



Commentary
for the
WBF Simultaneous Pairs Tournament
An initiative to support Youth Bridge

**** date ****

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Board 1. Love All. Dealer North.

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

As the cards lie, nothing can prevent East/West from making 3NT. Of course, very few will bid to this optimistic contract but, if they do, the reward will be a lot of matchpoints. Usually, the hand will be played in either a club partscore by East/West, where ten tricks are available courtesy of the ruffing heart finesse, or in hearts by North/South, where accurate defence leads to just seven tricks. If North/South compete to 3♥, it will be important for someone to find a double.

Board 2. N/S Vul. Dealer East.

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

The even trump split means that North/South can make ten tricks in hearts, though they hardly have the values to bid to game. Indeed, they may not even buy the contract if East/West get together in spades. Worse still, assuming a pass by East, if South does not open 1♥, the suit may be lost completely, as North is not strong enough to get involved after a 1♣/♦ opening and 1♠ overall by West. As 1♦ is the normal opening on the South

hand, those who play a heart contract should score well.

Board 3. E/W Vul. Dealer South.

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

When South opens 1♠, any West with red blood in his or her veins will choose between a pre-emptive jump to 4♣ and to 5♣. Everything points to this being the right time to pre-empt – RHO has opened one-of-a-major, West has little defence and plenty of offence, and the vulnerability is favourable. I think 4♣ is enough and anything less is wet. However, with East having plenty of strength but no club fit, this proves to be the wrong time to pre-empt. Sometimes, the meek do inherit the matchpoints.

Board 4. Game All. Dealer West.

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

East's initial response to the 1♣ opening will have a big effect on the fate of this deal. A 1♥ response, my choice, shuts out South and leads to East declaring 1NT. South has to lead a heart and read his partner's signal to beat this, else as many as nine tricks may be made on a diamond lead for a very

good E/W score. Where East responds 1♦, South overcalls 1♥ and North competes to 2♥. Probably, whenever West has shown real clubs, East competes to 3♣, ending the auction. That contract should make an overtrick.

Board 5. N/S Vul. Dealer North.

♠ K Q ♥ Q 8 ♦ K Q 10 3 2 ♣ K 8 4 2 ♠ A 10 6 ♥ J 7 5 4 ♦ 7 5 4 ♣ A 10 6	♠ 7 5 4 2 ♥ K 3 ♦ 9 6 ♣ Q 9 7 5 3 ♠ J 9 8 3 ♥ A 10 9 6 2 ♦ A J 8 ♣ J
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If North plays 3NT on a club lead and continuation, he has to play on spades to succeed. The fall of the ten will often lead to ten tricks. The less popular but decent contract of 4♥ should also succeed if declarer plays for the double heart finesse, leading the queen to king and ace. Leading low to the queen or eight will lead to failure and looks to be an inferior play anyway.

Board 6. E/W Vul. Dealer East.

♠ J 10 8 ♥ A 10 7 5 2 ♦ 9 3 ♣ J 8 3	♠ K Q 6 ♥ K 6 ♦ K Q J 8 7 ♣ 7 6 2 ♠ 7 5 4 2 ♥ J 3 ♦ A 6 4 ♣ K Q 5 4 ♠ A 9 3 ♥ Q 9 8 4 ♦ 10 5 2 ♣ A 10 9
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Usually, North will either open a weak no trump or open 1♦ and rebid 1NT, playing there in either case. A club lead, as taught in every beginner's class, makes the defence easy and holds declarer to eight tricks. I must admit that against 1NT I tend to lead passively and a spade should see declarer score nine tricks. There will also be one or two who get to game after upgrading the North hand. Now a huge number of matchpoints swing on the opening lead – lucky I'm not playing as I'd be getting a dreadful score as East.

Board 7. Game All. Dealer South.

