



**Commentary**  
**for the**  
**World Wide Bridge Contest**  
 Organized by the WBF in cooperation with  
 CCBA & Beijing Lianzhong Interactive Network Inc  
**Set 4 – Wednesday 11 May 2016**

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

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

East will open 1♠, South will double, and West has a marginal raise to 2♠ – some will, some won't. Personally I'd pass, then North will bid 2♦, East will bid 2♥, and West will have to compete to 3♥ sooner or later.

The bad news is that 3♥ goes down a trick, as indeed will 3♠ (the latter contract might go down two I suppose).

The good news is that with their 20 HCP, North/South can make +130 in diamonds or indeed in clubs.

Any plus score here will be reasonable, I think.

**Board 2. North/South Vul. Dealer East.**

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

South will open 1♣ in second seat, and West should pass rather than stretch to overcall 1♥ or INT, or, worse, to double.

If West passes, North/South have to find a way to stay out of trouble; not easy.

North/South can only make seven tricks in clubs, but six tricks are the limit in no-trumps.

Maybe the best spot for North/South is to find a way to play 2♠, or even 2♥, where eight tricks can be obtained on best play.

East/West can make eight tricks in diamonds, but will rarely be allowed to play there.

**Board 3. East/West Vul. Dealer South.**

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

Few Wests will be wild enough to open 3♦ in second seat at unfavourable vulnerability.

So North will be allowed to decide whether to open 1♣ or 2♣ – my choice would be to bid 1♣.

East will then pick some number of hearts between one and four; don't ask me to tell you what is the right number!

The bottom line is that East/West can make 3♥, North/South 4♣, but my guess is that most of the field will find it hard to stop in part-score, one way or the other.

#### Board 4. Game All. Dealer West.

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

West will open 1♠ (even if playing a 15-17 INT, this hand is not really suitable). East will now respond 2♠ not INT -- even playing four-card majors, one should raise with three decent trumps in a semi-balanced hand.

2♠ is easy enough; however, some Wests will stretch to respond 2♣, and end up in 4♠. Best defence is to lead a heart to the ace and switch to diamonds.

Declarer can still succeed even if he (correctly) puts in the ♦Q, but may well not do so.

#### Board 5. North/South Vul. Dealer North.

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

East has a normal if pushy 1♦ opening, and South will bid 1♥ (better than doubling), West will respond 1♠, and East will probably rebid 2♣.

What happens hereafter is unclear, but the bottom line is that no-one can make much of anything! 2♣ is the last making contract -- and even that requires a modicum of care.

However, some will find a way home in 2♠ by West (only the ♠J lead beats it).

My guess is that small and not-so-small penalties will be the norm here.

#### Board 6. East/West Vul. Dealer East.

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

North/South have stops in all the suits, and 27 HCP, but do not come that close to making any game here.

The three serious candidates are to play 3NT (probably down two on a spade lead when declarer takes the diamond finesse for his contract) 5♦, quietly down a trick when the same finesse loses, and 4♥, the best game, down when hearts do not split and the ♦K is offside.

Any plus score for North/South will be spectacular, and even one down in game may represent an average.

#### Board 7. Game All. Dealer South.

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

East should respond 2♣ not 1♠ to the 1♥ opening, because he has more clubs than spades, and because the auction often allows you to bid an economical 2♠ over 2♥.

Regardless, East/West will find the club fit and East will probably lurch into slam via Blackwood (this is the sort of hand where Key-card Blackwood to check on the ♣K is a good idea).

6♣ making 12 tricks will score well, making 13 on a non-diamond lead will score very well.

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

♠ A 3 ♥ A K J 9 ♦ K Q 8 ♣ K Q 8 4  ♠ 9 6 5 ♥ Q 7 6 4 ♦ J 10 6 ♣ 10 7 6  ♠ J 10 7 ♥ 2 ♦ A 7 5 2 ♣ A 9 5 3 2	♠ K Q 8 4 2 ♥ 10 8 5 3 ♦ 9 4 3 ♣ J  ♠ K Q 8 4 2 ♥ 10 8 5 3 ♦ 9 4 3 ♣ J
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The North/South result here may depend on two things; is their 2NT opening 20-21 or 20-22?

