

Board 29. Game All. Dealer North.

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

North-South should reach 3NT. It will be all about overtricks. South, the probable declarer, wins the diamond lead with the queen and plays a heart to dummy's ten. East wins and leads a second diamond, threatening to sever the communications between declarer and dummy. Declarer does best to cash the five hearts discarding three spades and two clubs, lead a spade to the queen, then a club towards the king. He emerges with 11 tricks.

Board 30. Love All. Dealer East.

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

The chances of finding a 1NT opener with a four-card major is over 50%, so I have sympathy with any West player who tries Stayman in response to his partner's weak 1NT opener (South passing). West removes East's 2♦ reply to 2♥ and East converts to 2♠. It will be hard for East-West to get a plus score, whether they declare 1NT, 2♠, or 1♦ (reached via 1♦ – all pass, if playing the Strong Notrump).

Board 31. NIS Vul. Dealer South.

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

A sensible auction would be 1♠ opened by West, 2♦ overcall by North, all pass. This contract will drift a quiet one down. If East-West are playing the Strong Notrump, then West will open 1NT. North may pass (especially if playing a 2♦ overcall as conventional). East will rescue to 2♥ (perhaps via a transfer), a contract that is likely to fail. But North will probably bid on to 3♦ and lose the dreaded 200.

Board 32. E/W Vul. Dealer West.

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

A thin 4♥ game for North-South here. The bidding should start with South opening 1♥ in fourth seat and North raising to 2♥ (a much better alternative than 1NT). Will South invite game, or pass 2♥? It is a close decision at Pairs, a form of scoring that does not favour bidding thin games. Declarer can make 4♥ by setting up clubs (which split 3-3), or alternatively by ruffing two spades in dummy. East overruffs the fourth spade at the cost of his trump trick.

Board 1. Love All. Dealer North.

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

North will open 1♠ using the Rule of 20 (total points + two longest suits = 20 or more), East will overcall 2♥ and South will simply jump to 4♠. Though he has an eight-loser hand, he has five trumps and a powerful distribution. North make 4♠ so it will be up to East-West to bid on to 5♣ (probably going one down) or 5♦ (which may even make if declarer can establish hearts). But I reckon most North-South's will be allowed to declare 4♠.

Board 2. NIS Vul. Dealer East.

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

West will open a third-seat 1NT (playing weak) and North will overcall 2♠. South should probably pass the overcall, though the position of the queen of hearts will mean that 10 tricks will be made. The premium for bidding close games at matchpoint scoring is not so great, though, and missing the thin game is no disaster.

Board 3. E/W Vul. Dealer South.

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

The bidding will probably start 1♥ – 2♦ – 3♥ – 3♠ and South will probably bid 4♥ (six loser hand) in spite of holding three low spades. Neither West nor East will disturb the contract (though West might chance a double), but 4♥ will go two down. East-West would score +130 in diamonds, however, so North-South losing 100 points in 4♥ will be about an average.

Board 4. Game All. Dealer West.

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

Playing a Weak Notrump, North will open 1NT & South will remove to 2♥ (via a transfer – if playing them). Neither West nor East will disturb the contract and 2♥ may well make (losing two spades, a heart and two clubs). Playing a Strong Notrump, North will open 1♦ and East will double. South will respond 1♥ and West may decide to act, bidding 1NT or possibly even an imaginative 1♠! West should go two down in 1NT, losing the dreaded 200.

Board 5. N/S Vul. Dealer North.

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

East-West will probably arrive in 4♥ on a diamond lead. Declarer will win the king, trump the seven and play to the queen of hearts. North will win and a switch to the king of spades will ensure the beating of the contract (not so easy to find!). If North returns a diamond, declarer does best to ruff his own ace (!) and run the ten of hearts, successfully finessing against South's jack. If so he makes his game.

Board 6. E/W Vul. Dealer East.

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

One or two East-Wests will bid to 5♣, even to 4♠, but the majority will have a bash at the ubiquitous 3NT. Declarer should play clubs by leading the ace and another (NOT leading the jack). If he plays the suit in the recommended fashion, he will score four tricks and probably emerge with a total of ten. If he runs the jack and the opponents switch to hearts (or continue diamonds if they led a diamond) then he will not even make his contract.

Board 7. Game All. Dealer South.

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

North-South should bid 1♠-2♥-3♦-4♠-pass. Declarer wins HK lead with HA (discarding the two of diamonds). He leads the nine of diamonds to the ace, ruffs a diamond, crosses to the queen of clubs, trumps a diamond, ruffs a heart, crosses to the king of clubs, back to the ace, ruffs a fourth diamond with the queen of spades, then ruffs a heart. West (down to his four trumps) overruffs but has to lead from A108 into declarer's KJ9. 11 tricks.

Board 8. Love All. Dealer West.

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

Playing a Weak Notrump, South may decide to punt 3NT in reply to North's INT. If so he will come up smelling of roses. The club finesse succeeds and the suit splits 3-2, so he has ten tricks on a diamond lead. A more conservative approach will land South declaring 3♣ where he will probably make ten tricks too. East-West will not do well in their contracts, but they may score well unless North-South double.

Board 25. E/W Vul. Dealer North.

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

East will open 1♦ using the Rule of 20, South will overcall 1♥, West will respond 2♣, and North may bid 3♥ (not 4♥ as his diamond honours and shape look unpromising). 3♥ may very well buy the contract – going two down on best defence. +100 will not score so well for East-West who can make an amazing 12 tricks in clubs (on a non-spade lead) by taking all the finesses.

Board 26. Game All. Dealer East.