♠ Q 9 3 ♥ 10 9 3 ♦ Q 9 5 2 ♣ 10 8 6 ♠ K ♥ 8 5 ♦ 10 8 7 ♣ A Q J 7 5 3 2	♠ A 8 2 ♥ K 6 4 2 ♦ K J 6 3 ♣ K 9 ♠ J 10 7 6 5 4 ♥ A Q J 7 ♦ A 4 ♣ 4
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When South opens 1♠, West should bid 3♣ if weak in his methods. Yes, you'd like the ten of clubs, but you can't wait for the perfect hand or you won't pre-empt often enough. If 3♣ is not available, I'd go for 2♣ rather than a wimpish pass or over-exuberant 4♣. Over either 3♣ East should shoot out 3NT – partner's clubs should be good when vulnerable; over 2♣ he might try 2♠ to check for a heart fit then bid 3NT over the 3♣ response. A normal diamond guess should provide ten tricks in 3NT.

Board 8. Love All. Dealer West.

♠ K Q 3 ♥ K Q 6 ♦ A K J 8 5 2 ♣ 3	♠ 8 6 ♥ 9 5 4 ♦ Q 10 6 ♣ K 10 9 5 4 ♠ A 10 9 7 4 ♥ A J 2 ♦ 9 4 3 ♣ Q 2 ♠ J 5 2 ♥ 10 8 7 3 ♦ 7 ♣ A J 8 7 6
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1♦ - (Pass) - 1♠ - (Pass) - ? Once partner bids either rmajor, your partial fit makes the hand too strong for 3♦, so how about inventing a reverse to 2♥? Over partner's 3♣/♦ you complete the picture with 3♠. 4♠ is the spot as it happens, but it is easy to see many pairs getting too high as the cards lie. 6♦ is just with the odds but fails because of the trump loser – bid it and earn a moral victory but a practical loss.

Board 9. E/W Vul. Dealer North.

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

As the cards lie, E/W are cold for 6♣/♥/NT if played by East. However, the challenge will be to reach 4♥ and be allowed to play there as N/S have a paying save in 4♠. Even if playing four-card majors, after Pass – 1♥ – 1♠, West should raise to 2♥ – he may get to show the clubs later but for now the heart support is what matters and 2♥ limits the hand well. North will probably pass, but I know some who would bid 2♠ and they will score well as South will bid on to 4♠ over 4♥. East has a bad spade holding but is worth a 3♣ game try and West will be delighted to accept.

Board 10. Game All. Dealer East.

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

Technically, 1♦ is correct as East, but 4♦ is by no means a bad gamble. 1♦ gets 1♥ from West and a take-out call from North. If North merely doubles, a diamond jump by East may shut South out, while a genuinely two-suited take-out will see South compete as far as 4♠ – which looks to require an immediate club ruff to beat it. Meanwhile, E/W are cold for 5♦ or, even with a diamond ruff, 4♥.

Board 11. Love All. Dealer South.

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

N/S will make nine tricks in either major, while E/W have ten tricks in a minor-suit contract. Those who buy the contract below game level in either direction should score well for their plus score. When North opens 1♥, the vulnerability should convince most Easts to overcall 2♦. Playing five-card majors, South will raise to 2♥, otherwise he makes a negative double. West has a number of ways to raise – if 3♣ would be a fit-non-jump, a raise to 3♦ with a club suit, that is an attractive choice. There is a danger that, where South has shown spades, North may go too high without needing to be pushed.

Board 12. N/S Vul. Dealer West.

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

When East opens 1♣, South may double because of the support for all three suits, or he may overcall despite the threadbare hearts. I prefer double, leading to redouble from West. The vulnerability should prevent N/S from competing too far, and the likely outcome is a club partscore by East, making ten tricks.

Board 13. Game All. Dealer North.

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

The vulnerability should dissuade North from opening the bidding, leaving East to show his weak no trump type. If he opens 1♣, the likely outcome is a diamond partscore, making nine or ten tricks according to the lead. If East opens 1NT, West has an awkward decision. Pass leads to +90 after a heart lead. If the methods permit Stayman to be used but then a contract of 3♦ when there is no spade fit, that will be an easy choice, but many do not have that option.