And do they play some form of Minor Suit Stayman over the 2NT opening?

6♣ is a superb contract, with the North hand able to ruff a spade loser, while 6NT is a slightly fortunate contract, needing something favourable in a red suit, or to develop a spade trick one way or another.

Since many of the field will miss slam, playing 6♣ should earn North/South a decent score.

**Board 9. East/West Vul. Dealer North.**

♠ 10 7 ♥ A K 10 8 5 ♦ 7 4 ♣ A 10 5 2  ♠ A 4 ♥ 6 4 ♦ A K 9 8 5 ♣ 9 8 4 3  ♠ Q J 6 3 ♥ Q J 9 3 ♦ Q J 6 ♣ J 6	♠ K 9 8 5 2 ♥ 7 2 ♦ 10 3 2 ♣ K Q 7  ♠ K 9 8 5 2 ♥ 7 2 ♦ 10 3 2 ♣ K Q 7
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North has a normal if minimum 1♥ opening bid (excellent controls and points in the long suits), East a less clear overcall of 1♠ at unfavourable vulnerability.

Whether East bids or not, North/South are likely to find their way fast enough to 3♥, a contract with four fast losers and an inevitable slow one too. -50 may be close to an average for North/South though; the point is that East/West can certainly manage +110 in diamonds, and maybe in spades too.

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

♠ A J 10 ♥ Q 9 2 ♦ 10 8 6 2 ♣ K 6 2  ♠ K 4 3 2 ♥ K 8 6 4 3 ♦ K 7 3 ♣ 8  ♠ 8 5 ♥ A J 5 ♦ Q J 4 ♣ Q 10 9 5 4	♠ Q 9 7 6 ♥ 10 7 ♦ A 9 5 ♣ A J 7 3  ♠ Q 9 7 6 ♥ 10 7 ♦ A 9 5 ♣ A J 7 3
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This is not the most exciting deal of our set. The hand will be passed out at rather more than 50% of the tables (will anyone open the West hand, vulnerable?)

I suppose there are players who will). But any East whose methods allow him to open a balanced 11-count should allow his side to find a way to a spade partscore.

Despite only having just a combined 20 HCP, 2♠ plays like a dream; only a diamond lead holds West to nine tricks in that contract.

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

♠ A J 10 8 5 ♥ 6 4 ♦ K 7 3 ♣ A K 4  ♠ 6 4 3 ♥ Q 10 8 2 ♦ A J 9 5 2 ♣ 10  ♠ 9 7 2 ♥ A 7 3 ♦ Q 8 4 ♣ Q 7 3 2	♠ K Q ♥ K J 9 5 ♦ 10 6 ♣ J 9 8 6 5  ♠ K Q ♥ K J 9 5 ♦ 10 6 ♣ J 9 8 6 5
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At some tables East/West will go quietly; when North opens 1♠ and South raises to 2♠, everyone will pass and North/South will collect +110 or perhaps +140.

At other tables South will respond INT and play there on a diamond lead, making anywhere between seven and nine tricks, I suppose.

But at some tables East/West will balance over 2♠, and should then find a way to 3♥. Despite their meagre high cards, 3♥ plays pretty well for East/West; in fact I am not sure you can beat it!

**Board 12. North/South Vul. Dealer West.**

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

North/South figure to have an unopposed sequence here to 2♥, along the lines of 1♥-1♠-2♣-2♥-Pass.

East has a relatively clear lead of a trump here to try to stop club ruffs in dummy.

Declarer does best to put in dummy's ♥9 and pass the ♣10 at once. That will get him up to eight tricks – though it is easy to see that there are unsuccessful lines for declarer involving early spade finesses.

My guess is that +110 will score nicely enough here, +140 very well indeed.

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

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

Whether North thinks he has a one-level opener, or a weak one- or two-suiter, he won't be able to obstruct East/West here.

