 4 3 2</p>	<p>♠ 10 9 6 ♥ A K 5 3 ♦ J 9 6 4 2 ♣ Q</p>
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As the cards lie 12 tricks are available in hearts or no-trumps, but the bidding is likely to go 1♥ - 3♥, 4♥. If East makes a 4♣ splinter response East/West bid the poor slam but will they make it? The diamond is the most awkward opening lead - do you finesse in trumps or not? Playing the AK of hearts and another heart declarer makes 11 tricks only for a poor score. To make 12 tricks, he has to win the lead and play a heart to the ace and a diamond to the ten. Finesse the heart; if North covers, repeat the diamond finesse and although North ruffs the trick comes back as declarer now has a long

trump in each hand. Not an easy hand but very satisfying when you get it right.

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

<p>♠ A K 9 3 ♥ 10 8 7 4 ♦ J 7 5 4 ♣ 6</p> <p>♠ Q 10 8 4 ♥ Q 5 ♦ Q 9 2 ♣ K J 8 7</p> <p>♠ J 7 6 2 ♥ 9 6 3 2 ♦ A 6 ♣ 4 3 2</p>	<p>♠ 5 ♥ A K J ♦ K 10 8 3 ♣ A Q 10 9 5</p>
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1♣ - 1♠, 2♦ - 2♥, 3NT. West is too good to bid 3♣ over 2♦ as this would not be forcing after a one-level response and of course four clubs would mean that 3NT is no longer possible. If South leads a spade declarer is held to 9 tricks. On a heart lead he has a chance of ten tricks by guessing the diamonds - five rounds of clubs gives North real problems with discards.

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

<p>♠ 10 7 5 ♥ K 8 7 5 ♦ A 6 4 ♣ A 9 8</p> <p>♠ A K Q 4 3 2 ♥ 4 ♦ 10 ♣ K Q 6 3 2</p> <p>♠ J 9 ♥ Q J 3 2 ♦ Q J 7 5 ♣ 10 5 4</p>	<p>♠ 8 6 ♥ A 10 9 6 ♦ K 9 8 3 2 ♣ J 7</p>
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Time for a rest and a relatively simple hand - insofar as any hand in bridge is simple! 1♠ from West and 1NT from East. West rebids 2♣, over which East gives preference to 2♠, and West bids game. The ♥A and ♣J together with the 3-3 club fit mean a straightforward 11 tricks. It's nice to have a quiet Board for a change.



**Board 28. N/S Vul. Dealer West.**

<p>♠ J 10 7 ♥ A 6 5 4 ♦ 8 7 ♣ A K J 6</p> <p>♠ K 6 5 3 ♥ K 3 2 ♦ A Q J 5 4 ♣ 2</p> <p>♠ 9 2 ♥ Q J 10 ♦ K 10 9 3 2 ♣ 8 5 4</p>	<p>♠ A Q 8 4 ♥ 9 8 7 ♦ 6 ♣ Q 10 9 7 3</p>
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West opens 1♦ which North doubles. East has sound values but only 4 spades, nevertheless a 1♠ response is sensible. West raises to 2♣ slightly conservatively which is just as well since with South on lead 8 tricks are the limit. Were West to be declarer he would make 9 tricks. If East passes South bids INT and a sharp double by East nets the magical 200 provided West leads a spade. A diamond lead, clearly not best when South is 'known' to hold the king, gives South 7 tricks.

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

<p>♠ A 10 7 ♥ K J 10 8 6 ♦ 6 ♣ Q 9 8 4</p> <p>♠ Q J ♥ A Q 5 4 3 ♦ K 9 7 ♣ J 5 3</p> <p>♠ 9 8 5 4 2 ♥ 2 ♦ Q 8 4 ♣ A K 10 2</p>	<p>♠ K 6 3 ♥ 9 7 ♦ A J 10 5 3 2 ♣ 7 6</p>
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Another competitive deal. If North opens 1♥ South bids 1♠ which is raised to 2. On a spade lead, the best lead, declarer wins and plays a diamond to West who plays the ♠J which holds. West must play another diamond to force dummy to use his last trump so that East/West cash a diamond when they win the ♥A. This requires East to duck the ♦A, preventing declarer throwing a diamond on a heart and ruffing the other one.

