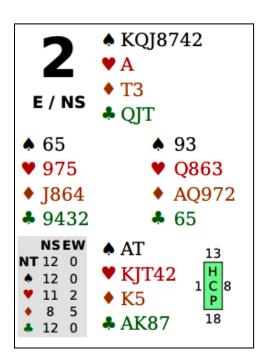
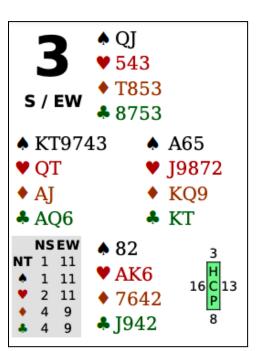


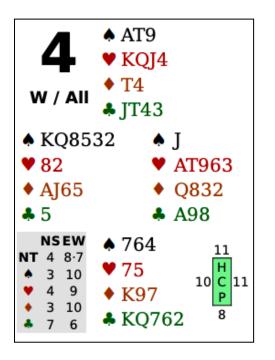
A tough one to start! North's heart suit is not really strong enough for a 2 opener, but the prospect of 1 All Pass is worrying. West will not pass out 1 this time, and North can rebid a relieved 4 . A club lead beats 4 when West makes two ruffs – but East has no special reason to lead a club. The sure game contract is 3NT, but I cannot imagine an auction to get there.



6NT by South is ideally where you want to play, but 6♠ by North also makes when the ♦A is onside. South opens 1♥ and this would be a good time for North to stretch to a Strong Jump Shift response of 2♠. Even after 1♥ - 1♠ South will make a strong rebid and the partnership may find a more difficult route to slam.



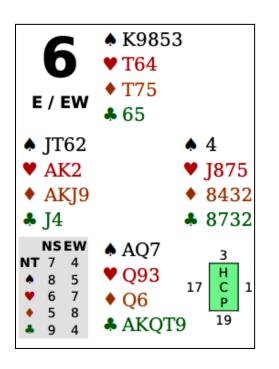
EW's turn for a difficult auction. In theory you do best to stop out of slam with two top losers, but I suspect some of you may make 6♠ by West if East's bidding puts North off a heart lead. If it starts 1♠ - 2♥ -2NT - 3♠ - and onward South may double the final 6♠ contract, asking for an unusual lead, here Dummy's first bid suit. Will North get the message?



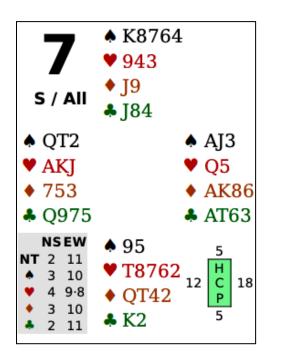
🔶 Q53 **9** AK7 N / NS KQJT83 AJT2 984 V AJ32 🛡 K864 JT8 🕈 Q962 **\$** 92 A6 NSEW 🔶 K76 15 NT 6.7 5 H C P 🛡 QT75 4.5 8 15 5 4.5 8 ♦ 543 8 5 **~**754 5 8

EW can make a rather fortunate 4♠ when trump break 3=3. But bidding 33% games is not recommended if you hope to score well in the long run. Do not push too hard at Pairs.

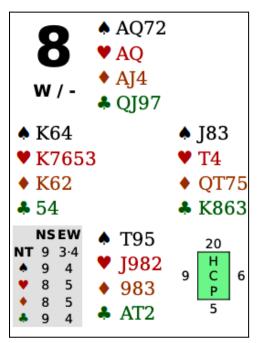
A competitive part score deal where any plus score will be good. If South scrapes up a 1♥ response to North's 1♣ they should certainly pass a 2♣ rebid, which may buy the contract. If South passes West will re-open with a double, and EW may buy it in 2♥. But I think most will get too high.



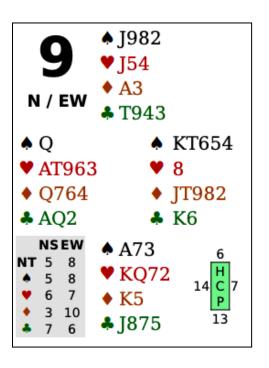
South may be tempted to upgrade to 2NT: the black suits are good enough, but the reds are disappointing. Better to open just 1, and perhaps stop low enough to make a contract. Or persuade West to compete and perhaps get into trouble.



