

ECatsBridge Simultaneous Pairs for Children in Need

Tuesday 12th November 2024



Together we can ...

... and by competing in this Simultaneous Pairs you have once again certainly shown that **together we can indeed do something to help make a difference** to children who really need our help. Over the past years we (well you) have helped raise an amazing **£1,346,939.83** ... hopefully we will be a good bit more to that this year!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/sims/donations.asp>

and you will see how you can do it – if you haven't already done so of course!

Our thanks, as always, go to our commentators: Brian Senior for his words of wisdom on Monday and Wednesday, Mark Horton did the analysis for the Tuesday and Thursday and session and Julian Pottage completes the crew, writing up the Friday event. It's always interesting to see if they got it right but you will have discovered that by now of course !

With very best wishes

Anna & Mark – the ECatsBridge Team

Board 1	♠ Q1032	Dealer N
	♥ J	Vul: None
	♦ J86542	
	♣ Q3	
♠ K864		♠ J9
♥ 8		♥ K7653
♦ K973		♦ AQ
♣ 10986		♣ KJ52
	♠ A75	
	♥ AQ10942	
	♦ 10	
	♣ A74	

North has a poor suit and a four-card major on the side – not everyone's idea of an ideal weak two bid. However, were North to open 2♦ an overcall of 2♥ by East would see South double. Do you know how you play a redouble by West in this situation? If it's a suggestion that playing in hearts is not a good idea East must choose between 2NT and 3♣. Given that West must be short in hearts the latter looks the better bet, after which South might decide to double again.

Where North passes initially East opens 1♥ leaving South stymied. When West

responds 1♠ East must choose between INT and 2♣. If South bids 2♥ over either of them it should not be difficult for North to appreciate that it is intended as natural.

If East plays in clubs South is likely to lead the ♦10 and declarer wins and does best to play a spade to dummy's king followed by the ♣10. If South wins, playing two rounds of hearts will give the defenders five tricks.

If South plays in hearts West will probably lead the ♣10 for the queen and king and when declarer ducks East must switch to a heart. Declarer wins with dummy's jack and plays a diamond, East winning with the ♦A and returning a club. If declarer wins and plays a low spade West needs to put up the ♠K, otherwise declarer will win with dummy's queen and be sure of eight tricks, provided he cashes the ♠A in timely fashion.

Were East to play in INT, South needs to lead a low heart. If declarer ducks North's ♥J North must avoid switching to a club. On a diamond switch declarer wins and plays a spade and now South must go up

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with the ♠A and play hearts, which will result in one down.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	1	-	-
S	-	1	1	1	-
E	2	-	-	-	-
W	1	-	-	-	-

=====

Board 2	♠ 103	Dealer E
	♥ K3	Vul: N-S
	♦ AKJ753	
	♣ J92	
♠ K7		♠ QJ942
♥ A1062		♥ Q
♦ 10864		♦ Q92
♣ Q74		♣ 10853
	♠ A865	
	♥ J98754	
	♦	
	♣ AK6	

If East can open 2♠ promising spades and a minor, and South overcalls 3♥, North will have little alternative to raising to game.

Otherwise, South opens 1♥ and rebids 2♥ over North's 2♦, which should lead to the heart game.

If East has opened 2♠ West is likely to lead the ♠K when declarer can only manage nine tricks. Otherwise, West has an awkward decision. Leading a club allows declarer to win with dummy's jack, pitch two spades on the ♦AK, ruff a diamond and play a heart to the king. When that collects East's ♥Q declarer can pitch another spade on the ♦J and emerge with 11 tricks. A diamond lead is marginally better, but only in so far as it holds declarer to 10 tricks. Aside from the ♠K, a low heart is also good enough to restrict declarer to nine tricks.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	2	3	-	2
S	1	2	3	-	3
E	-	-	-	1	-
W	-	-	-	-	-

=====

Board 3	♠ AQ76	Dealer S
	♥ 954	Vul: E-W
	♦ AK85	
	♣ 85	
♠ 92		♠ K843
♥ KQ		♥ 106
♦ QJ73		♦ 10962
♣ Q10974		♣ AJ3
	♠ J105	
	♥ AJ8732	
	♦ 4	
	♣ K62	

If South opens 2♥ North has enough to enquire with 2NT, which should lead to the heart game.