Board 14. Love All. Dealer East.

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

South opens 1♦ and rebids 2♣ over the 1♥ response. The middle-of-the-road action from North is now 3♦, but some will choose 2NT. 3♦ ends the auction but could fail if the defence plays three rounds of trumps. Over 2NT, South bids 3♣ and plays 3♦ again. If East can open 2♥, weak with hearts and a minor, South may double. If West passes, North may leave it in. It's close but probably one down. If West raises the pre-empt to 3♥, most will play double as responsive so North may pass or gamble 3NT – unlikely to be a success.

Board 15. N/S Vul. Dealer South.

♠ Q 6 5 3 ♥ 6 2 ♦ KJ 10 6 2 ♣ Q 10	♠ 9 7 2 ♥ 10 7 3 ♦ Q 9 8 5 ♣ AJ 9
♠ A ♥ AK 9 8 ♦ A 7 3 ♣ K 8 5 3 2	♠ KJ 10 8 4 ♥ QJ 5 4 ♦ 4 ♣ 7 6 4

3NT and 5♣ both make easily enough as the cards lie. Indeed, the red suits lie so favourably for E/W that even 6♣ can be made, though surely nobody will bid it. The place to play is 3NT, requiring merely that clubs come in for five tricks. If the defence do not start with a spade lead, there should be overtricks. When West opens 1♣ there may be a 1♦ overcall from North. If so, East bids 1NT and is raised to 3NT. A clear run may pinpoint West's spade shortage, making 5♣ a more likely choice if East makes the decision.

Board 16. E/W Vul. Dealer West.

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

North may open a weak no trump, East double, and South run to 2♣, doubled by West. This looks awful for N/S but, with 4♥ cold the other way, the vulnerability means that only five tricks are needed for a decent matchpoint score and that should be possible via two spades, two heart ruffs plus a trump trick. If North opens 1♦, E/W should bid easily to 4♥ for +620.

Board 17. Love All. Dealer North.

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

It should be normal to reach 4♠. 1♣ - 1♠ - 2♦ - 3♠ - 3NT - 4♠, is one possible route. A more agricultural 2/3NT rebid will see West going back to spades also, perhaps making a slam try along the way. 3NT will be OK, as there are sufficient entries to the West hand to establish and cash the spades, but 4♠ may score better because if declarer can sneak past the ace of diamonds he can avoid a diamond loser and come to 12 tricks.

Board 18. N/S Vul. Dealer East.

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

If East opens with a big pre-empt of 4/5♦, West will be most unimpressed. However, diamonds is the place to play, with 11 tricks available due to the ♣A being onside and the trumps playing for one loser. In 4♥, there appear to be at least four losers, a club, a heart and two spades, so those who are given the room to get there, e.g. 4♦ - 4♥ - Pass, will score poorly. I would open 5♦ at this vulnerability, trying to keep the opposition out of a major-suit contract.

Board 19. E/W Vul. Dealer South.

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

West is about the ten of diamonds short of being too good to open a weak no trump, the good five-card suit making the hand into a very good 14-count. Assuming that West does treat his hand as a weak no trump, East will use Stayman then jump to 4♠ on finding that there is no 4-4 heart fit. True, the hand is only a 9-count, but the distribution makes it worth a drive to game. Assuming that North covers when the ♠10 is led through him, there should be two trump losers.

Board 20. Game All. Dealer West.

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

E/W make ten tricks in a diamond contract while there are nine tricks for N/S in hearts. When East opens 1♦, South may come in despite having only 6 HCP and being vulnerable. Facing a passed partner, South will fear that the opposition have a game so may look to take away some bidding space. 2NT, showing the two lowest unbid suits, is an attractive option for this reason, though the hand is a little thin on values. I prefer this, or a weak jump overcall, rather than a non-pre-emptive and non-lead-directing 1♥ call.