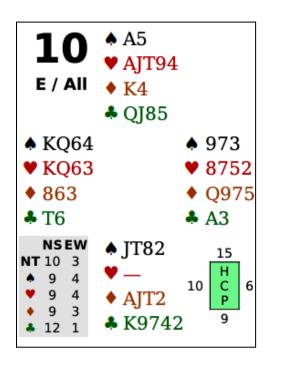
An easy board for weak no-trumpers. East has no reason to do anything other than raise to 3NT and 11 tricks roll in. Strong no-trumpers need a few more bids to reach game, but the result should be the same.



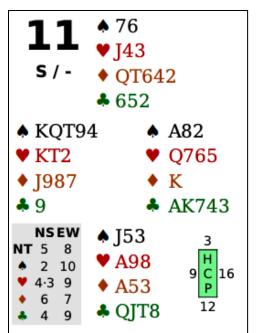
North has a real 2NT opener, and South will probably raise to game. Our Double Dummy Solver makes 9 tricks by using dummy's club entries with care: you have to finesse the AQ and clear spades. The defenders cash 3 diamonds, but you have 3 clubs, 3 spades, the A and a heart finesse makes 9. Well done if you make it!



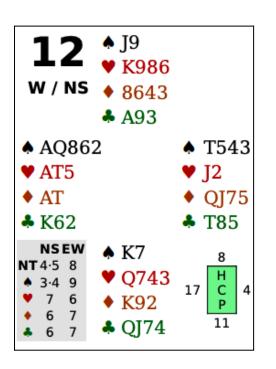
Not many in Scotland play Lucas Twos, where East can open 2^s to show a weak two with spades and a minor. So South will open 1NT and West likely overcall 2^v. East may as well try 2^s in case partner has better support for the other Major, and you should alight safely in 3^s.



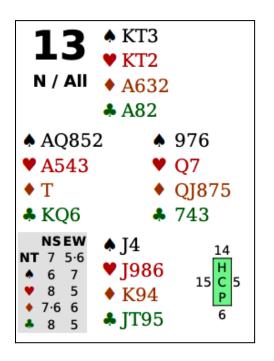
The Double Dummy Solver makes 6♣, but I would not take that too seriously. You need to finesse diamonds for a spade discard and then time the crossruff perfectly. Mere humans will be quite satisfied to reach 3NT and make it.



A normal enough weak no-trump from South may be passed round to East, who has a normal penalty double. North can rescue into 2, where the favourable trump position means just two down. Not a disaster provided EW are making 4, but that is easier said than done.



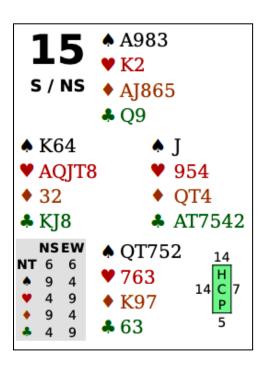
When you hold the Boss Suit you need not stretch to buy the contract. If East digs out a raise to 2. the partnership will reach 4., which needs some help from the defenders. A quiet pass, then later support, should keep you at a manageable level and ensure a plus score.



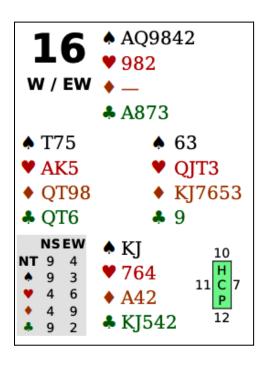
542 14 32 E/-6542 **8542** 🔶 KJ87 AT93 ♥ J5 🛡 K984 T9 AQ7 KJT7 🐥 AQ9 NSEW 🔶 Q6 0 NT 2 11 ♥ AQT76₁₃ н 1 12 С 15 9 KJ83 Ρ 4 9⋅8 12 **4**63 2 11

It is hard to take tricks when each side has half the pack and no special fit. The cards lie slightly better for NS, but West will probably buy the contract in spades. Focus on grabbing whatever tricks you can – maybe the defence will help you out.

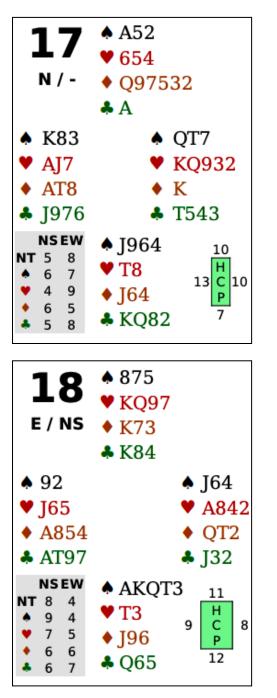
Much easier to take tricks with a combined 28 count. Even if South gets the chance to bid hearts and West declares there are 10 easy winners in NT; perhaps more in spades if you find the 4=4 fit and guess well.



