



Commentary for the

WBF Simultaneous Pairs Tournament

An initiative to support Youth Bridge

Session 5214 – Monday 15 October 2018

For more information about the way in which the WBF intends to support Youth Bridge, please go to: <http://www.ecatsbridge.com/sims/WBFYouth/default.asp>

Board 1. Love All. Dealer North.

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

After 1♦-P-1♠-X, 2♣ seems the normal rebid, leading to 2NT by South. A helpful heart lead is likely to give an overtrick, though declarer can always get 150 by dropping the king of spades. If North takes the inspired view to pass rather than rebid 2♣, a big penalty could result. 2♥ doubled could go over 800 and 2♣ doubled for 500. Optimists who bid to 3NT and score 400 will be sorry to see those penalty scores on the traveller.

Board 2. N/S Vul. Dealer East.

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

After West opens 1♠ in third seat and East responds 2♦, it is close whether South should pass, double or bid a lead-directing 2♥. Passing may work best as any positive action may cause West to work out that the cards are lying well and later push on to 4♠. By guessing everything right (sweet revenge if South dropped West's king of spades on board 1), you can make an overtrick in 4♠. 10 tricks look more normal, though, unless North leads a club.

Board 3. E/W Vul. Dealer South.

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

If South makes a disciplined pass, West may be the one to open INT – and regret it. After a spade lead to the jack, it is easy for South to switch to a minor. This allows North to lead the queen of spades and pin dummy's ten. The winning play in spades is much harder to find if North is dummy rather than East. A Precision 1♦ from South enables North-South to find their spade fit and makes it possible for them to score 110 or even 140 in 2♠.

Board 4. Game All. Dealer West.

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

After three passes, South opens 1♣ (you open 1♣ with 4-4 in the minors just as you open 1♥ with 4-4 in the major). Two passes may well follow and the singleton heart should warn East to give up – either North-South have a heart fit or West is likely to bid hearts after INT. South would double INT, giving West the option of an SOS redouble. INT or 2♦ doubled is down only one (still 200). 2♥ doubled fares worse. INT and 3♣ are on for North-South.

Board 5. N/S Vul. Dealer North.

♠ Q 9 8 7 5 4 ♥ Q 10 9 2 ♦ 6 ♣ 10 6 ♠ K 10 ♥ 4 3 ♦ A K 10 8 3 2 ♣ J 8 2 ♠ J ♥ A K 8 7 5 ♦ 9 5 4 ♣ K 7 5 4	♠ A 6 3 2 ♥ J 6 ♦ Q J 7 ♣ A Q 9 3
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East opens 1NT and South is worth an overcall – an Aspro 2♣ (hearts and another) most likely. West has a choice of actions. One may be to use Lebensohl to show the values for 3NT with neither a four-card major nor a heart stopper. In this case, East-West may find the making 4♦. Actually 3NT or 5♦ down one might not be such bad a score. By pinning the jack of spades on the second round of the suit, North-South can make 10 tricks in a heart contract.

Board 6. E/W Vul. Dealer East.

♠ J 8 2 ♥ 8 ♦ K Q J 9 7 4 ♣ Q 8 4 ♠ 3 ♥ A J 10 9 7 4 3 ♦ 6 2 ♣ 7 6 2 ♠ 9 ♥ K Q 2 ♦ A 10 8 5 3 ♣ K 9 5 3	♠ A K Q 10 7 6 5 4 ♥ 6 5 ♦ — ♣ A J 10
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Playing strong twos, East opens 2♠, which South may double. If this happens, North might leap to 5♦ as an advance sacrifice. 5♦ is down only one. 5♠ by East fails due to the lack of entries to the West hand for finessing twice in clubs. Even if South passes over 2♠ or East opens differently, it is hard for East-West to work out that they belong in hearts. You can 11 tricks without having to guess the trump layout by ruffing the first diamond and playing on spades.

Board 7. Game All. Dealer South.

♠ A K 9 6 5 4 ♥ A 4 2 ♦ 2 ♣ K 8 5 ♠ J 8 2 ♥ J 10 ♦ 10 9 6 4 3 ♣ J 9 2 ♠ Q 3 ♥ Q 9 7 3 ♦ A J 5 ♣ A 10 7 6	♠ 10 7 ♥ K 8 6 5 ♦ K Q 8 7 ♣ Q 4 3
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After South opens a weak 1NT, a transfer is likely to lead to 4♠. 12 tricks are there because of West's jack-ten doubleton in hearts – a club goes on the fourth round. There is not a restricted choice position on the second round: West's jack or 10 on the first round might be from J-10-x rather than a short suit. Scores of 680 will beat those who register 660 in 3NT. West's natural diamond lead against 3NT gives the defenders a trick in each red suit.