If South starts with a Multi 2♦ North might conclude that game is more likely opposite a weak two in hearts and bid 2♠, South bidding 3♥ or 4♥, depending on agreements, or using a more sophisticated set of responses to show the hand type (here that might be 3♠, promising maximum points and a good heart suit).

If South passes and North opens INT (12-14/13-15) South transfers to hearts and then has a close decision on the next round. A six-card suit is an asset, but pushing for close games is not a sound strategy at matchpoints.

If North opens 1♣ South responds 1♥ and will have a similar issue if North rebids INT. Here South might consider trying a checkback bid (the two-way XY notrump method is gaining in popularity) which should lead to the heart game.

The play in the trump suit will determine the outcome in a heart contract. On a diamond lead declarer might be tempted to win in dummy and run the ♥9. A second

finesse will mean that only nine tricks are taken.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	4	2	2
S	-	-	4	2	2
E	1	1	-	-	-
W	1	1	-	-	-

=====

Board 4	♠ AK	Dealer W
	♥ QJ	Vul: Both
	♦ AK10764	
	♣ A3	
♠ Q8432		♠ 1075
♥ 109		♥ AK875
♦ QJ8		♦ 3
♣ 1076		♣ K954
	♠ J96	
	♥ 6432	
	♦ 952	
	♣ Q82	

If North opens 1♦ East overcalls 1♥. North can continue with 2♥, but when all South can do is bid 3♦ is still be time to call it a day.

If North starts with 2NT South will probably pass.

If North begins with a Strong 1♣ East might intervene, but the soundest strategy with a decent hand is to wait and see what happens – if the bidding continues 1♦-Pass-1NT East can use the partnership's defence to an opening 1NT to show a good hand. Here North will choose between rebidding 2NT or 3♦, ending the auction unless the partnership plays 3♦ as game forcing.

If North plays in notrumps and East leads a top heart (many play that the ace asks for attitude and the king requests an unblock) the defenders should collect the first five tricks and force declarer to discard a club and two diamonds. Then East can switch to a spade and declarer should lose two more tricks.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	3	-	-	-
S	-	3	-	-	-
E	1	-	1	2	-
W	1	-	2	2	-

=====

Board 5	♠ 974	Dealer N
	♥ Q73	Vul: N-S
	♦ AQJ963	
	♣ 10	
♠ 8		♠ A106
♥ KJ106		♥ A92
♦ K1075		♦ 842
♣ J632		♣ Q985
	♠ KQJ532	
	♥ 854	
	♦	
	♣ AK74	

If North starts with a weak 2♦ South bids 2♠ and goes on to game if North raises.

Where North passes, South opens 1♠ and if North responds 2♦ will probably be content to rebid 2♠, again advancing to game if North raises. If North responds 1NT South must choose between rebidding 2♣ or 2♠ when the spade game remains in the picture.

If South plays in spades West needs to find a heart lead (or a spade when East can play two rounds of the suit) otherwise declarer will be able to discard a losing heart from both hands while ruffing two clubs.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	3	1
S	-	-	-	3	1
E	2	-	-	-	-
W	2	-	-	-	-

=====

Board 6 ♠ 653 Dealer E
 ♥ J87 Vul: E-W
 ♦ J10854
 ♣ A5

♠ A104 ♠ QJ72
 ♥ AQ532 ♥ 964
 ♦ AK9 ♦ 32
 ♣ K7 ♣ 10962

♠ K98
 ♥ K10
 ♦ Q76
 ♣ QJ843

If South elects to open 1♣ West will double. If North passes, East bids 1♠ and West can rebid 1NT/2NT, ending the auction.

Where South remains silent and West opens 2NT East will probably pass.

If West starts with a Strong 1♣ East responds 1♦ and then passes West's 2NT rebid.