The points are evenly split again, but this time each side has a 9-card fit, so there are more tricks in the mix. NS hold the Boss Suit, so they should compete to the 3-level, and if EW compete further, defend to ensure a plus score.

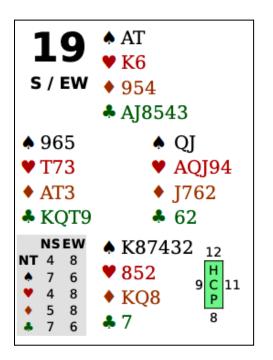


Hugh Kelsey used to say that 3NT is the contract most often allowed to make when it could be defeated. Sometimes, as here, 3NT is the only contract that cannot be defeated. Of course, it looks impossible to bid 3NT, but some will make 4♠ on a non-heart lead.

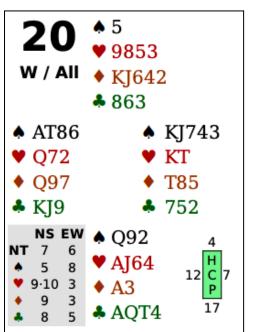


North might open a weak 2, not exactly classical with two outside Aces and a poor suit, but if the club is in the bag... If North passes it looks as if EW will reach an easy heart part score. Which means that if you do open 2, you have to try your best to escape for two down.

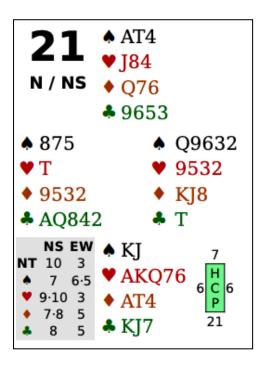
Some may not open a weak no-trump with the South hand, but I think it is the best bid with this 5=3=3=2 collection. If you open 1 you will probably have to rebid 2 , and partner will expect more spades, or more distribution. North should really pass 1NT with a 4=3=3=3 11-count, and you are in a comfortable spot.



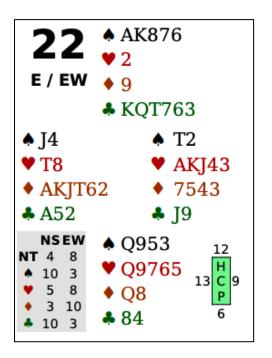
A weak 2♠ should win the contract, but if the defenders lead trump before you can organise a heart ruff you are an unlucky one down. If South passes North might choose to open 1NT in third seat, and so reach the same contract via a transfer. 2♠ looks more difficult to defeat if North is declarer.

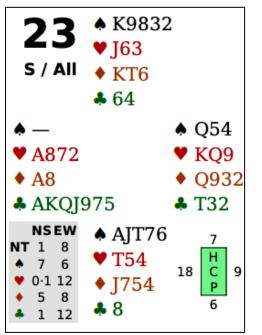


Yet another weak no-trump, and a spade transfer from East. With the cards lying as they do South should get involved somehow - perhaps with a double – and so compete in a red suit. These part score deals are very important in a Pairs event, which is why they give us headaches.



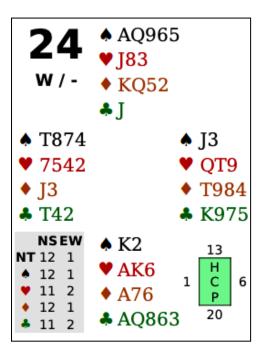
A simple 2NT – 3NT auction. (5=3=3=2 is a balanced distribution.) West is unlikely to lead a heart, the only lead that does not give you a ninth trick immediately, and you can easily develop an extra trick in clubs when the singleton ten pops up in the East hand.



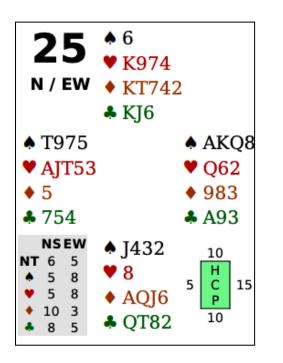


EW have the balance of the points, but NS have the Boss Suit, and only they can make game. Most of us have no conventional way to show a black two-suiter over 1, but North can get hist hand over by overcalling 2, then rebidding spades at whatever level necessary. It is not a good idea to make a takeout double on hands with extreme distribution.

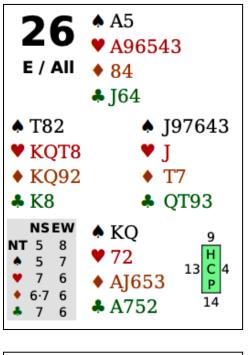
An excellent slam for EW. In 6♣ you do not need hearts to break 3=3 since East can ruff the fourth round. Not easy to bid though: if West reverses into hearts there is some risk of reaching the 4=3 fit. This time fortune favours the brave.



