



Commentary
for the

World Wide Bridge Contest

Organized by the WBF in cooperation with
CCBA & Beijing Lianzhong Interactive Network Inc

Set 6 – Saturday 4th June 2016

Board 1. Love All. Dealer North.

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

If North is able to open a 10-12 INT South will use whatever methods are to hand to invite game (a popular idea in the UK is to bid 2♦ and continue with 2♠, showing either a raise to 2NT or a strong balanced hand with slam interest. Here North would sign off with 2NT.

Where North passes, if South opens 1♣ West might overcall 1♦ when North doubles and then passes South's rebid of 1NT.

If South starts with a Precision style 1♦ North responds 1♥ and passes the 1NT rebid.

If South opens 1NT (12-14 or 13-15) North is sure to look for game via Stayman facing the latter, but might not oppose the former.

If West is on lead against a notrump contract and starts with a diamond, declarer has a shot at nine tricks. They will be easy if East returns a diamond at trick two, but even if East finds the strongest defence of switching to a spade declarer can prevail.

The first spade is ducked and after taking the second declarer plays five rounds of clubs. On the last of these East is down to ♠Q8 ♥J105 ♦4. Pitching a heart gives declarer three tricks in the suit, while parting with a diamond allows declarer to play three rounds of hearts forcing East to surrender a trick to dummy's ten of spades. Finally, if East discards a spade declarer can cross

to dummy with a heart and play a spade, or play a diamond, throwing a heart from dummy.

Board 2. N/S Vul. Dealer East.

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

If East opens 1NT West has enough to insist on game and with a flat hand current theory suggests that there is no point in looking for a 4-4 heart fit.

If East starts with a strong 1♣ West responds according to system (I like 1♠ to show a balanced hand) when 3NT is certain to be reached.

If South leads a diamond, North wins with the ace and switches to a spade. Declarer wins and has nine tricks on top, with little hope of a tenth.

Board 3. E/W Vul. Dealer South.

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

If South opens 1♥ North responds 2♦, bids 3♣ over South's 2♥ rebid and 3NT over the preference to 3♦.

If South fails to open North starts with 1♦ and rebids 2♣ over South's 1♥ (as a passed hand South might respond 2♥, but that idea appears to have fallen out of fashion). Whatever action South takes North is sure to bid again, and 3NT will be reached.

It should not be difficult to take ten tricks, but the defenders might go wrong. For example, if South were to be declarer (unlikely but not impossible) and West leads a spade, East needs to find a heart switch at trick two, otherwise declarer should be able to record eleven tricks by taking a spade finesse at some point.

Board 4. Game All. Dealer West.

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

If North opens 1♣ South will immediately be thinking in terms of a slam. If South is able to respond with an inverted 2♣ North might bid 2♠ rather than 2NT (which would show stoppers in both majors). If South then temporises by bidding 3♣ North bids 3♥, showing a stopper in the suit. At this point South has numerous options. Some partnerships play that now 4♣ is RKCB and if that is available, it is a sensible option as South discovers North has two key cards and can then ask for kings.

If North prefers to rebid 2NT South can still continue with 3♣ (or possibly 4♣, which is generally played as asking for key cards). On this occasion it will not matter that 6NT is wrong sided.

If 2♣ is not available South might respond 1♦ and then raise North's 1NT to 6NT.

Another possibility is to take the bull by the horns and jump to 4NT en route to a slam.

If North starts with a 12-14/13-15 INT the practical bid for South is to jump to 6NT.

6♣ is virtually lay down, but it is possible that South might risk playing in notrumps. (In his excellent Winning Duplicate Tactics David Bird discusses the merits of bidding six of a minor or

6NT at match points, concluding that 6NT is the winner.)

Here you need one of two finesses, but they are both right and 6NT is sure to give NS a tremendous score.

Board 5. N/S Vul. Dealer North.

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

If North opens 1♣ and South responds 1♠ West can bid 2♣ to show the red two-suiter. With plenty of high card points, but mainly soft values East has an awkward hand to describe. 3♦ is a possibility, but is likely to end the auction. East may do better to respond 2NT, when West might raise to game.

If West prefers to overcall 2♥, East responds 2NT and West raises to game.

If North were to open a 10-12 INT (not so likely vulnerable) or the 12-14 variety South transfers to spades. West doubles and can then bid 3♦ on the next round, after which East has enough to try 3NT.

If North starts with a Precision 1♦ South responds 1♠ and West bids 2♥. If East bids 2NT West has enough to raise to game.

If North elects to pass, South might open 2♠ (especially if it promises a two suited hand) . If West overcalls 3♥ East will probably try 3NT.

If South leads a club, the only chance the defenders have is for North to win with the ace and return the two, putting declarer to a guess.

If North has passed initially, it will be hard for declarer to get this right.

It occurs to me that it would be brilliant play by North to lay down the ace of hearts at trick two. If declarer places the ♥AK on the right then the club switch at trick three might see declarer put in the ten.

Board 6. E/W Vul. Dealer East.