Board 21. N/S Vul. Dealer North.

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

With a weak five-card major, East will treat his hand as a strong no trump, either opening 1NT or opening 1♠ and rebidding 2NT over a two-level response. Either way, it will be normal for East to declare 4♠. There is little to the play. On the assumption that South leads a safe ♦J rather than a gambling ♥A there should be ten tricks. There is some danger that a 'clever' declarer might be able to eliminate everything then lead a low club from hand and cover South's card to try to endplay North if he has the king - that will lead to one down.

Board 22. E/W Vul. Dealer East.

<p>♠ Q 5 ♥ A K Q J 9 8 6 3 ♦ 7 3 ♣ 10</p> <p>♠ K 3 ♥ 7 ♦ Q 8 5 4 ♣ A K Q 9 7 4</p>	<p>♠ A J 10 9 8 4 ♥ 5 ♦ K 10 9 6 ♣ J 6</p> <p>♠ 7 6 2 ♥ 10 4 2 ♦ A J 2 ♣ 8 5 3 2</p>
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However the auction has begun, North will overcall 4♥ at his first turn. If allowed to play there he is one down. Meanwhile, 4♠ makes an overtrick E/W. Should East open the bidding? I would open 1♠ rather than a weak two bid as the 6-4 shape and good intermediates make the hand much better than its point-count.

Board 23. Game All. Dealer South.

<p>♠ A 9 7 6 ♥ A 10 3 ♦ J 10 8 6 ♣ Q 9</p> <p>♠ 10 5 ♥ — ♦ A K Q 9 7 5 4 ♣ K J 5 4</p>	<p>♠ Q J 3 ♥ Q J 9 6 5 ♦ 3 ♣ 7 6 3 2</p> <p>♠ K 8 4 2 ♥ K 8 7 4 2 ♦ 2 ♣ A 10 8</p>
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Bad breaks in the red suits make it likely that there will be a lot of contracts going down on this deal. E/W make only eight tricks in diamonds. It is harder to judge N/S's potential, with the early play and defense making a big difference to the outcome. +140 may be possible, but others will struggle to make eight tricks. At a different vulnerability, West might open 5♦, but here 1♦ is probably best. If East responds 1♥ and West rebids either 2♣ or, more likely, 3♦, he will be left to play there.

Board 24. Love All. Dealer West.

<p>♠ K 10 8 ♥ K 8 7 6 5 ♦ 8 6 ♣ Q J 2</p> <p>♠ Q J ♥ A 10 4 2 ♦ A J 10 7 3 ♣ 8 3</p>	<p>♠ A 7 6 5 4 3 ♥ 9 3 ♦ 5 4 ♣ A K 9</p> <p>♠ 9 2 ♥ Q J ♦ K Q 9 2 ♣ 10 7 6 5 4</p>
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At the vulnerability, which encourages everyone to strive to play rather than defend a partscore hand, West should open despite the need to devalue the spade holding. 1♦, intending to rebid 2♦ or, if available, 1NT, is best. Opening should ensure that game is reached, normally 4♠. The diamond suit provides a pitch for the third club, leaving just three losers.

Board 25. E/W Vul. Dealer North.

<p>♠ K 10 5 ♥ 10 7 ♦ K J 10 7 6 5 ♣ Q 3</p> <p>♠ J 2 ♥ K 9 5 3 ♦ A 8 ♣ A 10 9 8 2</p>	<p>♠ A 9 7 6 4 3 ♥ 4 ♦ 9 4 2 ♣ 7 6 5</p> <p>♠ Q 8 ♥ A Q J 8 6 2 ♦ Q 3 ♣ K J 4</p>
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If North passes, East is too weak for a vulnerable weak two opening so South will open 1♥ and North respond 2♦. South has an awkward rebid, too good for 2♥ in standard methods and somewhere between 3♥ and 2NT. I would actually go for 2NT, losing the sixth heart, because every suit looks right to have the lead come up to it in no trump, and partner will check for a 5-3 fit on the way to 3NT. This time, 2NT will be raised to 3NT. It looks like one down – club lead, diamond ducked, heart finesse loses, clubs cleared. 4♥ also fails by a trick.