If West plays in notrumps and North leads a diamond declarer wins and will probably try playing the ♥A followed by a heart. South wins and continues with a diamond and declarer wins and cashes three more hearts. If North discards two spades, declarer can cash the ♠A and exit with a diamond, scoring the ♣K at the end. If North has discarded a club then declarer can still exit with a diamond but will need to read the ending to secure eight tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	1	-	-	-
E	2	-	3	3	2
W	2	-	4	4	2

=====

Board 7 ♠ K7 Dealer S
 ♥ 42 Vul: Both
 ♦ AK106
 ♣ AKQJ9

♠ J92 ♠ AQ10653
 ♥ AKQ73 ♥ 6
 ♦ 9853 ♦ QJ7
 ♣ 10 ♣ 865

♠ 84
 ♥ J10985
 ♦ 42
 ♣ 7432

If West opens 1♥ and North doubles East will bid 1♠. If West raises to 2♠ and North doubles again South bids 3♣ and East 3♠. If North decides to press on with 4♣, will East double?

If West does not open and North starts with 1♣ East might overcall 2♠. Then North can choose between bidding 2NT, 3♣ and 3♦.

If North's 1♣ is Strong, East can still overcall leaving North with the problem of the rebid.

Were North to open 2NT South might elect to transfer to hearts with unfortunate consequences.

If East plays in spades the defenders should manage four tricks.

If NS play in clubs then they should lose four tricks.

If North plays in no trumps and East leads a heart the defenders will be on course to take the first nine tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-	1	1	3	-
W	-	1	1	3	-

=====

Board 8 ♠ 9872 Dealer W
 ♥ AK43 Vul: None
 ♦ K3
 ♣ 962

♠ 543 ♠ AK106
 ♥ J1087 ♥ Q9652
 ♦ J ♦ A942
 ♣ K10743 ♣

♠ QJ
 ♥
 ♦ Q108765
 ♣ AQJ85

If East opens 1♥ and South overcalls 2NT, West raises to 3♥ and East goes on to game. Will North be tempted to double?

If EW play in hearts and South leads a diamond, declarer wins with the ♦A and must avoid playing a heart, as North would win, and play two more rounds of the suit, resulting in two down. If declarer ruffs a diamond and plays a spade to the ace, the appearance of an honour from South will pose a problem. If declarer continues with the ♠K and then the ♠10, everything in the garden will be rosy, but ruffing a diamond allows North to overruff and play two rounds of hearts for at least one down.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	2	-	-	2
S	1	2	-	-	2
E	-	-	4	1	-
W	-	-	2	1	-

=====

Board 9 ♠ K76 Dealer N
 ♥ 10 Vul: E-W
 ♦ 102
 ♣ QJ109842

♠ A4 ♠ 532
 ♥ J94 ♥ AKQ8
 ♦ 843 ♦ AKQ75
 ♣ AK765 ♣ 3

♠ QJ1098
 ♥ 76532
 ♦ J96
 ♣

Left to their own devices EW would probably have little trouble in diagnosing that they have the material for a slam, East opening 1♦ and reversing into hearts on the next round. However, when North opens 3♣ a lot of bidding space has vanished. If East doubles the vulnerability might deter West from passing for penalties. 3NT looks sensible, but will East continue with 4♦? Then West's simplest move, taking the view that it must promise a powerful hand, is to bid 5♣. Even then it is by no means certain that a slam will be reached, unless East decides that West must have a spade control and bids 5♥. If West then bids 5♠ there is some danger that East will think there is grand slam available.

Deals which rely on a perfect fit are notoriously difficult. Notice how important West's ♥J is. If you add to that the general expectation that suits may break badly after a preemptive opening then it is reasonable to suppose that not many pairs will bid a slam.

12 tricks in diamonds should present no problems, and the same is also true for 6NT.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	6	5	2	6
W	1	6	4	2	6

=====

Board 10 ♠ 1086543 Dealer E
 ♥ A6 Vul: Both
 ♦ QJ2
 ♣ K7

♠ Q9 ♠ J7
 ♥ Q98532 ♥ 10
 ♦ 43 ♦ AK865
 ♣ J65 ♣ 109432

♠ AK2
 ♥ KJ74
 ♦ 1097
 ♣ AQ8

Some pairs might be able to open the East hand 2NT promising both minors, a method that is outlined in *The Mysterious Multi*. When South doubles West bids 3♣. It's hard to say how easy it would be for NS to double that for penalties. If North does not double the choice lies between 3NT and 4♠.

Where East passes initially and South opens a strong INT, North is likely to transfer to spades and then jump to 4♠.

