



Commentary
for the
World Wide Bridge Contest
Organized by the WBF in cooperation with
CCBA & Beijing Lianzhong Interactive Network Inc
Set 2 – Thursday 28 April 2016

Board 1. Love All. Dealer North.

♠ 9 6 ♥ A Q 7 3 ♦ Q 10 ♣ A K 10 9 5 ♠ A K 10 5 ♥ 9 8 6 4 ♦ A K ♣ J 7 2	♠ Q 7 2 ♥ K J 10 5 ♦ J 7 6 3 ♣ Q 8 ♠ J 8 4 3 ♥ 2 ♦ 9 8 5 4 2 ♣ 6 4 3
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When North's opening 1♣ is passed to West he might bid 1NT for 8 tricks but in reality he would do best to double – there are 10 tricks available in a heart contract. He wins the third club and plays the ♥9 – the heart honours are marked with North after the opening bid and the pass by South.

Trumps can be drawn and the favourable diamond position saves the spade guess.

When West doubles some Easts will bid 2♥ and that will see them actually bid the game. If East simply bids 1♥ then West will raise to 2♥ but that is no more than a courtesy raise which East will pass.

Board 2. N/S Vul. Dealer East.

♠ Q J 10 8 3 ♥ J 7 ♦ 5 3 ♣ 10 7 5 3 ♠ K 2 ♥ K Q 9 6 5 ♦ A K J 9 4 ♣ 8	♠ A 9 7 5 4 ♥ 10 2 ♦ 10 8 7 6 2 ♣ J ♠ 6 ♥ A 8 4 3 ♦ Q ♣ A K Q 9 6 4 2
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A nice competitive hand here, with a number of possible outcomes.

South opens 1♣. If West bids a Ghestem 2NT it will silence North with his not very inspiring hand. If East now bids 3♦ West will raise and game is reached.

When West overcalls 1♥ North bids 1♠ with the club fit to fall back on. East passes and (despite the singleton diamond) South may bid a risky 3NT with 8 tricks in his hand. West doubles and when South retreats to 4♣ West bids 4♦ raised to 5♦ by East.

If South rebids 3♣ West has an easy way back into the auction. Those who try 4♥ will have all the matchpoints if they play the king queen after North/South have led 2 rounds of clubs.

Board 3. E/W Vul. Dealer South.

♠ Q 5 ♥ K 8 7 4 ♦ Q 8 7 3 2 ♣ J 10 ♠ J 10 9 2 ♥ Q 9 5 ♦ K 6 5 ♣ K 9 6	♠ K 7 6 3 ♥ A J 10 3 2 ♦ 10 9 ♣ 5 4 ♠ A 8 4 ♥ 6 ♦ A J 4 ♣ A Q 8 7 3 2
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After 1♣ – pass - 1♦ South rebids 3♣ and plays there. This can be beaten on a trump lead if East plays a second round preventing any ruffs in dummy. If West leads the ♠J a clever South will duck and now West needs to switch to a low heart so that East can play a trump. South cannot win and take a ruff without generating a second club loser.

Any East/West pairs who venture into the auction will find themselves making 9 tricks in a major.

Board 4. Game All. Dealer West.

♠ A K 4 ♥ Q J 10 9 8 ♦ 10 8 ♣ K Q 4 ♠ 8 6 ♥ 4 3 2 ♦ 5 3 ♣ A J 9 8 7 3 ♠ Q J 3 2 ♥ A K 7 ♦ A K J 6 ♣ 10 5	♠ 10 9 7 5 ♥ 6 5 ♦ Q 9 7 4 2 ♣ 6 2
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North opens 1♥ and South does best to prepare the sequence by responding 2♦ (intending to rebid 2♠ over 2♥). North bids 2NT and South 3♥.

When North bids 4♥ South bids 6♥. 12 tricks are straightforward, as indeed they are in No Trump, so those managing to bid 6NT will find themselves garnering most of the matchpoints..

Board 5. NIS Vul. Dealer North.