<p>♠ 7 5 3 ♥ J 7 4 2 ♦ 9 8 ♣ Q 9 5 4</p> <p>♠ J 10 ♥ 10 9 ♦ A K 5 3 ♣ A J 8 3 2</p> <p>♠ K Q 6 ♥ Q 8 5 3 ♦ Q 10 7 6 ♣ 10 7</p>	<p>♠ A 9 8 4 2 ♥ A K 6 ♦ J 4 2 ♣ K 6</p>
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If East opens INT (13-15/14-16/15-17) West has an easy raise to game.

If East starts with 1♠ West responds 2♣ when an Acol player will rebid 2NT with the East hand, promising 15+. West might make a mild try with 3♦, but East signs off in 3NT.

What should South lead against 3NT?

A top spade makes life very easy for declarer, who wins and returns the suit. South ducks, but declarer comes to hand with a club and plays a spade, when ten tricks are certain. If South then switches to a heart declarer wins and cashes two spades. If South comes down to two hearts they must be the ♥Q5 - keeping the ♥Q8 allows declarer to cash a top diamond and the ace of clubs and then play two rounds of hearts to endplay South for an eleventh trick. By retaining the ♥5 South can escape by unblocking the queen under the king.

On a heart lead declarer wins and might play on clubs, cashing the king and finessing the jack. North wins and returns a heart and now declarer should finish a trick short.

Suppose declarer ducks the first heart and wins the continuation. It should be clear that the hearts are probably 4-4, so declarer can cross to dummy with a diamond and run the jack of spades. South wins and plays a heart, but declarer wins and can now clear the spades, losing only two spades and two hearts.

That would certainly be a good line atimps, but at pairs the lure of five club tricks is hard to resist.

If South leads a diamond declarer wins in hand with the jack. Playing on clubs leads to nine tricks, while playing on spades results in ten.

Were South to lead the ten of clubs, declarer must play on spades to get up to nine tricks.

Board 7. Game All. Dealer South.

<p>♠ K 10 4 3 ♥ J 10 ♦ A K 10 7 6 3 ♣ Q</p> <p>♠ A Q 6 ♥ K 9 ♦ J 8 5 2 ♣ J 7 5 4</p> <p>♠ J 8 5 2 ♥ 8 7 4 2 ♦ Q ♣ 8 6 3 2</p>	<p>♠ 9 7 ♥ A Q 6 5 3 ♦ 9 4 ♣ A K 10 9</p>
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If West opens 1♣ North overcalls 1♦ and East bids 1♥. West rebids INT and East continues with a checkback 2♣ and then jumps to 3NT.

If West opens a Precision style 1♦ and North passes East responds 1♥ and then uses checkback over West's INT rebid.

If West starts with a 10-12/11-13 INT North is sure to intervene. One possibility is to bid 2♦ to show spades and another suit. Attempting to predict the exact course the auction will take from here would use up the remaining memory on my computer, but West is likely to end up in 3NT.

If West elects to pass, North opens 1♦ and East overcalls 1♥. If West now bids 2NT East will raise to game.

If North starts with a top diamond, the defenders chances of defeating 3NT will immediately vanish.

If North switches to the jack of hearts, declarer wins in hand and plays a club for the queen and ace. If declarer returns to hand with a club and plays the nine of hearts, ducking North's ten results in an overtrick, as North is endplayed.

The situation changes if North starts with a low diamond. South wins with the queen, but must now switch to a spade. On a low card, declarer follows with the six and North wins with the ten. Cashing the top diamonds surrenders a ninth trick, but if North exits with a heart declarer wins in hand, plays a club and can then set up a ninth trick in hearts. The way for the defenders to avoid this is for South to switch to the jack of spades (this type of play is examined in detail in The Rodwell Files). Declarer covers with the queen and North wins with the king and continues with the ten.

Board 8. Love All. Dealer West.

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

If West opens 1♣ North overcalls 1♠ and East either bids 2♥ or doubles, depending on agreements.

Over 2♥ West rebids 3♣ and then bids 3NT over East's 3♠. After a double West rebids 2♣, then bids 3♣ over East's 2♥, followed by 3NT over East's 3♠.

If West starts with a Precision style 2♣ North is less likely to overcall. If East responds with a conventional 2♦ West bids 2♠ and East either jumps to 3NT or invites game with 2NT. Despite having a modest number of high cards West should probably accept the invitation, hoping the clubs will run.

On this layout declarer must come to nine tricks. If East is the declarer and South leads a low diamond declarer wins with dummy's jack and plays the queen of hearts. To ensure four tricks for the defence South must win and switch to spades.

Board 9. E/W Vul. Dealer North.

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

If South tries a third in hand 1♠ West doubles and North raises spades according to taste, the main possibilities being 2NT and 3♠. In either case East has enough to introduce diamonds, but West will be doing well to go on to game.

If South passes West opens 1♦ and East raises - an inverted raise of 2♦ will be popular - when West can bid 2♥ to show the stopper. If East then bids 3♣ West, knowing East has nothing wasted in spades, might take a shot at 5♦.

If East makes a limit raise to 3♦ West will either pass or possibly try 3♥, when East can bid 4♣ or jump to 5♦.

Although it is not easy to reach, 5♦ it is clearly where EW would like to play. If declarer makes a winning guess in clubs then twelve tricks will be made.

Board 10. Game All. Dealer East.

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

If East opens 1♣ West responds 1♠ and then uses checkback before raising to 3NT.