If South starts with an Acol style 1♥ North bids 1♠ and then jumps to 4♠ over South's 2NT rebid.

If South begins with a Strong 1♣ and North responds with a popular INT indicating a positive with 5+♠ East might decide to risk bidding 2♦. If South were to pass that, North might try 2NT, which South could raise to 3NT. Another possibility would be for South to bid 3♦ over 2♦, when North might bid 3NT.

If the defenders lead diamonds they should score three tricks against a spade contract.

There are 11 tricks in 3NT.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	2	4	5
S	-	2	2	4	5
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 11 ♠ 95 Dealer S
 ♥ 862 Vul: None
 ♦ AQ8
 ♣ Q10654

♠ A10763 ♠ Q
 ♥ 107 ♥ AKJ943
 ♦ K9652 ♦ 1043
 ♣ J ♣ 932

 ♠ KJ842
 ♥ Q5
 ♦ J7
 ♣ AK87

If South opens 1♠ and North responds INT East comes in with 2♥ which could end the auction.

Many years ago, Sandra Landy told me that in the original version of Acol a two-level response could be made on as little as eight points, and responding 2♣ with the North hand would make it easy for South to compete with 3♣.

If East plays in hearts South is likely to lead a top club and switch to the ♦J, North playing three rounds of the suit. After scoring a ruff South's best shot is to exit with the ♥Q, but declarer wins, ruffs a club and plays a diamond. If North ruffs, declarer overruffs, draws the outstanding trump and the ♠A is the entry to cash the last diamond for a club discard.

Were NS to play in clubs an initial heart lead and continuation would require declarer to ruff a third round of hearts high. Then cashing the ♣A and playing the ♦J is one route to nine tricks, declarer drawing trumps after three rounds of diamonds and then playing a spade.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	1	-
S	3	-	-	1	-
E	-	3	2	-	-
W	-	3	2	-	-

=====

Board 12 ♠ A9543 Dealer W
 ♥ 8 Vul: N-S
 ♦ K74
 ♣ KQJ2

♠ KQ7 ♠ 1082
 ♥ A7654 ♥ K1032
 ♦ A ♦ 109532
 ♣ A1097 ♣ 8

 ♠ J6
 ♥ QJ9
 ♦ QJ86
 ♣ 6543

If West opens 1♥ and North bids 1♠ East raises hearts according to agreements. After 1♥-(1♠)-3♥ West is likely to go on to 4♥. After 1♥-(1♠)-2♥ West might bid a more cautious 3♣, East then jumping to 4♥.

If North starts with a double the situation does not change.

If EW play in hearts declarer should emerge with 11 tricks. On a club lead declarer can ruff a club in dummy at trick two and then play a spade. A minor suit crossruff, cashing dummy's ♥K along the way will be enough thanks to the doubleton ♠J.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	-	-
S	1	-	-	-	-
E	-	1	5	1	1
W	-	1	5	1	1

=====

Board 13	♠ AQ3	Dealer N
	♥ K3	Vul: Both
	♦ AQ10943	
	♣ A8	
♠ KJ102		♠
♥ 765		♥ AQ94
♦ 7652		♦ K8
♣ 54		♣
KQ107632		
♠ 987654		
♥ J1082		
♦ J		
♣ J9		

If North opens 1♦ and East overcalls 2♣ a 2♦ rebid by North will leave East with the option of continuing with 3♣, or introducing the hearts via 2♥. Were East to go down that route, West might suspect that it is unlikely to be a five-card suit, given the absence of an initial two suited overcall. In any event, the question for North will probably be about continuing with 3♦ over 3♣.

If East plays in clubs South leads the ♦J, ruffs the second round of the suit and plays a spade. Declarer ruffs, but must lose a club and two hearts, taking eight tricks.

If North plays in diamonds and East leads a top club declarer wins with the ace and with no entry to dummy might consider playing the ♥K. East wins and cashes a club but then has nothing better than continuing with two rounds of hearts. Declarer wins in dummy pitching a spade, but must then guess to play a spade to the queen. East can ruff, but when the ♦K falls under the ace declarer will have nine tricks. Not an easy line to find!