♠ J 6 ♥ 9 5 4 ♦ A Q 10 7 3 2 ♣ J 7 ♠ K 10 ♥ A Q J 10 ♦ K J 9 ♣ 10 6 3 2 ♠ A 8 5 4 2 ♥ K 7 3 ♦ 8 5 ♣ K Q 9	♠ Q 9 7 3 ♥ 8 6 2 ♦ 6 4 ♣ A 8 5 4
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Those Souths who open INT with such dreadful spade pips may find themselves playing there doubled and making at least 8 tricks, probably 9.

However, playing weak-twos in 3 suits North has a comfortable 2♦ opening ahead of his partner. This is held to 8 tricks on a heart lead and spade switch but in practice is likely to make 9 tricks.

When North passes and South opens 1♠ West doubles and North bids 2♦. This is surely a five-card suit at least and since North is a passed hand South does best to pass.

West with his badly placed diamond honours should not be tempted to bid again. If he does so, he will discover that 2♠ should fail losing

three spades, two hearts and a club but at the vulnerability this may not be so bad..

Board 6. E/W Vul. Dealer East.

♠ 10 7 6 4 2 ♥ 7 6 2 ♦ 6 ♣ A K Q 4 ♠ J ♥ Q J 10 ♦ Q 10 9 5 4 2 ♣ 8 6 5 ♠ A 3 ♥ A 9 8 3 ♦ A K J 8 ♣ 10 7 2	♠ K Q 9 8 5 ♥ K 5 4 ♦ 7 3 ♣ J 9 3
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Playing a weak No Trump, South opens 1♥ and rebids INT over 1♠. Playing natural methods, North jumps to 3♥ and South rebids 3NT.

However those playing a strong No Trump will see South opening INT. North will consider a transfer to spades before bidding 3NT, but with the weakness of the suit he may prefer not to give extra information to the opponents and simply bid 3NT immediately.

More sophisticated checkback /Crowhurst methods will lead to the same contract. On a diamond lead South ducks 2 hearts and come to 10 tricks.

Board 7. Game All. Dealer South.

♠ K Q 2 ♥ Q 9 7 6 2 ♦ 9 ♣ A 10 7 3 ♠ A 4 3 ♥ A K J 5 ♦ A ♣ J 9 8 6 2 ♠ 10 ♥ 10 8 3 ♦ Q J 8 7 6 5 4 ♣ Q 5	♠ J 9 8 7 6 5 ♥ 4 ♦ K 10 3 2 ♣ K 4
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If South opens a weak 2♦ West should double. East bids 3 or 4♠ and game is reached.

When South passes the bidding is likely to go:

West	North	East	South
			Pass
1♣	1♥	1♠	2♦
2♥	Pass	2♠	Pass
4♠	All Pass		

The play is awkward, however, and several pairs will fail.

On a diamond lead the best line is to cash the ♠A and play a club in with the ♣K ruff a diamond, overruffed by North.

North can draw the last trump but the second diamond loser is thrown on the ♥K. If North plays the ♣A to draw dummy's trumps the ♣J is established.

Board 8. Love All. Dealer West.

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

North opens 1♦ and East overcalls INT. When this is passed to North he bids 2♦.

In the pass-out seat West should bid 2♠ – he would have transferred immediately with five. East may pass or bid 2NT. If he takes the latter course he is likely to make 8 tricks (though 10 are possible).

2♠ is not so comfortable but the spade position saves the day. The defence take ♦A and the queen and ruff, back to the ♥A to cash a diamond and the defence has finished with just 4 tricks, as declarer can pick up trumps without loss.

Board 9. E/W Vul. Dealer North.

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

This should prove to be an easy slam to bid.

East opens 1♣ and West with excellent game values to say nothing of the enormous club fit, bids 2♠.

East rebids his clubs and West supports. East cue-bids 4♦ allowing West to bid Blackwood and settle in 6♣ for 12 tricks.

If East rebids 2NT over 2♠ or INT over 1♠ slam might be missed.