If East starts with a Precision style 1♦ the situation does not really change, although East might rebid 2♣ (it is a matter for the partnership to decide if this should promise at least nine minor suit cards).

Suppose South leads a heart against 3NT, declarer taking North's queen with the king and playing the jack of clubs (perhaps unblocking dummy's nine). North can win and return the ten of hearts, but if declarer ducks twice, or covers the first time, the defenders will only collect three tricks.

It does not help North to duck the first club, as declarer can always get to dummy with a spade, run the queen of diamonds and then cash a second spade before repeating the diamond finesse.

A spade lead is a little more testing.

Declarer must win in dummy and will probably play a club to the king followed by the jack of clubs. North wins the second round and switches to the ten of hearts, but as long as declarer puts in the jack ten tricks should be recorded.

Board 11. Love All. Dealer South.

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

If South opens INT (13-15/14-16/15-17) North has an easy raise to game over the first two ranges, but might be a little more ambitious over the third, perhaps transferring to clubs and then trying a quantitative 4NT, an invitation that South will decline.

If South starts with an Acol style 1♠, rebidding 2NT over North's 2♣ then the same sort of thing might happen.

As it happens, with the king of spades well placed, and the jack falling on the third round twelve tricks are straightforward as long as South is declarer.

It will not be a surprise if several pairs bid 6NT, especially when the opening bid promises 15-17.

Board 12. NIS Vul. Dealer West.

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

A few players will be able to open the West hand with something to show both majors (2♣, 2♦ and 2♥ have all been used from time to time). Where that happens, the practical bid for North is 3NT.

When West passes and North opens 2NT South will pass, and the same sort of thing will happen after a strong 1♣ opening and a negative 1♦ response, although in this scenario West might come in on the second round, some players being able to double to show a major or minor two-suiter.

Defending a no trump contract, what should East lead?

The old adage, 'fourth best of your longest and strongest' will be a disaster here, as declarer will win with dummy's ten and run the ten of clubs, taking ten tricks with ease.

A spade is not much better - declarer can win in dummy and run the ten of clubs. East wins and returns a spade, but declarer wins and knocks out the ace of clubs.

Only a heart lead holds declarer to eight tricks - easy to find if West has shown both majors.

Board 13. Game All. Dealer North.

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

If East opens INT (12-14/13-15/14-16) West passes in the first case, but invites game in the other two. It is a matter for the individual conscience if it is worth looking for a 4-4 spade fit - the consensus being that with a 4-3-3-3 pattern it is not worth it.

What should South lead against a notrump contract?

A heart lead is a disaster - declarer wins in hand, knocks out the ace of clubs and in due course leads up to the king of spades for nine tricks.

If West has used Stayman East will have shown hearts, which might persuade South to look elsewhere.

A diamond lead puts the defenders one step ahead - declarer will knock out the ace of clubs and then hope the queen of hearts is onside, but leading a spade is also good enough and so is a club, the point being that neither of them gives declarer a third heart trick.

Board 14. Love All. Dealer East.

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

If East opens 1♦ West responds 1♥ and North overcalls 1♠. If East rebids 1NT South can scrape up a raise to 2♠, which will probably end the auction.

If East starts with 1NT (12-14/13-15) West might try Stayman opposite the latter range, but North can still bid 2♠. If West decides to double that East will probably decide to defend.

If East leads a heart, West wins and does best to switch to a trump. East wins and returns a heart, West winning and playing a second trump. Declarer has to win that and ruff a heart, which establishes the nine. Now declarer plays a club and if West plays low it is essential to put in the ten.

West will probably put in an honour, when declarer wins and exits with a spade. East wins and will probably try the ace of diamonds, but declarer can ruff and exit with a club, not caring who wins.

Declarer can also pitch the five of clubs on the ace of diamonds, leaving East to choose between a club into the tenace, or diamond, giving declarer access to dummy's king.

Board 15. N/S Vul. Dealer South.

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

If South opens 1♥ West might try a weak jump overcall of 3♦. When North raises to 3♥ East will

either jump to 5♦ or bid 4♣ along the way, the idea being to possibly help West with the opening lead. South is sure to bid 4♥/5♥ depending on what East does, but it is easy to see that ten tricks are the limit in hearts as long as the defenders find their club ruff, which should not be too difficult.

Board 16. E/W Vul. Dealer West.

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

If West opens 1♥ East responds 2♣ and then raises West's 2NT rebid to game. If West rebids 2♥ it will be East who declares 3NT.

If North leads a spade declarer wins in dummy and plays a club to the jack. North wins and now needs to find a heart switch to hold declarer to nine tricks. Playing a second spade allows declarer to win in hand, unblock the king of clubs, cross to dummy with a spade, cash three clubs and play a diamond to the queen for ten tricks.

If East is declarer South might lead a diamond, after which it should be easy for the defenders to collect four tricks.

Board 17. Love All. Dealer North.

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

If West opens 1NT (13-15/14-16/15-17) East will look for a spade fit before inviting game or jumping to 3NT (opposite 15-17).

If West starts with an Acoll 1♣ East responds 1♦ and then raises the 1NT rebid to game.

Not for the first time in this set, the opening lead is important.

On a heart lead declarer has two tricks in the suit by going up with dummy's queen and can cross to hand with a diamond and play a spade to the king, establishing the game going trick.