Were NS to somehow end up in spades, declarer can, in theory, take ten tricks by winning the club lead, playing two rounds of diamonds and then running the ♠5.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	3	-	4	-
S	-	2	-	4	-
E	2	-	-	-	-
W	2	-	-	-	-

=====

Board 14	♠ Q654	Dealer E
	♥ AQ42	Vul: None
	♦ 432	
	♣ J9	
♠ J8		♠ K10732
♥ K1086		♥ 7
♦ KQJ10		♦ A6
♣ KQ3		♣ A10542
♠ A9		
♥ J953		
♦ 9875		
♣ 876		

An old chestnut, should East open 1♣ or 1♠? After 1♣-1♦-1♠ West is likely to jump to 3NT. Opening 1♠ sees West respond 2♦ and then jump to 3NT over a 2♠ rebid.

If North leads a heart against 3NT declarer is likely to cash out for 10 tricks.

After a spade lead South should win and switch to the ♥9, just in case North started with ♥AQ102.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	5	2	4	4
W	5	5	2	4	4

=====

Board 15	♠ 9854	Dealer S
	♥ J10742	Vul: N-S
	♦ 75	
	♣ 107	
♠ AKQ62		♠
♥ K		♥ AQ983
♦ AKJ3		♦ Q1092
♣ AQ5		♣ 9432
	♠ J1073	
	♥ 65	
	♦ 864	
	♣ KJ86	

If West opens 2♣ East responds 2♥ and then bids 3♦ over West's 2♠ rebid. That should be enough for West to ask for keycards and the ♦Q before bidding 7♦.

If West starts with a Strong 1♣ East responds 1♥ then bids 2♦ over West's 1♠. The simple approach for West is to raise to 3♦ and then ask for keycards.

If EW reach 7♦ played by East, the most awkward lead is a low club. Declarer is not going to finesse, but after winning with the ace might go wrong by unblocking the ♥K, crossing to dummy with the ♦10, ruffing a heart high and then drawing trumps by cashing the ♦A and overtaking the ♦J. When the hearts turn out to be 5-2 there are only 12 tricks. If declarer is going to play on hearts, having unblocked, it is better to attempt to cash the ♥AQ. Here South can ruff, but declarer overruffs, draws trumps and then plays on spades, the 4-4 break delivering 13 tricks.

However, there is a much simpler line! Declarer can cash dummy's top spades discarding three clubs, unblock the ♥K, ruff a club, ruff a heart and claim the last six tricks on a high crossruff!

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	7	6	6	6
W	5	7	6	6	6

=====

Board 16	♠ Q4	Dealer W
	♥ Q986	Vul: E-W
	♦ KQ62	
	♣ K109	
♠ J8		♠ AK97
♥ J10		♥ K32
♦ J98743		♦ A5
♣ J82		♣ A743
	♠ 106532	
	♥ A754	
	♦ 10	
	♣ Q65	

If North opens 1NT (10-12/12-14) and East doubles, South will look to escape into a major suit, using whatever agreements are to hand. One method is to pass, asking partner to bid 2♣. Then responder passes with clubs, bids 2♦ with diamonds or 2♥ with at least 4♥+4♠.

Were South to bid a natural 2♠, East will probably double again if that is for penalties.

If North opens 1♣ East doubles and if South bids 1♠ will probably try 1NT. Then West will want to be able to bid a natural 2♦.

If NS find their heart fit and West leads a diamond, East wins and returns the suit, declarer winning and pitching a club. Now it is essential to play the ♠Q, East winning and exiting with a heart. Having won with the queen declarer plays a second spade

and can happily crossruff, scoring a club trick at the end for eight tricks.

If West finds the lead of the ♥J for the queen, king and ace and declarer ducks a spade, East wins and exits with a heart, West winning and switching to the ♦7. Then it is essential that declarer plays low from dummy.