Board 10. Game All. Dealer East.

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

Given a free run North/South are likely to finish in 4♥ rather than the excellent 6♦ which unfortunately only fails because of the 4-1 break.

Those who open 2NT or have to rebid 3NT will score badly with 10 tricks instead of 11 in hearts. However if declarer reads it well on a spade lead he cashes his red-suit winners and throws East in to lead a club from the king. That will give him 11 tricks and all the matchpoints.

Board 11. Love All. Dealer South.

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

If South opens 2♥ North will enquire and settle for 4♥ when South is minimum.

Where North opens 2NT South transfers to hearts and bids the major-suit game. There

seems to be little scope for making more than 11 tricks.

If North plays 3NT then if East leads his major 11 tricks are made whilst leading the traditional 4th highest of his longest and strongest (clubs) holds declarer to 10 tricks.

Board 12. N/S Vul. Dealer West.

<p>♠ 8 7 ♥ J 4 ♦ K Q 9 7 4 ♣ Q J 8 6</p> <p>♠ A 10 6 4 2 ♥ — ♦ A 8 6 3 2 ♣ 9 4 3</p> <p>♠ K Q J 9 ♥ A K 9 8 2 ♦ J 10 ♣ A 10</p>	<p>♠ 5 3 ♥ Q 10 7 6 5 3 ♦ 5 ♣ K 7 5 2</p>
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This hand illustrates why penalty doubles of weak twos are out of favour. East can make 5 tricks by ducking a spade and ruffing a spade then ruffing a diamond and exiting with a club for -500.

South does better to overcall 2NT and play in 3NT. Despite the difficulties of communication the distribution is such that the opponents have to play declarer's strong suits and 9 tricks should be made.

Board 13. Game All. Dealer North.

<p>♠ 10 5 ♥ A J 10 4 ♦ 8 7 5 3 2 ♣ J 10</p> <p>♠ K Q 9 ♥ Q 9 6 5 2 ♦ J 6 ♣ Q 7 5</p> <p>♠ J 8 7 6 2 ♥ K 8 7 ♦ 10 4 ♣ K 9 6</p>	<p>♠ A 4 3 ♥ 3 ♦ A K Q 9 ♣ A 8 4 3 2</p>
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Straightforward bidding will reach 3NT. For example

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

However, 3NT can be beaten.

Say North leads a diamond, declarer does best to win in dummy and play ♣A and another. If South ducks to give West a guess declarer has 9 tricks when he plays the queen.

It is difficult for South to play the ♣K but obvious to switch to a low heart if he does. Anyone in 5♣?

Board 14. Love All. Dealer East.

<p>♠ 9 5 2 ♥ K J 10 9 3 ♦ A 4 ♣ 10 6 4</p> <p>♠ 10 8 4 3 ♥ Q 2 ♦ J 8 7 5 ♣ 9 7 3</p>	<p>♠ K Q 6 ♥ 8 6 5 ♦ K 10 9 ♣ A K 5 2</p> <p>♠ A J 7 ♥ A 7 4 ♦ Q 6 3 2 ♣ Q J 8</p>
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Slim values but 9 tricks are there in no-trumps as well as in hearts. East opens 1NT and West transfers to hearts. This is passed to North who surely will double.

South reluctantly bids 2♠ and is in severe trouble. On this type of protective bidding it is often right, as here, to lead a trump. North's queen holds and best is to play the ace of clubs, followed by the king and another club. East wins and plays a heart to West for another spade through the king in dummy. East draws 2 trumps and then plays a heart. South ruffs and plays a diamond but the defence have two spades, four hearts, one diamond and a club for three down. Who can double?

Board 15. N/S Vul. Dealer South.

<p>♠ J 9 8 2 ♥ A J 10 ♦ A J ♣ K 8 6 5</p> <p>♠ Q 10 7 5 4 ♥ 7 5 ♦ K 10 7 4 ♣ A 7</p> <p>♠ A K 6 3 ♥ 9 8 ♦ Q 8 2 ♣ J 10 4 3</p>	<p>♠ — ♥ K Q 6 4 3 2 ♦ 9 6 5 3 ♣ Q 9 2</p>
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North opens 1NT in third seat and if he plays there careful defence, with West winning the first club to clear the hearts, holds declarer to 7 tricks.