Board 8. Love All. Dealer West.

♠ Q 2 ♥ 7 3 ♦ 10 8 7 6 2 ♣ Q 10 3 2 ♠ K 9 4 3 ♥ K Q J 6 4 ♦ A Q 5 ♣ 6 ♠ J 7 5 ♥ A 10 9 8 2 ♦ 4 3 ♣ K 5 4	♠ A 10 8 6 ♥ 5 ♦ K J 9 ♣ A J 9 8 7
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After 1♥-2♣-2♥-2♠, it is normal to play a raise to 3♠ as forcing. East, with no slam ambitions facing a hand that opened 1♥ and rebid 2♥, simply bids 4♠. If West aggressively bid 2NT or 2♠ over 2♣, East will look for a slam. Roman Keycard Blackwood should then reveal that the queen of trumps as well as an ace is missing. While 11 tricks should be the limit, any North who ruffs in on one of the later rounds of hearts may see the defensive trump trick vanish.

Board 9. E/W Vul. Dealer North.

♠ 9 7 3 ♥ A 10 2 ♦ A K 7 5 3 2 ♣ 10 ♠ A K 6 5 2 ♥ K J ♦ 10 6 ♣ K 8 7 2	♠ J 10 8 ♥ 8 6 4 3 ♦ J 4 ♣ A 9 4 3 ♠ Q 4 ♥ Q 9 7 5 ♦ Q 9 8 ♣ Q J 6 5
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After 1♦-1♥ West chooses between double and 1♠. If, as here, East has exactly three spades, 1♠ may work better. In any case, North rebids 2♦ (do not raise on 3-card support when you have six cards in your own suit). If West bid 1♠, East raises to 2♠ and South pushes on to 3♦. The vulnerability will deter East-West from going to 3♠. An opening club lead or immediate switch to the suit after taking a top diamond beats 3♠. 3♣ is also down but 3♦ makes.

Board 10. Game All. Dealer East.

♠ J 7 ♥ J 8 7 5 ♦ A Q 9 8 5 3 ♣ K ♠ A Q ♥ Q 10 9 4 3 2 ♦ — ♣ Q 7 6 4 2	♠ 10 8 6 3 ♥ K 6 ♦ 7 2 ♣ 10 9 8 5 3 ♠ K 9 5 4 2 ♥ A ♦ K J 10 6 4 ♣ A J
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After South opens 1♠ and West makes a Michaels cue bid of 2♠ (hearts and a minor), much depends upon North's action. A double (values and no great fit for spades) works wonders. South will then bid diamonds first and presumably pot the slam when North raises to game. 6♦ by South is unbeatable. If it is North who reaches 6♦, West doubles to ask for a spade lead and the defenders take the first two tricks. 7C doubled costs 800 – much less than a slam.

Board 11. Love All. Dealer South.

♠ Q J 6 4 2 ♥ Q J 10 9 ♦ 10 2 ♣ 7 5 ♠ 5 ♥ K 7 6 4 3 ♦ 6 4 ♣ 10 9 6 4 2	♠ K 9 8 ♥ 8 ♦ A 8 5 3 ♣ A K Q J 8 ♠ A 10 7 3 ♥ A 5 2 ♦ K Q J 9 7 ♣ 3
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Double is not an option this time after the opening bid (1♣) and change of suit response (1♠). South rebids 3♠ in any case, but it is tougher to compete to 4♣ if East elected to overcall INT. In fact selling out to 3♠ may not be such a bad idea. North might bid 4♠ rather than defend 4♣, and only a heart lead defeats 4♠. The lack of a quick entry to the North hand means that East scores a ruff. With East as declarer, INT and 4♣ are both on.

Board 12. N/S Vul. Dealer West.