If West plays in diamonds, North must avoid lead the ♠Q. Then declarer could win in dummy, cross to the ♠J and run the ♥J to South's ace. Declarer wins the club switch in dummy and pitches a club on the ♠K, North ruffing and playing two rounds of clubs. Declarer ruffs, plays a heart to the king, ruffs a heart and can now play the ♦J, emerging with an overtrick.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	2	1	-
S	-	-	2	-	-
E	1	2	-	-	1
W	1	2	-	-	1

=====

Board 17	♠ 1086	Dealer N
	♥ K	Vul: None
	♦ 98652	
	♣ AK84	
♠ AK	♠ Q75	
♥ AQJ1072	♥ 9843	
♦ AQJ10	♦ 4	
♣ 2	♣ J9753	
	♠ J9432	
	♥ 65	
	♦ K73	
	♣ Q106	

If West opens 1♥ East raises to 2♥ and West bids game.

If West starts with a Strong 1♣ North might come in with something to show the minors, but it should not stop EW from reaching 4♥.

If West begins with 2♣ East responds 2♦ and 4♥ will be reached, perhaps via the popular Kokish sequence where West's 2♥

rebid forces East to bid 2♠ when West can bid 3♦ promising hearts and diamonds.

If North starts with two top clubs, declarer ruffs, cashes the ♦A, ruffs a diamond, and takes the heart finesse, finishing with 11 tricks. The Rabbi would take 12!

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	1	-
E	2	1	6	-	4
W	2	1	6	-	3

=====

Board 18	♠ K9	Dealer E
	♥ K532	Vul: N-S
	♦ 109872	
	♣ A7	
♠ Q8	♠ 1054	
♥ A9	♥ QJ76	
♦ KJ63	♦ Q54	
♣ Q10842	♣ K63	
	♠ AJ7632	
	♥ 1084	
	♦ A	
	♣ J95	

If South opens 1♠ and North responds 1NT or an Acol style 2♦ South rebids 2♠. Where that promises a six-card suit North might try raising to 3♠, an invitation South will decline (despite Meckstroth's Law).

If West leads a club, declarer ducks, wins the likely diamond switch, crosses to the ♣A, ruffs a diamond, ruffs a club, cashes the ♠K, ruffs a diamond, cashes the ♠A, draws the outstanding trump and plays a heart, finishing with 10 tricks.

To restrict declare to nine tricks, West must start with two rounds of hearts, or lead a trump at trick one, neither of them being particularly likely.

Ignore Meckstroth's Law at your peril!

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	3	3	2
S	-	1	3	3	2
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 19	♠	54	Dealer S
	♥	J7	Vul: E-W
	♦	KJ10832	
	♣	KJ2	
♠	9632	♠	Q107
♥	A53	♥	Q96
♦	Q97	♦	654
♣	A53	♣	Q1084
	♠	AKJ8	
	♥	K10842	
	♦	A	
	♣	976	

If South opens 1♥ North responds 1NT, and if South rebids 2♣ North's 2♦ will end the auction.

If South starts with 2♦ promising 5♥ and 4♠, North might elect to pass.

If North plays in 2♦ and East leads a club declarer wins the second round of the suit with the ♣K and may consider taking the spade finesse, which would result in nine or ten tricks being scored.

If NS play in hearts then 10 tricks are not out of the question, as after a club lead declarer will be able to organise a club discard on the ♦K and does not need to take a spade finesse.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	4	4	2	2
S	2	4	4	2	2
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 20	♠	AK1096	Dealer W
	♥	K6	Vul: Both
	♦	Q765	
	♣	52	
♠	843	♠	J
♥	AQJ4	♥	98532
♦	AK9	♦	1083
♣	KJ8	♣	Q963
	♠	Q752	
	♥	107	
	♦	J42	
	♣	A1074	

If West opens 1♣ North overcalls 1♠ and South raises via 2♣, North signing off in 2♠. If West, appreciating that East is likely to hold at most one spade, then doubles, East will bid 3♥. Another possibility is for West to double 2♣, if it promises a strong balanced hand.

If West's 1♣ is strong, North may elect to pass, then come in on the next round using the partnerships conventional defence to 1NT on the next round. It will not be easy for EW to discover their heart fit.

If West starts with an Acol style 1♥ and North overcalls 1♠ East can raise to 2♥/3♥ depending on agreements.