They ought to find their way easily enough to a heart game rather than playing 3NT, though I am sure some will play the wrong game, or stop too low, or even try for slam.

On a diamond lead the defence can take two winners against 4♥, otherwise they will make 13 tricks. A diamond lead is easier to envisage against a contract played by East than West.

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

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

It should be easy enough to bid the North/South hands to a spade contract, but that is far from the case.

East/West might jam the works by bidding and raising clubs, but even on an unopposed sequence, finding spades at all is not so easy.

Fortunately for North/South, the fall of the ♥Q doubleton means that the 4-3 heart fit plays just as well as 4♠.

Even 5♦ will come home – though only on careful play.

But 3NT figures to meet the fate it deserves; down one.

**Board 15. North/South Vul. Dealer South.**

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

Where West has a weak no-trump available, he will surely use it, but what happens after that is unclear indeed.

North should double for penalties, and East will then either brave it out or run to 2♦ – but even if East passes, West might rescue himself into clubs.

The bottom line is that all three East/West contracts figure to go down a trick (possibly doubled) but North/South can do better simply

by competing to 2♥, where the very favourable lie of the hearts lets them take nine tricks.

**Board 16. East/West Vul. Dealer West.**

<p>♠ 9 3 ♥ 7 5 3 2 ♦ J 10 9 ♣ 9 7 5 4</p> <p>♠ A 5 2 ♥ 9 4 ♦ A K 7 6 5 2 ♣ Q 6</p>	<p>♠ Q J 10 6 ♥ J 10 6 ♦ 8 3 ♣ K J 10 8</p> <p>♠ K 8 7 4 ♥ A K Q 8 ♦ Q 4 ♣ A 3 2</p>
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West will open 1♦, East will respond 1♠ and South should have a INT overcall available for a decent strong no-trump.

West will presumably compete to 2♦, after which South may balance into 2♥, a reasonable decision, since that contract can only be set a trick.

Still, East/West can bid on if they feel like it; 2♠ might well register eight tricks, and 3♦ is far easier to play for +110.

This looks the sort of board where any plus score will not matchpoint too badly.

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

<p>♠ J 8 2 ♥ Q 4 ♦ 9 5 2 ♣ A K 10 3 2</p> <p>♠ 5 ♥ A 9 ♦ A K J 10 8 3 ♣ J 8 5 4</p>	<p>♠ A 3 ♥ J 10 7 6 2 ♦ 7 6 4 ♣ 9 7 6</p> <p>♠ K Q 10 9 7 6 4 ♥ K 8 5 3 ♦ Q ♣ Q</p>
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Any South worth his salt will open 4♠ not 3♠ here, won't they, since anything less might allow the opposition to get together too easily – plus the extra playing strength makes the choice clear.

West now really has to bid 5♦, doesn't he?

I'd expect most Norths to double, though bidding 5♠ might be right – it depends on how loose your partner's pre-empting style is. 5♠

should lose three tricks, while 5♦ can be set 300, still a good save against 4♠ of course.

**Board 18. North/South Vul. Dealer East.**

<p>♠ J 10 9 7 6 3 ♥ A 9 5 3 ♦ 9 8 ♣ A</p> <p>♠ A Q 5 2 ♥ 10 8 ♦ 7 3 2 ♣ 10 9 4 2</p> <p>♠ 8 4 ♥ K 7 2 ♦ A K Q 10 4 ♣ J 7 3</p>	<p>♠ K ♥ Q J 6 4 ♦ J 6 5 ♣ K Q 8 6 5</p>
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East will open 1♣, South will overcall 1♦, and West will surely bid 1♠ – rather to North's surprise.

Since many play double here would be takeout, North will pass, but can bid 2♠ at his next turn. It is logical to imagine East/West competing to 3♣ now, down at least two tricks on normal defence.

But that will still score respectably against the North/South partscore, (unless someone finds a double) since spades figures to register +170 for North/South.