On a diamond lead declarer wins in hand and is likely to play a spade to the king. Suppose South wins and switches to the seven of clubs, covered by the eight and jack. If North returns a club to South's king, declarer ducks, pitching a spade from dummy. The best South can do is return the jack of spades, but declarer wins in dummy and cashes the diamond winners, the last of which finds North with ♠8 ♥KJ ♣Q6. Throwing a heart or a club is immediately fatal, but if North parts with a spade declarer plays two rounds of hearts and North has to lead into the ♣A10.

To defeat 3NT North has to switch to a spade after winning with the jack of clubs.

South might do better to smoothly duck the king of spades, as declarer is likely to come to hand with a diamond and play a second spade to the queen, when South can cash three tricks in the suit and then switch to a club.

It's essential to make this type of play without pause for thought, as then declarer will switch tack and play a heart towards the queen in the hope of establishing a ninth trick.

If North leads a low club and declarer takes South's king with the ace and plays a spade to the king South will probably win (as above, South might duck the spade smoothly) and return the nine of clubs for the ten and jack. Now North must resist any temptation to lay down the queen of clubs, which would see declarer emerge with ten tricks.

North must switch to a spade (or a diamond) when declarer should not come to more than eight tricks.

Declarer might try ducking the king of clubs and then covering the nine with the ten, but North can win and must then find a spade switch.

Board 18. N/S Vul. Dealer East.

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

If North opens 1♣ East might overcall 1♥ and if South doubles West raises to 3♥ and North bids 3NT. If South simply raises to 2♣, which is perhaps the sounder option, West raises to 3♥ when North will probably be unable to resist the temptation to bid 3NT.

If North starts with a strong 1♣ and East overcalls 1♥ South passes and West raises to 3♥. Assuming North now passes, South can double, when North must choose between, Pass, 3NT and 4♣.

With the king of diamonds offside, declarer has little hope of more than eight tricks in notrumps, or nine in clubs, but there should be five defensive tricks against 3♥ doubled.

Board 19. E/W Vul. Dealer South.

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

Assuming South passes (there may be a few subversives who open with a weak 2♦) West starts with 1♠. If North jumps to 3♥ East is likely to jump to 4♠, when West will not stop short of 6♠.

If West prefers to open 1♣ and North bids 3♥ East will probably bid 3♠ after which 6♠ is sure to be reached.

If West starts with a strong 1♣ and North overcalls 3♥ East's 3♠ will surprise West, but

after establishing that an ace is missing West will settle for 6♠.

The mathematically minded will have observed that 7♥ is only 5 down, -1100, and it is by no means impossible that some pairs might bid on to 7♥, especially where South bids 5♥ over East's 3♠/4♠.

Playing in 6♠, given the bidding, declarer will be able to deduce that North's hand is 2-7-3-1 and take a second round club finesse.

Board 20. Game All. Dealer West.

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

If West opens 1♥ East responds 1♠. If South overcalls 2♣ West might elect to pass, and then convert East's reopening double by passing again.

One has to take risks at pairs, but bidding 2♣ strikes me as horrendously dangerous - there's a difference between a gamble and a calculated risk.

Assuming South passes, West rebids 2♣ and East bids 2♥ which will end the auction.

If West starts with INT (13-15/14-16/15-17) East might look for a spade fit via Stayman. If South doubles that West can redouble (to play) which should add up to +1160. (That is certainly unlucky for South.)

If South keeps quiet West responds 2♥ and if East then bids 2NT West passes.

2♣ doubled by South costs 1100 (at least that beats all the -1160's).

The disposition of the honour cards mean that ten tricks are available in notrumps.

Board 21. N/S Vul. Dealer North.

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

I suspect a reasonable number of players will open the East hand 1♥. If South overcalls 2♦ (perhaps less likely if encountering this deal immediately after the previous one) West raises hearts, choosing between 2♥ and a 'law abiding' 3♥. North can double 2♥ with a clear conscience, and might also decide to do the same after 3♥, despite the obvious risk involved.

In both cases South should probably bid spades.

Where East passes, if South opens 1♦ North responds 1♠ and then passes South's rebid (I would raise to 2♠, but my guess is that INT will be more popular). Where South rebids INT East might try a frisky 2♥ after which it is unclear what will happen.

If South starts with a 12-14/13-15 INT North might look for a spade fit opposite the latter and then bid 2NT ending the auction. East might come in with 2♥, but that is very speculative in this auction.

NS do very well in a spade contract.

If South is declarer and West leads a heart, East wins and to be sure of holding declarer to nine tricks must now return a heart, or switch to the queen of clubs (which sets up a potential club ruff).

After a heart return West must duck the queen of spades, win the next round and play a third heart.

The concept of playing hearts by the defenders is a sound one. Assuming declarer ruffs the third heart in hand, it would be fatal to cross to dummy with a diamond and cash the king of spades. Better to play a club to the eight and queen, ruff the heart return, cash the king of spade and then play three rounds of diamonds (there is no need to finesse), West can ruff, but must lead a club.

Alternatively, declarer can start clubs by leading the jack.