♠ A 7 6 4 2 ♥ 9 8 ♦ Q J ♣ 10 9 7 3 ♠ 9 8 5 ♥ A Q ♦ K 8 7 6 4 ♣ A 5 2	♠ K J ♥ J 10 5 4 3 ♦ 3 ♣ Q J 8 6 4 ♠ Q 10 3 ♥ K 7 6 2 ♦ A 10 9 5 2 ♣ K
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Playing a weak no-trump and transfers, the likely auction is INT-2♦-2♥. If North-South play that a double of 2♦ shows diamonds (rather than a double of INT), North might venture 2♠ at some point. Since East-West can make 9 tricks with hearts as trumps, it may make no difference whether they are at the three level. The key here is in clubs, cashing the ace, and maybe a spade guess. 2♠ is one down, 4♣ is makeable and, if played by East, 3NT is on!

Board 13. Game All. Dealer North.

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

Having passed as dealer, North has a clear take-out double after 1♦-1♥. This may cause East to rebid 2♦ rather than 1♠. Stopping the overtrick in 2♦ takes some doing. After a heart to the ace, North returns a low spade. South wins with the jack and plays a second heart. North ruffs and must lead a club to cut declarer off from dummy. If they miss this, a winning guess in trumps produces 110. INT may yield 120 or go off depending on the diamond guess.

Board 14. Love All. Dealer East.

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

2NT-3NT sounds like the most common auction on this deal. After East leads a heart to the queen and ace, three rounds of clubs set up dummy's suit. East cannot be sure of who holds the ten of hearts and probably switches to a spade. Declarer can make 12 tricks by winning and leading the jack of diamonds, but who will find this? 6♣ can also make but again only if declarer takes an inspired view in diamonds.

Board 15. N/S Vul. Dealer South.

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

Playing a weak no-trump opening, South opens 1♣ and rebids INT. North then either makes some sort of inquiry or, if none is available, jumps to 3♥. Either way the 5-3 spade fit comes to light. As the cards lie, you do not want to find it, with the same 12 tricks available in 3NT or 4♠. The correct play with this spade combination at matchpoints is to start with the jack. However, after this goes to the king and ace, the nine is correct next time – not successful though.

Board 16. E/W Vul. Dealer West.

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

An anti-percentage slam for East-West follows the one their opponents had on the previous board. The 3-3 club break makes things easy. With only 31 points and no fit, the field should stop lower, most likely in 4NT (INT-4NT would not be unreasonable), but some overbid when there are a lot of points around. If you are in 6♦, you have the option of taking two clubs, coming to hand and ruffing a club. With diamonds 3-3, this line also produces 12 tricks.

Board 17. Love All. Dealer North.

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

Left to their own devices, East-West figure to bid 1♦-1♥-2♣-2♦. Unless you lose two trumps, by finessing the ten, you should make 10 tricks. A cheeky 1♠ overcall by North should not affect the outcome because East has enough to rebid 2♣ and then compete to 3♣ after South raises. 2♠ would go one down and West can double if North-South bid to the three level. If West plays in 2NT, the defenders need to attack hearts early to score a plus.

Board 18. N/S Vul. Dealer East.

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

North-South probably bid 1♥-1♠-2♣-2♥. The question is whether, after 2♥, East tries 2♠ (clearly natural in a suit bid on the right) or West 3♦. The way the cards lie both both contracts could go three down, losing 150 even undoubled. This is costly compared to 140 for 2♥ with an overtrick. It looks like declarer has a shot at 170 in hearts, but West's six of trumps should feature in the ending after there has been some ruffing.

Board 19. E/W Vul. Dealer South.

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

After South opens 1♥, North's two aces and good intermediate cards justify a limit raise of 3♥. It is close now whether East should overcall given the vulnerability. Pass is the winning action, resulting in a painless 140. 3♠ backfires if South makes a disciplined pass. North probably doubles, and 200 would be almost as costly 500 anyway. Doubling 3♥ leads to 4♣ by West, which North should double for 200. 4♥ would be down one for a very poor score.

Board 20. Game All. Dealer West.

<p>♠ Q 9 3 2 ♥ K 10 8 7 ♦ 5 ♣ 8 7 4 2</p> <p>♠ 10 7 4 ♥ A 9 2 ♦ A 9 7 6 ♣ Q 9 5</p>	<p>♠ A J 6 ♥ 6 5 4 ♦ K 10 8 3 2 ♣ K 3</p> <p>♠ K 8 5 ♥ Q J 3 ♦ Q J 4 ♣ A J 10 6</p>
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South figures to be the only player to make a positive bid on this deal – INT. West's diamond lead and the sight of dummy makes it clear to all that passing the deal out might have been a luckier decision. Indeed, to escape for one down, declarer needs to win the first or second round of hearts in dummy and take a club finesse. 2♣ is on for North-South, as are 1♠ and 1♥. East-West can make 2♦: you need to strip the hearts and clubs to force South to lead spades.