If East bids 2♥ he poses a problem for South. South will not make a penalty double, which is just as well since 2♥ is a make. The ♠A lead places all the honour cards. Those who play take-out doubles will play 2♠. Declarer can afford to lose two spades, a heart and two clubs for 8 tricks.

Board 16. E/W Vul. Dealer West.

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

25 points indicate game values but these are awkward hands to bid. 1♣-1♦, 1♠ is the normal start.

West can only make the underbid of 2♣ and there the matter may rest for 10 tricks. East has a good hand and if he raises himself to 3♣ West bids 3♥ and East 3NT.

The defence can beat this if they are on their toes. East wins the heart lead and plays a diamond. If South ducks declarer reverts to clubs and has 9 tricks. South wins to play a second heart and later the ♠K.

Board 17. Love All. Dealer North.

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

North/South may do best if North opens a heavyweight 2♠ which South raises to 4♠.

West bids 5♦ and plays there for 11 tricks and a poor score. When North opens 1♠ East will overcall two or three clubs. South raises spades and West pots 6♣. This is cold. Who will save in 6♠? I suspect there will be a wide range of scores on this board.

Board 18. N/S Vul. Dealer East.

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

Everyone starts 1♦-1♥, 1NT or simply 1NT if playing a 15-17 NT opening range, and it's up to West whether he bids 3NT or uses checkback and ends in 4♥.

In 3NT on a club lead, East, by guessing the hearts makes 11 tricks. There are two hearts and the ♣A to lose in 4♥ for a lesser score.

Board 19. E/W Vul. Dealer South.

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

If North opens 1NT or South responds 1NT to a 1♠ opener declarer will be held to 7 tricks and a poor score.

Those who get to 2 of a major – hearts rather than spades is the more comfortable - will be rewarded with 8 tricks and thus more matchpoints.

Board 20. Game All. Dealer West.

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

West does best to open 1♥, North bids 2♦ and East bids a pre-emptive 3♥.

North re-opens with a double over which South might bid 5♣. If he bids 4♣ North will correct to 4♦. Will South bid on?

Where East bids a simple 2♥ South bids 3♣ over which North bids 3♥ and game will be reached.

If West passes originally the bidding starts 1♦-2♣ and 2♥ from West. If North can double for take-out again game will be bid. 5♦ is a poor contract but makes with 2 spade finesses. 5♣ can be beaten on a trump lead ducked by East!

Board 21. N/S Vul. Dealer North.

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

Another light opening bid, this time 1♥ by North. East overcalls 1♠ and South bids 2♣, then 3NT when North shows his diamonds.

The cards are well placed, ♣ 3-3 and the ♥ and ♠ finesses giving declarer 9 tricks. If West leads a high ♦ then declarer makes 10 tricks.

Board 22. E/W Vul. Dealer East.

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

Aggressive bidding by East/West might buy the hand thus:

West	North	East	South
		1♠	2♣
Dble	3♣	3♠	Pass

Providing that no-one doubles one down should be a good score.

If South carries on, then 4♣ may make if West leads a spade - East wins and plays a spade back.

Declarer wins, crosses to the ♥A, finesses the club and draws a second round. He exits with a heart, leaving the defence helpless.

Should anyone get there 3NT is an easy make on a spade lead, illustrating the power of aces with a running suit.

Board 23. Game All. Dealer South.

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

North/South are likely to reach 4♥ with their excellent trump fit. The ♠J lead soon leads to defeat but some care is needed on a diamond lead, perhaps after the sequence INT-2♦, 2♥-2♠, 4♥ or alternatively 1♣-1♥-3♥-4♥ when playing a strong No Trump.