If NS play in notrumps then the defenders do best to lead hearts. Declarer scores a trick with the king and plays on spades, West winning and going back to hearts. The defenders cash three more tricks in that suit and East exits with the queen of clubs, leaving declarer to divine the diamond position. West will be known to have started with four spades and four hearts as well as at least one diamond and two clubs. If East did not open, West will also be marked with the king of clubs, making it clear that East started with four diamonds. By finessing the ten of diamonds declarer takes eight tricks.

Were West to start by leading a spade, declarer would be in with a chance of ten tricks, but would need to get the diamonds right.

Board 22. E/W Vul. Dealer East.

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

If South opens 1♥ North responds 1♠ and then bids 3♣ over South's 2♦. (In the ACOL Index Eric Crowhurst points out that a jump to 4♥ would be a delayed game raise promising four card support. The book was written before an immediate response of 2NT became a popular way of showing a good hand with four-card heart support.) When South rebids 3♦ North jumps to 4♥. After this start South might continue bidding, either resorting to asking for key cards, or cue bidding 5♣. In either case a slam might or might not be reached.

If South starts with a strong 1♣ and North shows a balanced positive then the auction might go: 1♣-1♠*-2♥-2♠-3♦-3♥-4♣ at which point North bids 4♠ and then jumps to 6♥ over South's next bid.

Say West leads a spade against 6♥ and declarer wins with dummy's ace.

If hearts are 3-2 and diamonds 3-3 then anything works, but declarer should consider if there is any chance if one or both red suits misbehave.

One possibility is to find a defender with a singleton heart honour, but there is no clue as to which defender (if either) might be short.

If declarer starts by playing three rounds of diamonds, ruffing in dummy, East overruffs and returns a club and declarer wins with the ace and might easily go wrong, ruffing a diamond with the king of hearts and then finessing the ten, hoping East started with ♥QJ2. That appears to be a better chance than finding West with the singleton jack.

If declarer plays a heart to the ace at trick two the fall of West's jack allows declarer to play three rounds of diamonds, ruffing with the king of hearts. Declarer must then cash the king of spades, ruff a spade, and ruff a diamond. East can overruff, but that will be the only trick for the defence.

If declarer comes to hand with a club as opposed to via a spade ruff, at the point where declarer ruffs the fourth diamond, East discards a club. Declarer ruffs something to hand and plays a heart, but East wins and plays his remaining black card, ensuring a second trump trick.

Cashing the king of hearts at trick two leads to defeat on this layout, but would work if the defenders red suits were reversed.

Board 23. Game All. Dealer South.

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

If South opens 1♠ West bids hearts and no doubt 2♥, 3♥ and 4♥ will all attract support. East can raise 2♥ to 3♥, and 3♥ to 4♥, but there is a difference.

Over 3♥ South can bid 4♣, getting the second suit into the game, whereas after 4♥ South is unlikely to do more than bid 4♠.

Were South to bid 5♣ over 4♥ would North be able to draw the right inference and go on to 6♣ - what S.J. Simon would have described as a 'Master Bid'.

If South starts with a strong 1♣ and West jumps to 4♥ then 4♠ looks like being the final contract.

If South starts with 2♣ and West bids 4♥ South's 4♠ will probably end the auction.

There is a possibility that I haven't mentioned, which is for South to bid 4NT over 4♥, which must show a two suited hand. It's a gamble, but if West has bid 3♥ and East has raised then it's likely partner has at most a singleton heart. If you believe that to be the case you could even bid 6♣ over 4♥.

If West leads the ace of diamonds declarer makes all thirteen tricks in clubs and can take twelve in spades by crossing to the queen of spades and taking a ruffing diamond finesse.

Board 24. Love All. Dealer West.

<p>♠ K 10 9 8 ♥ 8 6 4 ♦ 3 ♣ Q 9 8 5 3</p> <p>♠ Q J 2 ♥ K J 5 2 ♦ K 6 5 4 2 ♣ 4</p> <p>♠ A 5 4 ♥ A Q 10 9 3 ♦ Q ♣ A J 10 6</p>	<p>♠ 7 6 3 ♥ 7 ♦ A J 10 9 8 7 ♣ K 7 2</p>
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The East hand is a perfect weak 2♦ and where that happens South will overcall 2♥. With good defence against a heart contract West should probably not bid 5♦, which will leave South with an easy double - what is sometimes called 'fielder's choice'.

Much better to bid 4♦, giving NS room to go on to 4♥. That may not happen here, but -50 (or -100) should not be too bad a result.

If East passes and South opens 1♥ North either raises to 2♥ or responds 1♠, planning to support hearts on the next round. One of the problems with responding 1♠ is that East can bid 2♦. South can double that and can double again if West raises to 3♦, leaving North with an interesting decision, to bid 3♥ or introduce the clubs.

If South starts with a strong 1♣ it is possible that West might come in, one possibility being to bid 1♥ to show two suits of the same colour. North passes and East bids 2♣, showing better clubs than spades, but guaranteeing a better fit in a red suit. If South then bids 2♥ West will be reasonably confident that East has good diamonds, but might not be willing to bid 3♦.

North will raise to 3♥ when South will probably go on to game.

Where West passes, North responds 1♦, East bids 2♦ and South 2♥. If West raises to 4♦ North is likely to bid 4♥. You could argue that a double of 4♦ by North should show spades and tolerance for hearts, but it is not a bid to spring on partner without discussion.

There is no way to score more than nine tricks in a heart contract. Similarly, there are only nine tricks available in diamonds.