Board 21. N/S Vul. Dealer North.

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

When West opens 1♠, North may feel tempted to bid 3♠, asking South to bid 3NT with a spade stopper. If this happens, will South bid 4♥? There is a case for doing so: North, if holding a heart stopper, must have the ♥K. Moreover, a timid 4♣ may result in a paltry score of 150. West, with what looks like 7 tricks, may save in 4♠ over 4♥. North has two effective actions now: bid 5♥ for 650 or double for even more. On the ♦A lead (or switch), two diamond ruffs yield 800.

Board 22. E/W Vul. Dealer East.

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

In standard Acoll, East-West bid INT-2NT-3NT. With 14 points, East is maximum despite the sterile shape. It is tougher playing a strong no-trump as South might overcall 2♠, giving West a problem. South leads the ♠J against 3NT and the overtrick hangs on how you handle the clubs. It seems a guess whether to lead to the queen or the king. Maybe the fact that you can cater for a singleton 9, 10 or jack with North but not South points to getting it right.

Board 23. Game All. Dealer South.

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

Playing 4-card majors and a weak no-trump, the bidding goes 1♥-4♥. The contract is the same if North opens a strong INT and South transfers. Few declarers will lose two spade tricks, meaning that most will take 11 or 12 tricks. The normal play in trumps is low to the queen. Compared to leading the queen, this gains if West has 10-x, 10-x-x or a void in trumps. It only loses if West has a small singleton or a void. So, 650 will be the most popular score.

Board 24. Love All. Dealer West.

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

West's 1♥ opening silences North and East responds 1♠. South will jump to 3♦, if that is weak, leaving West no easy bid. A smooth pass should work best. Might North, wearing rose-tinted spectacles, now pot 3NT? This is not a good idea today. 3NT goes down, depending on whether West doubles and whether East leads a black suit, between 200 and 1400. A retreat to 4♦ fares little better. West can double that for 500. 4♠ and 4♣ are makeable for East-West.

Board 25. E/W Vul. Dealer North.

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

With too much playing strength for a weak two or Multi and too little defensively for 1♥, East opens 3♥. West raises to 4♥ in comfort. South's lead may be critical in determining whether declarer makes one overtrick or two. A diamond allows a free finesse, after which two ruffs set up the suit. Then, if you guess to play North for the queen of clubs, you have 12 tricks. In practice, 650 will be the more common score. 630 is available in 3NT.

Board 26. Game All. Dealer East.

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

With two defensive tricks, East opens 1♥ this time rather than 3♥. When South overcalls, the modern style is for a jump to 3♥ by West to be pre-emptive. North is too shapely to be shut out and competes with 3♠. South, with three aces and a sixth spade, goes on to game. When trumps break 2-2, it is easy to score 12 tricks. Since very few will bid a slam, 6♠ or 6♦ (actually a club lead beats 6♦ by North), the top scores will be from collecting 800 from 5♥ doubled.

Board 27. Love All. Dealer South.

<p>♠ A Q 5 4 3 ♥ A J 8 3 ♦ J 9 ♣ A 9</p> <p>♠ 2 ♥ K Q 10 6 4 2 ♦ 7 6 4 3 ♣ 8 4</p>	<p>♠ J 10 9 7 6 ♥ 7 ♦ Q 10 5 2 ♣ J 7 5</p> <p>♠ K 8 ♥ 9 5 ♦ A K 8 ♣ K Q 10 6 3 2</p>
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If you do not play weak jump overcalls, you may do after this deal. If the auction starts 1♣-1♠-3♣, North is bound to go for a slam. It is so much harder if West bids 2♥. Now South cannot jump to 3♣ and faces a tricky decision over 2♠. As the cards lie, 7♣ and 7NT both make. Ruffing a diamond is a way to make 7♣. In 7NT on a heart lead, you need not risk diamond finesses. Since the defenders guard a major each, running the clubs produces a double squeeze.

Board 28. N/S Vul. Dealer West.