Declarer wins, draws trumps finishing in dummy and exits with a diamond Say East wins

he has to play a club otherwise a spade gives the contract directly, but West must play the ♣8, not the ace, to defeat the contract.

Board 24. Love All. Dealer West.

<p>♠ Q 7 6 4 3 2 ♥ J ♦ 4 3 ♣ K Q 10 5</p> <p>♠ J 10 9 ♥ A 10 7 6 ♦ 10 2 ♣ J 9 7 3</p> <p>♠ A K 5 ♥ Q 9 4 3 ♦ A 9 7 ♣ A 8 6</p>	<p>♠ 8 ♥ K 8 5 2 ♦ K Q J 8 6 5 ♣ 4 2</p>
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The most likely contract is 4♠ whether North opens a weak two bid or South shows a strong no-trump.

Declarer draws ♠A and ♠K and then ruffs a club in dummy for 11 tricks. Some Souths will play 3NT and may receive a club lead for 11 tricks. On a diamond lead the defence will have to be careful not to give the club position away as they discard on the spades. A heart lead allows the defence to take the first 3 tricks.

Board 25. E/W Vul. Dealer North.

<p>♠ 10 9 ♥ A 7 4 3 ♦ 10 7 ♣ Q 9 5 3 2</p> <p>♠ Q J 6 ♥ K 10 9 6 ♦ 6 5 3 ♣ K J 7</p> <p>♠ 8 5 ♥ Q J 5 2 ♦ A Q J 9 4 ♣ 6 4</p>	<p>♠ A K 7 4 3 2 ♥ 8 ♦ K 8 2 ♣ A 10 8</p>
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Another hand where there are better chances of making 3NT on a favourable lead than there are of making 4♠.

However the bidding is likely to go:

West	North	East	South
	Pass	1♠	Pass
2♣/2NT	Pass	3♠	Pass
4♠	All pass		

but only a rather unlikely diamond lead round to the king will let this contract home.

Board 26. Game All. Dealer East.

<p>♠ 10 8 7 6 ♥ J 10 7 ♦ K 10 7 6 ♣ 10 8</p> <p>♠ A K Q J 4 ♥ 9 5 ♦ Q 8 ♣ K 5 4 3</p> <p>♠ 9 5 2 ♥ A Q 8 3 2 ♦ A 5 4 ♣ 6 2</p>	<p>♠ 3 ♥ K 6 4 ♦ J 9 3 2 ♣ A Q J 9 7</p>
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26 points but no game makes. The bidding may go

West	North	East	South
		1♣	1♥
1♠	Pass	2♣	Pass
2♥	Pass	2NT	Pass
3♣	Pass	3NT	All Pass

Does South lead a heart to let the contract home with 11 tricks? Or a black suit for 10 tricks? The testing lead is a diamond. Will North win the king and play a heart through for 3 down or let 11 tricks through by playing the 10?

North should get it right for declarers usually play the queen when they hold the ace in hand.

Board 27. Love All. Dealer South.

<p>♠ 10 3 ♥ K J 8 2 ♦ J 10 2 ♣ Q 7 5 3</p> <p>♠ K 9 7 5 2 ♥ A Q 6 ♦ 9 3 ♣ A 8 6</p> <p>♠ A Q J 6 ♥ 10 9 7 3 ♦ A K 7 6 ♣ K</p>	<p>♠ 8 4 ♥ 5 4 ♦ Q 8 5 4 ♣ J 10 9 4 2</p>
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South opens 1♦, intending to bid 2NT over a 2♣ response. However, West gets in on the action with a 1♠ bid, and North doubles. Should South bid 1NT with such good spades, or 3♥ knowing of the fit?

Either bid will end the auction which, with the cards lying so well, is an undercook – 10 tricks in hearts and 9 in no-trumps.

Board 28. N/S Vul. Dealer West.