**Board 19. East/West Vul. Dealer South.**

<p>♠ J ♥ A 8 6 5 ♦ 10 8 7 6 5 4 ♣ J 9</p> <p>♠ K 10 ♥ Q 10 2 ♦ A K Q J 3 2 ♣ 5 3</p> <p>♠ Q 6 5 3 2 ♥ K J 9 3 ♦ — ♣ A K 7 4</p>	<p>♠ A 9 8 7 4 ♥ 7 4 ♦ 9 ♣ Q 10 8 6 2</p>
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On this strange deal South will open 1♠, and West will overcall 2♦ (yes an off-beat INT overcall might make sense or an intermediate 3♦ bid is possible too).

North/South might elect to defend a doubled partscore in diamonds, holding West to no more than six tricks, and maybe only five?

Conversely, if North/South play hearts, they can just about take nine tricks on a cross-ruff, even on a trump lead.

Minus scores will surely be the order of the day though.

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

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

When East sees South's 1♠ bid passed round to him, he will probably double.

Now if South redoubles, North should compete to 2♠ over 2♣.

But will East/West bid on to 3♣ now – and if so, will North/South double, or will they bid on to 3♠?

As you can see, 3♣ is down a trick for the magic 200 for North/South, while 3♠ probably makes nine tricks.

Only repeated club leads put 3♠ in danger if declarer reads the position right. The same defence sets 3♦, where it will be easier to find.

**Board 21. North/South Vul. Dealer North.**

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

The weak no-trumpers are likely to open the East hand INT and buy it there, making seven tricks when the ♣A is inside.

Their auction may be far more competitive if East opens 1♣ or 1♥, playing a strong no-trump.

East/West might buy the hand in hearts, where they make either eight or nine tricks depending on which black suit the defence attack first, while North/South have good chances for eight tricks in spades.

**Board 22. East/West Vul. Dealer East.**

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

More than half the field will reach slam on the East/West cards, the most sensible slam being 6♥ by East, the most lucrative being 6NT by East again, to protect the club position.

The play of the diamond suit is critical; on a passive major-suit lead, declarer needs four tricks there to make an overtrick. Leading to the ten is better than running the ten; the former is a 50% play, the latter needs to find the queen and also have the nine drop in three rounds.

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

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

Unless the West hand falls into your 2NT opening range, West will open 1♥ (or perhaps 1♣) and raise a 1♠ response to game.

Not the most sophisticated of auctions but a normal contract.

Best is a trump lead I suppose, but South's natural lead is a club and East may then play for heart ruffs in hand. If he does so, he probably ends up with ten tricks when North's ♠10 gets promoted.

There are lines for 11 tricks, most of which involve taking a diamond finesse.

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

♠ 8 7 2 ♥ Q 10 8 2 ♦ 8 ♣ A K 7 5 2 ♠ A Q J ♥ A 9 7 ♦ 9 6 4 3 ♣ 10 9 3	♠ K ♥ K J 6 4 ♦ A J 10 5 2 ♣ Q 8 4 ♠ 10 9 6 5 4 3 ♥ 5 3 ♦ K Q 7 ♣ J 6
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East will open 1♦ in third seat, after which I would NOT recommend a weak-jump overcall with such a bad suit and side defence.

Regardless, though, West will probably end up declaring 3NT, and it is up to North to lead a low club – which will set the game whether or not West guesses well at trick one.

If North leads a high club, nine tricks look easy enough, and if the defence lead and continue spades West might do even better.

**Board 25. East/West Vul. Dealer North.**

♠ 8 ♥ A 8 4 ♦ 9 3 2 ♣ K Q 9 6 4 2	♠ K 6 4 2 ♥ 3 2 ♦ A K Q 10 8 ♣ 8 7 ♠ A Q ♥ J 10 9 7 6 5 ♦ 7 6 ♣ A J 5 ♠ J 10 9 7 5 3 ♥ K Q ♦ J 5 4 ♣ 10 3
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On this battle of the major-suits the crux of the auction is whether West treats his hand as a limit-raise or a simple raise of a 1♥ overcall.

If the former, East will try 4♥, if the latter, he will probably stop in 3♥.

Since North/South are likely to compete in spades to whatever level East/West bid, the normal results here will range between +50 for East/West defending 3♠ and +300 against 4♠. 4♥ of course makes +620, but few will be allowed to play there.