<p>♠ Q 9 4 2 ♥ 9 5 ♦ A 7 6 4 3 ♣ A 10</p> <p>♠ A K J 8 5 3 ♥ J ♦ J 10 9 ♣ 9 8 3</p>	<p>♠ 7 ♥ A K 8 7 4 2 ♦ K 8 5 2 ♣ K 7</p> <p>♠ 10 6 ♥ Q 10 6 3 ♦ Q ♣ Q J 6 5 4 2</p>
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Whether East-West play weak twos or a Multi may make a big difference here. If West opens 2♠ and plays there, North is unlikely to lead the ♦A. If, though, West opens a Multi 2♦, East's 2♠ (to show heart support) places South on lead. In fact East-West do better to play in hearts because this means that any diamond ruffs are with the long trump holding. 3♣ by South should go two down. If West does not lead a trump early, East can let West ruff the second heart.

Board 29. Game All. Dealer North.

<p>♠ J 9 8 ♥ J 9 6 ♦ 7 3 ♣ Q 10 6 5 2</p> <p>♠ Q 2 ♥ A K Q 10 8 3 ♦ A Q 10 ♣ 9 4</p>	<p>♠ 7 3 ♥ 7 5 2 ♦ K 8 6 4 ♣ J 8 7 3</p> <p>♠ A K 10 6 5 4 ♥ 4 ♦ J 9 5 2 ♣ A K</p>
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One way or another East-West should bid to 3♥ and North-South to 3♠. Is this a classic deal for the law of total tricks? Both sides have a 9-card fit and each can, in theory, make 9 tricks in their chosen trump suit. In practice, 3♠ may score an overtrick. To stop 10 tricks, West needs to lead the ♦A and ♦Q early on to force dummy. This is hard to find unless East-West play 'obvious shift' signals (when East only discourages hearts if able to stand a diamond switch).

Board 30. Love All. Dealer East.

<p>♠ — ♥ K 7 ♦ Q J 7 6 4 3 ♣ A Q 10 4 2</p> <p>♠ A K Q 2 ♥ J 10 9 5 2 ♦ A 10 ♣ 9 8</p>	<p>♠ J 10 7 5 ♥ A Q 8 3 ♦ K 5 ♣ K 7 5</p> <p>♠ 9 8 6 4 3 ♥ 6 4 ♦ 9 8 2 ♣ J 6 3</p>
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If East opens a weak INT, West may treat the hearts as a four-card suit and use Stayman rather than a transfer. North then makes an unusual 2NT overcall and East will bid again. I suggest that a bid of one of North's suits should show 4-4 in the majors if West bid Stayman. With the ♥K and ♣A onside, 12 tricks result unless North ruffs an initial spade lead. This may be hard to find unless the contract is 6♥, when North can double. 5♦ doubled goes at least 3 down.

Board 31. N/S Vul. Dealer South.

<p>♠ K 10 8 4 ♥ 6 3 ♦ 9 3 ♣ 10 9 6 4 3</p> <p>♠ A 6 5 ♥ 10 7 2 ♦ K 10 8 5 ♣ A 8 5</p>	<p>♠ 7 2 ♥ A K Q J 5 4 ♦ A 6 2 ♣ J 2</p> <p>♠ Q J 9 3 ♥ 9 8 ♦ Q J 7 4 ♣ K Q 7</p>
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As a passed hand, it will be tempting for West to respond 2NT to 1♥ (to avoid the risk of being left in 2♦). In this case, East raises to 3NT and they score 430. Do they fare better playing in hearts? It depends on the diamonds. The correct and winning play is to cash the ace and finesse the ten. This produces three diamond tricks and 450. Of course, if South plays low smoothly, you might go against the odds and put up the king. I say well defended if that happens.

Board 32. E/W Vul. Dealer West.

<p>♠ Q 7 ♥ K Q 7 ♦ A 10 6 2 ♣ K Q 9 5</p> <p>♠ J 9 4 ♥ A J 10 6 5 2 ♦ 9 8 4 ♣ 3</p>	<p>♠ A K 8 6 5 3 ♥ 9 8 ♦ K 5 ♣ 8 6 4</p> <p>♠ 10 2 ♥ 4 3 ♦ Q J 7 3 ♣ A J 10 7 2</p>
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I anticipate a lot of penalties on this deal. If West opens a weak 2♥, North surely overcalls 2NT and South may well raise to game. An inspired lead of a top spade enables the defenders to take the first 7 tricks. More likely, East leads a low spade. Now you can get out for 2 down by playing on hearts, but you will surely not do that, preferring to play West for the ♦K. North-South can make 130 in clubs, for a huge score, whilst East can make 3♠ in comfort.