If East overcalls 2♦ then West bids 3♦ over South's negative double. On the ♥2 lead, an obvious singleton, declarer finesses the diamond for 9 tricks. If East is allowed to open

2♦ then North doubles in the pass-out seat and South bids 2♠. West competes to 3♦ and declarer has all the clues to make it. Will South bid 3♠ and make it? Where West opens in fourth seat the bidding follows similar lines.

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

<p>♠ A K Q J ♥ K 9 3 ♦ K 10 7 ♣ Q 8 5</p> <p>♠ 3 ♥ Q 6 ♦ A Q J 9 6 5 2 ♣ 9 7 3</p> <p>♠ 8 6 5 ♥ A 7 5 4 ♦ 8 3 ♣ A K 6 2</p>	<p>♠ 10 9 7 4 2 ♥ J 10 8 2 ♦ 4 ♣ J 10 4</p>
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A third in hand 3♦ opener and 3NT from North. On a diamond lead declarer has 11 tricks. A flat Board? That would be very rare in a big pairs competition, so it will be interesting to look at the frequencies and see what actually happened. It is conceivable that North might choose a double, which would see South bidding 3♣ or possibly 3♥. Surely now North will bid 3NT but supposing he chooses 3♠ - not beyond the realms of possibility, though not my choice I confess. Now South might consider 3NT himself of course, or – with interesting consequences decide that perhaps North has a five-card spade suit and support spades either at the three or (worse) the four level. So the end result on the Board across the field may show some very different scores.

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

<p>♠ K Q J 8 2 ♥ J ♦ K Q 6 ♣ 10 9 3 2</p> <p>♠ 9 7 6 3 ♥ K 2 ♦ A 5 4 ♣ K Q 7 5</p> <p>♠ A 5 4 ♥ 9 4 ♦ 10 9 8 3 2 ♣ 8 6 4</p>	<p>♠ 10 ♥ A Q 10 8 7 6 5 3 ♦ J 7 ♣ A J</p>
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Can East/West reach 6♥ after West opens INT? Given a free run and sophisticated methods they might.



For instance

West	North	East	South
			Pass
1NT	Pass	2♦	Pass
2♥	Pass	3♠*	Pass
4♦	Pass	5♣	Pass
6♥			

\*3♠ is a self-agreeing splinter which is followed by 2 cue bids.

But, of course, North ruins the beautiful sequence by overcalling 2♠. However with good methods this in itself can be helpful. East bids 3♦ transfer to hearts which West completes. East bids 3♠ and the West hand is now a super maximum and cue bids 4♦ etc. Those using Lebensohl and not transfers lose a round of bidding.

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

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

It is possible that West will play 1♠ which can be held to 7 tricks, although if North leads a trump declarer can draw trumps and play ace-queen of hearts for 8 tricks. When North doubles 1♠, South bids 2♦, West bids 2♥ and when this is passed to South he bids 3♣. With the 4-1 club break this has five losers. East/West need to double to score 100 and outscore those making 80 in 1♠.

**Join us again for one of our exciting World Wide Contest events – there is still time for a club to enter :**

- Thursday 28<sup>th</sup> April
- Monday 9<sup>th</sup> May
- Wednesday 11<sup>th</sup> May
- Friday 3<sup>rd</sup> June
- Saturday 4<sup>th</sup> June

And don't forget that we also run events in support of Youth Bridge – there will be six more of those during 2016 and the dates are on our calendar at :

<http://www.ecatsbridge.com/sims/info/calendar.asp>

The link to all the results is at :

<http://www.ecatsbridge.com/sims/default.asp>

And the commentary and frequencies etc will be published when all the clubs have played – they will appear on the website the day each event.