If NS play in clubs and the defenders start with a diamond to the ace followed by a heart, or an immediate heart from East, declarer must go up with the ace, cross to the king of spades, draw trumps via the finesse and play the ace of spades and a spade. West wins, but the defenders can score only one more trick.

Board 25. E/W Vul. Dealer North.

<p>♠ K Q 8 ♥ 5 3 ♦ 9 7 3 ♣ A Q 5 4 2</p> <p>♠ A 6 5 ♥ J 6 4 ♦ K 4 2 ♣ K 10 9 8</p> <p>♠ 10 3 ♥ A K Q 10 9 ♦ A Q J 6 5 ♣ J</p>	<p>♠ J 9 7 4 2 ♥ 8 7 2 ♦ 10 8 ♣ 7 6 3</p>
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If North opens 1♣ South responds 1♥ and then uses checkback over North's INT rebid before settling for 3NT.

If North starts with a Precision style 1♦ the situation does not change much, although South might be a little nervous about the club suit.

Where North declines to open and South begins with 1♥ North could respond INT and rebid 3NT over South's 3♦, but as a passed hand 2♣ is a fair alternative.

An Acrol player could bid 2♣ over 1♥ and then bid 3NT on the next round.

If South starts with a strong 1♣ North responds 2♣ and South rebids 2♥. I'm not sure what North should bid now - 2NT might wrong side the contract and bidding 2♠ will make partner think you have four of them. Still, I prefer that to rebidding the clubs. In practice everything will work and the final contract should be 3NT by North.

If East leads a spade, West wins with the ace and returns a spade, declarer winning in hand and playing a diamond to the queen. If West wins that declarer will soon be claiming the rest, but what if West ducks smoothly?

If declarer now cashes the top hearts it will be clear that if the diamond king is onside and the suit is breaking all the remaining tricks can be taken by coming to hand with the ace of clubs and repeating the diamond finesse.

On the other hand, after cashing the top hearts declarer can play safe by ducking a diamond.

I can't tell you what will happen, but it does illustrate that a defensive duck can complicate declarer's life.

Board 26. Game All. Dealer East.

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

If South opens 1♠ West either bids 2♣ or doubles. After the former South rebids 2♥ and now West has an easy double showing a good hand with diamonds and clubs. North bids 2♠ and East 3♦. If South passes West might take a shot at 5♦ or perhaps bid 3♥, when East can consider bidding the diamond game.

South is likely to bid over 3♦, leaving West to decide if it is right to bid game.

If West starts with a double East bids 2♦ and South bids 2♥. If West raises to 3♦, given that 2♦ might have been based on a worthless hand East can bid 4♦ with confidence, when West will go on to game.

West can consider bidding 3♥ over 2♥, which should make it easy for East to jump to 5♦.

5♦ is easy enough, declarer drawing trumps and pitching two hearts on the clubs.

Board 27. Love All. Dealer South.

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

If South opens INT (14-16/15-17) North might be tempted to look for a heart fit via Stayman. I'm not sure it is sound facing 14-16, as South might respond 2♠ when all North can do is bid 2NT, and even opposite 15-17 it is far from perfect.

Here it will be East who bids 2♠. If that gets back to North it might be tempting to double for takeout and if South bids 3♦ West will compete with 3♠.

If South starts with 1♦ in the Acol style, North responds 1♥ and East bids 1♠. That's awkward for South who was planning to rebid notrumps. I suppose this might be the hand that demonstrates the value of a 'support double'. Otherwise South probably has to be content with 2♥ when West will bid 2♠.

If East plays in spades, South will lead a top heart and switch to a club, establishing four tricks for the defence.

Board 28. N/S Vul. Dealer West.

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

If West opens 1♣ East responds 1♥ leaving South to ponder the merits of doubling or overcalling 2♦. Over both of them West is likely to bid 2♠ when East will correct to 3♣, unless South has overcalled 2♦ and North has raised to 3♦.

If West starts with a Precision style 2♣ East will pass and South overcalls 2♦. If West now bids 2♠

North will either bid 3♦ or double (showing hearts and tolerance for diamonds).

3♣ is a poor spot for EW but declarer might emerge with eight tricks. For instance if North leads the five of clubs declarer has an entry to dummy by playing the seven and will be able to play a spade towards the king and eventually score a long spade.

3♦ is relatively straightforward, declarer losing a trick in each suit.

Board 29. Game All. Dealer North.

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

If North opens 1♣ South responds 1♥ or 2♥ according to agreements. West has an easy 1♠ overcall and a slightly less comfortable 2♠.

With excellent support for spades East might raise a 2♠ overcall to game. Over a 1♠ overcall East can show a good raise in spades by bidding 2♥ and then consider raising a 2♠ rebid to 3♠. I'll let you know next year if West should accept with this hand.

If North opens 1♦ East might double, and if South bids 1♥ West can bid 2♠, which will probably end the auction.

As long as North starts with three rounds of clubs, the defenders will always collect four tricks against a spade contract.

Board 30. Love All. Dealer East.

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

If South opens 1♣ and West overcalls 2♦ North bids 2♥ and East raises to 3♦. With little room to manoeuvre North is likely to jump to 4♥.