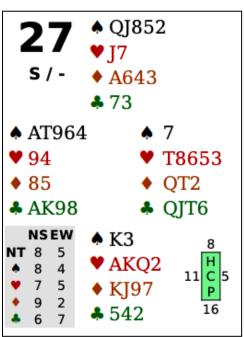
Not such a great slam for NS. Perhaps it is easier to make 12 tricks if you are not in slam and thus under less pressure. To make 6NT on a diamond lead you play 3 rounds of spades. If East throws a red card you can give up a spade and make 12 tricks with the club finesse. So East must throw a club. You lead the &J and when East covers you duck to make 4 club tricks without allowing West in to cash a spade.



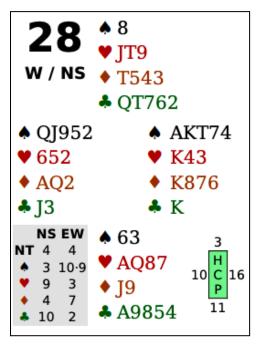
NS can make 10 tricks in diamonds, but can they get into the auction? If East opens 1♠ and West raises North can make a takeout double – partner will not punish a passed hand for some nonvulnerable competition. South should respond 2NT, showing two places to play, and North has an easy 3♦ call.

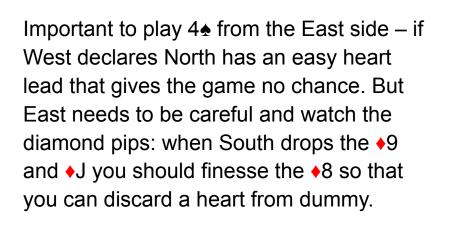


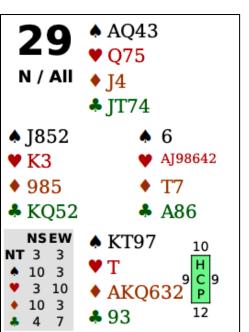
A hand where you might prefer to defend, given that no-one can make anything much. Our Double Dummy Solver beats even 2 by cashing the side Aces, then playing a second diamond. South wins the first trump and gives partner a ruff with the A for the sixth defensive trick. I think if you manage to reach 2 you are favourite to make 8 tricks...



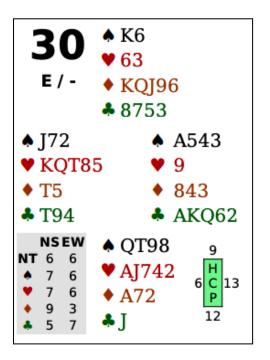
Looking at all four hands we can see that it is easy to beat 3NT by cashing 4 clubs and the ▲A. I expect many of you will make 3NT when West leads a normal low spade. The question is: should you try for a second spade, hoping the defenders do not find the club switch? Or bank everything on the diamond finesse?



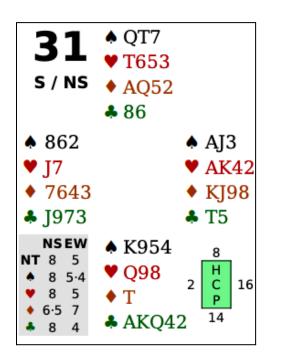




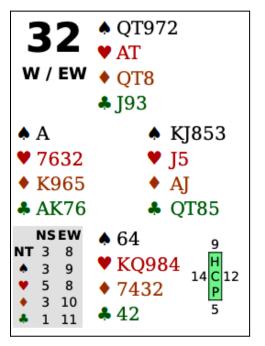
One of these hands where each side can make game – in theory. I suppose if the auction is very competitive East might elect to finesse in hearts, but most will play 'nine never' as usual. NS are even less likely to find the winning spade finesse. I predict lots of minus scores.



There could be some interesting results on this one. East opens 1♣ and South may decide to overcall 1♥. If that is passed round to East a re-opening double might seem a good idea. West will pass, hopefully, but it is hard to see how 1♥ can be defeated. If South chooses to double instead NS will reach a partscore in diamonds – but even 130 does not outscore 160.



Another hand where it seems better to defend than to have to make a series of right views as declarer. NS have the balance of the points, but may struggle to make a contract.



One of the rare hands where Five of a minor is supposed to work better than 3NT. Our DDS has no trouble defeating 3NT but it is hard to imagine North finding a heart lead if West is declarer. Practical players remember Kelsey's comments, quoted above.