Board 26. Game All. Dealer East.

<p>♠ A 9 4 2 ♥ K 6 5 3 ♦ Q 10 9 7 ♣ 3</p> <p>♠ Q 8 7 6 5 ♥ Q ♦ 4 3 2 ♣ A J 10 8</p>	<p>♠ K J 3 ♥ J 8 ♦ A 6 ♣ K Q 9 7 4 2</p> <p>♠ 10 ♥ A 10 9 7 4 2 ♦ K J 8 5 ♣ 6 5</p>
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One Club from East, 1♥ overcall, 1♠ from West. With four trumps and a shortage, North may well drive to game. If so he will be well-pleased with the outcome as the hands fit perfectly; +650. Should E/W go on to 4♠ or 5♣, the double fit will also help them to a good save. East may bid 4♠ if 1♠ promised five cards, while if he passes West may bid 5♣.

Board 27. Love All. Dealer South.

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

North has a weak jump to 2♠ over West's 1♦ opening. Even if that silences East, as it might, West has enough to bid again, with 2NT the correct action rather than double. East has an easy raise to game. On a spade lead, the winning play is to rely on clubs, leading the king from hand and coming to 11 tricks, but most will cross in hearts to run the ♦10, and may make only nine.

Board 28. N/S Vul. Dealer West.

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

West has a top-weight weak 2♥ opening and North should overcall 2♠, with double a fair but inferior alternative. South will respond 2/3NT according to partnership style, or perhaps pass a take-out double. 3NT is hard work but will occasionally make for a great score. As for 2♥ doubled, that looks like about two down, which will be OK for N/S as it is tough to bid and make 3NT.

Board 29. Game All. Dealer North.

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

South opens 1♦ or 1NT as per system and either should see West bid his spades. 1♦ should see 1NT from North and either a pass or 2NT raise from

South. 1NT – (2♠) – ? may see a penalty double, ending the auction. 2♠ doubled may hinge on the heart suit, where a winning play holds declarer to one loser and chalks up a huge +670. N/S can make eight tricks in no trump by setting up a heart trick after a spade lead. If declarer goes for the club finesse, he may be held to six tricks. +120 will be pretty good and +200 the N/S top.

Board 30. Love All. Dealer East.

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

I guess that West will bid 2♣ over the 1♦ opening and North may scrape up a negative double, finding the heart fit unless East jumps to 4♣, which he should, and sometimes shuts out South. South can make 4♥ with a little inspiration in the trump suit, and maybe he should after the likely auction. Meanwhile, E/W can be held to seven tricks in clubs. Still, if undoubled, 4♣ down three need not be so bad for them.

Board 31. N/S Vul. Dealer South.

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

This one could even be passed out as East has minimum opening values with short majors in fourth seat. If he opens 1♦, West will bid 1♠ then maybe 2♠ over the 2♣ rebid. East has to give up and that looks to be booked for down one unless declarer can negotiate a lot of ruffs in hand. I am assuming that West will not open 2♠ when holding such bad spades and good hearts. It is tough for E/W to find a making spot so passing the deal out may score well for them.

Board 32. E/W Vul. Dealer West.

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

If North opens 1♠ South will respond 1NT in hope of finding a better spot. North is just short of a raise so will pass and, unless East is tempted to double, that will be that. A heart lead sees declarer win and play on clubs. Unusually, the defence does best not to duck twice to shut out the long clubs as declarer switches to diamonds and makes his contract. Win the club and the defence gets the spade knocked out while declarer has only six tricks. This may be tough to see from West's point of view.