If South starts with a Precision style 2♣ West might bid 2♦ when North bids 2♥ as before. Were West to overcall 3♦ North bids 3♥. If East raises diamonds North will certainly double 5♦ and might double 4♦ rather than speculate with 4♥.

To defeat 4♥ the defenders must find the spade ruff, so if West wins the first trick with the ace of diamonds it is essential to switch to the queen of spades.

If EW play in diamonds they should lose a spade, a heart, a diamond and two clubs.

Board 31. N/S Vul. Dealer South.

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

If South opens 1♦ North responds 1♥ and passes South's rebid of 1♠. At this vulnerability East might elect to pass, but defending at the one level is not popular and East is more likely to bid INT, ending the auction.

If South starts with a 12-14 INT North transfers to hearts which will bring the bidding to an end unless East is feeling imaginative.

If South plays in 1♠ the defenders should collect eight tricks. Say West leads the jack of hearts and declarer wins in hand and plays a club to the ten. East wins with the ace and switches to a spade, West winning with the queen and returning a spade. East takes the ace and can even afford to play a third round of the suit. Declarer wins, draws the outstanding trump, West pitching a heart, and plays a club. West wins and exits with a club, and the king of hearts will be declarer's last trick.

If East returns a club when in with the ace of spades and gets a ruff, declarer might easily emerge with only four tricks, but by dropping an honour under the ace of spades declarer creates

a second entry to dummy and can lead twice towards the $\heartsuit QJ$ to secure a fifth trick.

East can prevent this by putting in the nine of spades on the second round of the suit. Declarer wins and plays a club, but West wins, and gives East a ruff. After cashing the ace of spades East exits with a heart and declarer can only score the major suit kings.

To be sure of five tricks declarer must play a heart to dummy's king at trick two, followed by a diamond for the queen and king. If the defenders now play three rounds of clubs East ruffs and switches to a spade, West winning and returning a spade. If East takes the ace declarer drops an honour and has an entry to lead towards the $\heartsuit J$. If East plays the nine of spades declarer wins and exits with a spade. East wins and plays the queen of hearts, but declarer discards a diamond and scores two more tricks.

If East plays in notrumps, to restrict declarer to eight tricks South must avoid leading a black suit. On a club lead declarer plays three rounds of the suit and the defenders are helpless regardless of who wins the trick.

On a spade lead declarer puts up dummy's queen and plays three rounds of clubs. North wins and returns the ten of spades, ducked, followed by another spade. Declarer, having pitched a heart on the third round of clubs, wins with the ace and must discard a heart from dummy!

Now comes a diamond and if South plays low declarer must put in the ten. Say South puts in an honour; declarer wins with the king and cashes two clubs, pitching a diamond and a heart.

South, down to $\heartsuit K \heartsuit A9 \heartsuit Q6$ has no good move.

A spade allows declarer's nine to score and a diamond gives up two tricks in the suit. Discarding a low heart allows declarer to exit with a heart and force an eventual lead into the split diamond tenace. That leaves the ace of hearts but then declarer plays a diamond to the ace and exits with the queen of hearts.

Starting with three rounds of hearts works well, as declarer cannot develop the clubs without letting North in to cash two hearts which leaves declarer with eight tricks.

If South decides to start with a diamond, leading an honour allows declarer to win in hand and play three rounds of clubs (pitching a spade or diamond from hand). North wins and returns a diamond and declarer wins with dummy's ten,

cashes two clubs discarding diamonds, exits with a heart and must arrive at nine tricks.

It looks the same if South starts with a low diamond, as declarer can win with dummy's ten and play three rounds of clubs. However, North wins and returns a diamond. If declarer wins in dummy and cashes two clubs he cannot discard in such a way as to have a chance at nine tricks. The best chance is to come down to $\heartsuit A9 \heartsuit Q65 \heartsuit A$, because this forces South to discard a diamond honour. If South passes that test, declarer plays a heart and North must rise to the occasion, put up the king and switch to a spade.

If South plays in $2\heartsuit$ the defenders will be doing well to find their club ruff. If West leads a low diamond East wins with the ace and plays two rounds of clubs, West winning and giving East a ruff. Then a low spade to the queen is followed by two more rounds of spades, West ruffing, cashing the king of diamonds and playing a fourth club, East's ruff with the queen of hearts promoting a trump trick for West. To prevent that debacle declarer must guess to go up with the king of spades when East switches to that suit. Still, that's only five tricks and -300 is unlikely to be a good result.

Board 32. E/W Vul. Dealer West.

\heartsuit A Q 8 6 5	
\heartsuit A 8 6 4 3	
\heartsuit J 4	
\heartsuit 6	
\heartsuit 10 9	\heartsuit —
\heartsuit Q 10 7 5	\heartsuit K J 9 2
\heartsuit K 6 3 2	\heartsuit Q 7 5
\heartsuit Q 5 4	\heartsuit A K J 8 7 3
	\heartsuit K J 7 4 3 2
	\heartsuit —
	\heartsuit A 10 9 8
	\heartsuit 10 9 2

If North opens $1\heartsuit$ East doubles or overcalls $2\clubsuit$.

In either case South either bids $4\heartsuit$ or make an aggressive splinter bid in support of spades.