If West plays in hearts and North leads a top spade there will always be 10 tricks, as long as declarer wins a club switch and plays the ♥A followed by the ♥Q, avoiding the impending club ruff.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	-	3	1
S	-	1	-	3	1
E	1	-	3	-	-
W	1	-	3	-	-

=====

Board 21 ♠ J875 Dealer N
 ♥ 87 Vul: N-S
 ♦ 107
 ♣ KJ874

♠ 4 ♠ A10962
 ♥ KQJ10 ♥ 643
 ♦ Q852 ♦ KJ3
 ♣ AQ62 ♣ 105

♠ KQ3
 ♥ A952
 ♦ A964
 ♣ 93

If South opens 1NT (12-14/13-15) and West gets involved (perhaps bidding 2♣ to show hearts and another suit) North passes and East bids 2♥, promising at least three cards in the suit.

If South starts with 1♣ some players might risk overcalling 1♥. Where 1♣ promises 2+♣ North might not be keen to raise to 2♣.

Unless West is declarer (when the only lead to defeat 2♥ is a low spade) declarer will struggle to take more than seven tricks in hearts.

Were South to play in clubs West will probably lead the ♥K. If declarer wins and tries running the ♣9 East wins and plays a heart, West winning. Now the strongest defence is to switch to a diamond when declarer will be struggling if West wins the next round of clubs with the ace and continues with a red suit. Hearts if declarer has ducked a diamond, but diamonds if declarer has taken the first round of diamonds with the ace. Then declarer might take no more than five tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	-	-	-
S	1	-	-	-	-
E	-	2	1	-	1
W	-	2	1	-	1

=====

Board 22 ♠ Q10962 Dealer E
 ♥ K8 Vul: E-W
 ♦ 1032
 ♣ K72

♠ K5 ♠ A8743
 ♥ 76 ♥ AQ
 ♦ AKJ ♦ Q9765
 ♣ AQ9865 ♣ J

♠ J
 ♥ J1095432
 ♦ 84
 ♣ 1043

If EW are given a free run the auction might start 1♠-2♣-2♦-2♥* when East must choose between bidding 2NT or 3♦. The latter works well, as West might continue with 3♥ and then bid 4♦ over East's 3NT. East can then cue bid 4♥ after which West is likely to drive to 6♦.

However, South might overcall 3♥ (I was tempted to type 'should overcall'). If West then bids 4♣ North can join in with 4♥ and a lot of space has gone. If East decides to double 4♥ West might let that go.

If EW defend 4♥ doubled they should collect 800, the only point being that West must not be in a rush to take the ♣A. If the defenders start with three rounds of diamonds declarer ruffs and plays a heart, East taking two tricks in the suit and continuing with a diamond. If declarer ruffs and plays a club West must withhold the ♣A. If declarer ruffs and plays the ♠J East wins and switches to the ♣J and again West must duck.

If East plays in 6♦ and South leads the ♠J one line is to play to establish dummy's clubs. When the suit behaves declarer will end up taking all the tricks via a show up squeeze against North.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	7	1	4	6
W	5	7	1	4	6

=====

Board 23 ♠ Dealer S
 ♡ J10985 Vul: Both
 ♢ Q109
 ♣ 109542

♠ QJ10 ♠ A8653
 ♡ 62 ♡ Q
 ♢ K2 ♢ J8653
 ♣ AKQ876 ♣ J3

 ♠ K9742
 ♡ AK743
 ♢ A74
 ♣

If South opens 1♠ West can choose between INT and 2♣. When South rebids 2♥, North has enough to raise to (at least) 3♥ and South advances to game.

On this layout the fall of the ♠QJ10 and the diamond position should see everyone playing in hearts secure 11 tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	5	-	1
S	-	-	5	-	1
E	2	-	-	2	-
W	2	-	-	1	-

=====

Board 24 ♠ Dealer W
 ♡ K2 Vul: None
 ♢ J876
 ♣ Q52

♠ 9843 ♠ 106
 ♡ QJ104 ♡ A8653
 ♢ Q95 ♢ K10
 ♣ K7 ♣ 10943

 ♠ KQ2
 ♡ 97
 ♢ A432
 ♣ AJ86

If North happens to open a 10-12 INT South is likely to at least invite game.

When the first three players pass, and South opens INT, (12-14/13-15/14-16) North will invite/bid game (going via Stayman) according to the range.

If South opens 1♣ North responds 1♠ and must then take a view over the INT rebid.