♠ A 9 7 6 ♥ A 9 5 ♦ K 9 3 ♣ 7 5 3 ♠ K 10 3 ♥ J 7 4 ♦ A J 8 ♣ A K 8 4 ♠ Q J 5 4 ♥ 10 8 2 ♦ 10 6 2 ♣ J 9 2	♠ 8 2 ♥ K Q 6 3 ♦ Q 7 5 4 ♣ Q 10 6
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A routine sequence: 1♣-1♥, INT-3NT.

The suits break, giving a potential of three heart tricks, 3 diamonds and four clubs, but a spade lead makes it awkward.

Declarer wins and plays a heart to dummy, but then has little choice but to play a heart to the jack. North wins and cashes the fourth spade; if they can arrange for South be on lead after cashing the spade he can play a diamond before declarer knows whether the suits are breaking or whether he needs the finesse. He is likely to finesse.

Board 29. Game All. Dealer North.

♠ K Q 8 3 2 ♥ Q 7 5 ♦ K 4 ♣ J 10 5 ♠ J 10 7 ♥ 10 6 ♦ Q J 10 9 6 ♣ Q 6 2 ♠ 9 5 4 ♥ A 8 4 3 ♦ A 8 7 5 2 ♣ 3	♠ A 6 ♥ K J 9 2 ♦ 3 ♣ A K 9 8 7 4
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East opens 1♣, West responds 1♦ and North gets in on the action by bidding 1♠. East takes no notice and bids 2♥ and West signs off in 3♣ using whatever method is available to him. South leads a spade which East ducks as a matter of good technique. He wins the continuation and crosses to the ♣Q to lead the ♥10 covered by the queen, king and ace. Later he can ruff a heart in dummy for 10 tricks

Board 30. Love All. Dealer East.

♠ K 7 6 4 3 ♥ 7 6 ♦ 6 2 ♣ K 8 6 2 ♠ 8 5 2 ♥ J 5 3 ♦ K 7 ♣ Q J 10 5 3 ♠ A J 9 ♥ Q 10 8 4 ♦ A Q 8 5 3 ♣ 9	♠ Q 10 ♥ A K 9 2 ♦ J 10 9 4 ♣ A 7 4
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A test of North/South's methods when East opens a weak INT which will make with the blockage in spades.

2♣ from South showing hearts and another leaves North guessing whether South has five diamonds or five hearts ... neither is particularly attractive and North will make 7 tricks in diamonds and 6 in hearts. Anyone playing 3-suited overcalls will get to spades and make 8 tricks for an excellent score.

Board 31. N/S Vul. Dealer South.

♠ — ♥ 9 7 5 4 3 2 ♦ J 10 6 5 3 ♣ K J ♠ J 9 8 6 4 3 2 ♥ A Q ♦ A 4 2 ♣ 7	♠ A Q 10 5 ♥ 10 8 6 ♦ Q ♣ Q 9 8 6 4 ♠ K 7 ♥ K J ♦ K 9 8 7 ♣ A 10 5 3 2
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1♠ from South and 3♠ (or 4♠) from North raised to game and 11 tricks.

If West can stomach a 2♠ Michaels cue-bid he will do very well indeed. North bids 4♠ and East 4NT to ask West for his minor. West bids 5♦ which comes round to South. 5♦ is an excellent save - just one off - but South has such a distributional hand that he is likely to continue on to 5♠. The problem is now East's. Should he bid one more or should he leave North/South in 5♠? He will be disappointed to find that it makes if he does so.

Board 32. E/W Vul. Dealer West.

♠ K 2
♥ A J 10 4
♦ 5
♣ Q J 10 5 3 2

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

♠ 10 9 7 6 3
♥ Q 8 7 3
♦ A 9 2
♣ 8

The auction might go

West	North	East	South
1♥	2♣	2♦	Pass
2NT	Pass	3♦	All Pass

which makes 9 tricks on a club lead. If North/South can find a way to play in hearts they should make 8 or 9 tricks.

Not the most exciting deal in the world to end with ... but there is always next time !

Join us again for one of our exciting World Wide Contest events :

- Monday 9th May
- Wednesday 11th May
- Friday 3rd June
- Saturday 4th 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.