It's possible that East might take a second bid especially after $1\heartsuit$ -($2\clubsuit$)- $4\heartsuit$ as a double looks attractive. When West bids $5\clubsuit$ South is almost certain to go on to $5\heartsuit$.

If East starts with a double a second double looks dubious and might be a disaster if West either passes or bids $5\heartsuit$, although in the latter case South might not stand North's double.

5♠ is cold, while 5♣ is that rare commodity, a paying vulnerable sacrifice.

Board 33. Love All. Dealer North.

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

There are sure to be those who open the North hand with a weak 2♥ or a Multi 2♦. If East doubles (against a Multi that usually shows 13-15 balanced or a stronger hand) West will be ambitious, but how to proceed?

After 2♥-Dbl West might bid 3♥, but the auction is already getting murky, although all will be well if East continues with 4♣ as West can ask for key cards before settling for 6♣. What West should do if East bids 3♠ is unclear, as bidding 4♣ might be construed as being a cue bid in support of spades.

After 2♦-Dbl South bids a pass or correct 2♥ and West is still in an awkward position and will probably resort to bidding 3♥, which is fine as long as East bids 4♣.

Life is much easier if East overcalls 3♣, but in principle that should promise a six-card suit.

Where North passes and East opens 1♣ West responds 1♥ and then bids 2♦ over East's 1♠. When East rebids 3♣ West is likely to ask for key cards before bidding 6♣.

Were South to overcall 1♠ West doubles and then has all sorts of possibilities when East rebids 2♣, including a cue bid of 2♠.

There might be those who open the East hand INT (13-15/14-16). Unless West has a way of showing a powerful 1-4-4-4 opposite that is likely to result in 6♣ being missed.

Precision pairs who like an opening bid of 2♣ to be based on a six card suit might start with 1♦ (although those clubs look like six to me) which again makes it difficult to reach 6♣. However, I should add a rider. Suppose East does open 2♣? West relays with 2♦ and discovers East has four spades. Assuming East has only three red cards at

most, West might easily bid up to 7♣ - and that missing sixth club is suddenly vital.

Board 34. N/S Vul. Dealer East.

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

What should East open?

1♥? 4♥? 4♣?

After 1♥ South overcalls 1♠. West could double, but it might be better to start with 2♦, intending to bid clubs later. If West does double and North jumps to 4♠ then West can bid 4NT asking East to pick a minor. After 2♦ if North bids 4♠ West can either bid 4NT or 5♣ (should the latter promise six diamonds and five clubs?).

If East opens 4♥ South is unlikely to overcall, despite the suggestion that an opening bid of 4♥ always operates as a transfer to 4♠ and the situation is the same if East starts with 4♣.

If NS defend a heart contract, a spade lead followed by a switch to the queen of hearts is the way to restrict declarer to eight tricks.

If NS play in spades, nine tricks are cast iron.

Five of either minor is cold for EW.

Board 35. E/W Vul. Dealer South.

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

If South opens 1♣ West overcalls 1♠ or doubles (we have encountered this type of situation before). After 1♠ East bids 2♦ and West continues with 2♥. If East now bids 3♦ and West

raises to 4♦ East will go on to game, perhaps cue bidding 4♥ along the way.

If West starts with a double East bids 2♦ and rebids the suit over West's 2♠, after which the diamond game is sure to be reached.

If South starts with a Precision style 1♦ West can still overcall or double, but here it will be very difficult (I am always wary of using the word impossible, but this might be the moment) for EW to reach 5♦ after an overcall unless they have some agreements about how East can show real diamonds.

If West starts with a double, were North to pass East could do the same, making the diamond situation a little clearer. However, the opportunity is unlikely to arise, as North will probably bid 1♥. Maybe if East now bids 2♦ and then rebids 3♦ on the next round it shows this type of hand.

If South opens a 12-14 INT West will either double for penalties, make a bid that shows the majors or make a two suited overcall.

After INT-Dbl North is sure to do something (I should make it clear - North must do something, as INT doubled will usually be a disaster).

Let's say North bids 2♣. If East jumps to 3♦ there is a good case for West to forget about the spade suit and bid 5♦.

If West starts with 2♣ (both majors) East can bid 2♦ and then rebid 3♦ over West's 3♠. If West then raise to 4♦ East has enough to advance to game.

If West starts with something else, for example 2♦ (spades and another suit) East must avoid passing! After 2♥, denying three card spade support East can bid 3♦ over 2♠, which might get EW to the diamond game.

5♦ is unbeatable. If NS were to play in 2♣ doubled declarer should manage six tricks (and on a trump lead declarer wins with the queen, plays a diamond and can score two ruffs in dummy for seven tricks).

Board 36. Game All. Dealer West.

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

If West open 2♣ and East responds 2♥ West can jump to 3♠ to show the solid spade suit. If East then bids 4♦ West will ask for key cards and discover that the ace of diamonds is missing. That leaves West to choose between 6♠ and 6NT and for my money 6NT is the right way to go at this form of scoring.

If East's response of 2♥ shows 2 controls (an ace or two kings) West can still jump to 3♠ and drive to a slam, but will probably prefer to play in spades - hoping that East's two kings are in hearts and clubs.

If West starts with a strong 1♣ East responds 1♥ and a slam is sure to be reached, whatever methods EW are using.

If North fails to lead a diamond, declarer will take all the tricks.