If South is declarer West's lead of the ♥Q gest the defenders off to a good start, but after three rounds of the suit it will hardly be obvious to West that a diamond switch is required to hold declarer to six tricks.

If North happens to be declarer, a heart lead from East costs an important trick, declarer winning and playing a club to the jack after which eight tricks are certain.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	2	-	2	1
S	2	2	-	2	-
E	-	-	3	-	-
W	-	-	3	-	-

=====

Board 25 ♠ Dealer N
 ♡ K542 Vul: E-W
 ♢ 9753
 ♣ 10

♠ 84 ♠ AQJ9
 ♡ Q10873 ♡ A9
 ♢ Q106 ♢ A84
 ♣ 832 ♣ KJ76

 ♠ 752
 ♡ J6
 ♢ KJ2
 ♣ AQ954

If East opens 1♣ and West scrapes up a response of 1♥ it would not be ridiculous for East to rebid 3NT.

If 1♣ is Strong West responds 1♦ and now East will be content to bid 2NT, leaving West to consider the merits of transferring to hearts.

If East begins with an Acol style 1♠ West might decide to let matters rest.

If East plays in notrumps South must avoid a club lead, as declarer would win and play two rounds of hearts. With the diamonds providing an entry to dummy there will be at least nine tricks.

The only 'safe' lead is an impossible to find diamond, removing dummy's potential entry.

Were West to be the declarer in a notrump contract North might find a passive diamond lead, but starting with a major gets declarer on track for nine tricks, even if the first trick was taken by the ♥Q.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	2	2	2	2	2
W	2	2	2	1	2

=====

Board 26 Dealer E
Vul: Both

♠ 5	♠ 86
♥ 96	♥ AKJ1072
♦ QJ632	♦ A94
♣ QJ843	♣ K2

♠ A974	♠ KQJ1032
♥ Q8	♥ 543
♦ 1075	♦ K8
♣ A1076	♣ 95

If East opens 1♥ South overcalls 1♠/2♠ according to taste. West has enough to bid over either of them and game should be reached, either in hearts or notrumps. If the partnership plays that bidding 2NT over 2♠ would show heart support then West will probably start with a double and then bid 3NT on the next round.

There are 10 top tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	2	4	2	4
W	1	2	4	2	4

=====

Board 27 Dealer S
Vul: None

♠ AJ5	♠ Q6
♥ AKJ6	♥ 1085
♦ K83	♦ 942
♣ 1043	♣ KQ952

♠ 1074	♠ K9832
♥ Q7432	♥ 9
♦ 76	♦ AQJ105
♣ AJ8	♣ 76

If South opens 1♠ North has an awkward hand. One possibility is to respond 2♣. Then the auction might proceed 2♦-2♥*-3♦-3♠-4♦*-4♠.

There is always the possibility that North might, having responded 2♣, jump to 3NT on the next round. This type of tactical manoeuvre can work well – here its success/failure would appear to depend on East's opening lead and how declarer tackles the spade suit.

If South plays in spades and West does not lead a club, declarer might, on a good day, take all the tricks, finessing the ♥J, disposing of two clubs and then rejecting the spade finesse.

Were North to play in 3NT, a heart lead would see declarer win and cash five diamonds. On the last of these, West, down to ♠1074 ♥743 ♣AJ would probably pitch a heart. Then declarer could cash three hearts and might end up with 12 tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	5	2	5	2
S	1	5	2	5	2
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 28 ♠ AJ1054 Dealer W
 ♥ 2 Vul: N-S
 ♦ 6432
 ♣ 1086

♠ K9732 ♥ 1043 ♦ KJ10 ♣ AJ	♠ Q8 ♥ AQJ9865 ♦ Q5 ♣ K2
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♠ 6
 ♥ K7
 ♦ A987
 ♣ Q97543

If West opens 1♠ East responds 2♥ and sees West raise to 3♥. You could make a case of sorts for East to now bid 4♣ and that will be fine if the partnership do not advance beyond 4♥.

If South leads the ♠6 North wins and returns the suit. After South's ruff the fate of the contract will depend on how declarer tackles the trump suit.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	1	-	-	-
S	2	1	-	-	-
E	-	-	4	2	2
W	-	-	4	2	2

=====