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

♠ A Q 8 4 3 2 ♥ A 8 5 ♦ J ♣ K Q 4	♠ 6 ♥ 9 6 4 3 ♦ K Q 2 ♣ A 10 8 7 5 ♠ K J 9 ♥ K 10 2 ♦ 10 8 7 6 3 ♣ J 9 ♠ 10 7 5 ♥ Q J 7 ♦ A 9 5 4 ♣ 6 3 2
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When West opens 1♠ in third seat the field will be split between those raising spades and those who respond INT and raise spades later.

Put me firmly in the former camp.

Either way 4♠ will generally be the final contract, far better than 3NT, which is set on four rounds of diamonds.

To make +450 in 4♠ declarer must not draw trumps, but pitch dummy's third heart on the clubs, and ruff a heart in dummy. Easy enough --but some will fall from grace...

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

♠ Q 6 2 ♥ 2 ♦ A Q 8 7 2 ♣ Q J 5 2	♠ K 10 8 5 3 ♥ Q 10 9 ♦ K 10 6 5 ♣ 8 ♠ J 7 4 ♥ A K 6 3 ♦ J 9 ♣ 10 9 6 3 ♠ A 9 ♥ J 8 7 5 4 ♦ 4 3 ♣ A K 7 4
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A likely start to the auction here is

West	North	East	South
			1♥
Dbl	1♠	INT	Pass
Pass	2♥	All Pass	



If South is left to declare 2♥, the best lead for West is a trump to allow East to kill the club ruffs.

But declarer can change horses and set up spades instead for ten tricks, with the ♦K providing the entry back to dummy.

A better (but almost impossible defence to find) is to cash the ♥AK and shift to the ♦J.

East-West will buy the hand, and take seven tricks in clubs sometimes, I suppose.

**Board 28. North/South Vul. Dealer West.**

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

To some people the favourable vulnerability makes the West hand a 4♠ opening, others will think 3♠ enough – and some lily-livered cowards will pass.

Facing a 4♠ opener East will surely drive to at least 5♠, facing a pass it may be a struggle even to reach 4♠.

However, a 3♠ pre-empt gets the job done, since any sensible East will bid 4♠ – won't they?

+420 should be worth a 70% board; there will be many falling by the wayside here, one way or another.

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

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

In third seat South will open a Multi 2♦ or a weak 2♠, the latter giving West a problem when East finds a reopening double.

As the cards lie, 3NT is hopeless for East/West, always assuming South remembers not to take his ♠A prematurely.

However it may be far from easy for East/West to reach a club partscore.

Collecting +130 will deservedly score them well, beaten only by the North/South pairs who over-preempt, and concede 300.

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

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

West will open 1♥ in third chair, setting North a problem. There will be those who bid INT, I know, but I prefer a pass.

If he passes, South will be able to protect with 1♠, and now what for North?

Many will drive unsuccessfully to 3NT, I am sure.

As to par here; South can manage +110 in spades by ruffing hearts in his hand, and North can take eight tricks in no-trumps by end-playing West to lead diamonds or spades twice, though few will do so.

**Board 31. North/South Vul. Dealer South.**

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



West has a normal weak no-trump, which might end the auction I suppose.

However, an aggressive North might overcall to show the majors here, and South should certainly balance with 2♣ if that is natural.

Seven tricks appear to be the limit for North/South in clubs, their best partscore, while East/West have at least eight tricks in no-trumps, and maybe more.

The play is quite complex, but +120 looks like the standard result here.

**Board 32. East/West Vul. Dealer West.**

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

East/West are relatively likely to have an unopposed auction here, in which case they should play 4♠.

The final board of the set produces a sweet play, even on a diamond lead – best for the defence.

Declarer draws three rounds of trumps (North carefully keeping his ♠K back to prevent a simple cross-ruff).

Then he plays four rounds of clubs to squeeze South in the red-suits, for no less than 13 tricks and a fine score.

Some will play 3NT and make 12 tricks I suppose.