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

East will open 1♣ using the Rule of 20, and if East decides to bid out his pattern, by re-bidding diamonds (an overstatement of his strength but a perfect statement of his 6-5 shape) then West may put him in 6♦. And 6♦ may even make, particularly if South begins with the ace of clubs. Many East-West's will reach 4♥ or 3NT, though. 3NT will probably make – diamonds providing five tricks. As will 4♥, partly because South can never win the lead to play spades.

Board 27. Love All. Dealer South.

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

It is rare to have a slam after the opponents have opened and responded. But here is such a hand. The likely auction is 1♦ – pass – 1♠ – 2♥ – pass – 3/4♥ – all pass (4♥). If East knew that West had a singleton diamond, he would certainly have a go at slam via Blackwood, hoping that any relevant spade honours would be favourably placed (with the spade bidder). But West cannot show his singleton diamond so 4♥ + 2 will be the common result.

Board 28. N/S Vul. Dealer West.

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

It will be easy for East-West to go overBoard here – they have no game available but the auction may well start: pass – INT(ugh!) – double – 2♥ – 3♠ – pass - ? There will be those East's who punt 3NT. Seven heart tricks and the ace of diamonds later and he will be regretting it! Even Four clubs will fail, losing the ace and king of hearts, the ace of diamonds and a trump trick (unless declarer is clairvoyant).

Board 21. N/S Vul. Dealer North.

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

East-West's hands fit very well and they can make 5♦, just losing the two top trumps (provided they finesse South for the king of hearts). It is hard to reach, however. The bidding may go pass – pass - 1♥ – 2♦ – pass – 3♦ – all pass. South may double 3♦ for take-out, but that would be very risky (vulnerable with seven defensive points in diamonds).

Board 22. E/W Vul. Dealer East.

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

All reasonable routes end up with North-South declaring 3NT. The favourable diamond layout (3-3 with the queen onside) means that declarer can make 12 tricks. If South declares (quite likely) on the ten of spades lead, declarer wins the ace, plays a diamond to the king, back to the jack, cashes the king, then the eight and two. He cashes his five clubs and the king of spades and gives up the last trick to the ace of hearts.

Board 23. Game All. Dealer South.

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

Only a hyper-aggressive South would open 3♣, so the bidding will go pass – pass – 1♥ – pass – pass and now West will either bid 2♦ or double (intending to convert clubs to diamonds). If he bids 2♦, he may well buy it right there (probably making eight tricks). If he doubles then East will buy it in 2♠, which will also probably make. 3♣ by South only goes one down, so if he escapes the double he will survive...

Board 24. Love All. Dealer West.

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

Another part-score deal. East-West make eight trick in diamonds. Now about North-South in clubs (harder to reach)? If West leads the nine of hearts then East plays king, ace and a third heart. Best defence after trumping is for West to underlead his ace of diamonds to East's king and get a fourth heart. He ruffs with the nine of clubs, forcing out dummy's ace, and now East's king of clubs must score. Eight tricks.

Board 9. E/W Vul. Dealer North.

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

South's 2NT opener will be passed out and West will lead the ace of clubs, and follow with the king, jack and a fourth club. Declarer will win, cash three spades, then exit with the six of hearts. West wins the ten and cashes the fifth club. Declarer discards the nine of diamonds, and waits for the defence to lead into one of his red ace-queens. In this way he scrambles seven tricks. Not too bad.

Board 10. Game All. Dealer East.

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

Four Robson's would bid 1♠ – double – 2♠ – 3♦ – all pass. If declarer guesses diamonds correctly – leading low to the king (playing the opener for the ace), then he should just lose the four aces. +110 for North-South should be an excellent score with East-West likely to scramble home in 2♠ (particularly if South makes the understandable but unfortunate lead of the king of clubs).

Board 11. Love All. Dealer South.

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

The modern style for many (including myself and my students) is to open North's hand INT – though third in hand there is a stronger case for opening 1♥. If INT is chosen then the final contract may well be INT doubled. Over a 1♥ opener, East will double, South will bid INT and the contract will not be doubled. How many tricks will INT make? Hard to tell, but the cards lie well for East-West. The contract will be nip and tuck.

Board 12. N/S Vul. Dealer West.

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

North will probably open 3♥ – the eighth card compensating for the adverse vulnerability. East doesn't quite have enough to overcall (facing a passed partner) and South... It's very tempting for him to try 3NT. North MUST pass – he's not been invited. West should lead the ace of hearts to look at the dummy. If he continues with the king to get a signal, East will tell him to switch to spades and the contract will fail badly. But if he switches to a diamond, declarer can make eleven tricks!. Can you see how?

Board 13. Game All. Dealer North.

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

East-West can make 6♦. Assuming South doesn't overcall (close decision), the best auction is: 1♦ – 1♥ – 1♠ – 2♣ (fourth suit forcing) – 2♦ – 3♦ – 3♥ – 3NT – 4♣ – 6♦. South had better cash his ace of spades at trick one or he'll never get it! And my tip in Pairs is to cash an ace against a slam unless you have a very good reason not to.

Board 14. Love All. Dealer East.

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

East will open 1♥, South will overcall 1NT (a better description of the strength and balanced nature of the hand than a take-out double), and West may chance a double. East will run to 2♥, though, and there matters will rest. South will probably lead a low trump, declarer will win and lead to the king of clubs (South ducking) and lead a second club. South will win, cash the ace of hearts, and does best to cash the ace of spades and switch to the king of diamonds(!) This will hold declarer to nine tricks.

Board 15. NIS Vul. Dealer South.

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

The bidding will start 1♦ – 2♣. Playing the negative double, North will double and South will jump to 3♦. North will not push for a thin 5♦ game so 3♦ will end the bidding. It will make either nine or ten tricks. If North is not playing the negative double, he will have to pass 2♣. South will reopen with 2♦ and again North will go quietly. Those North-South's gambling 3NT will not do so well – the defence taking the first five club tricks.

Board 16. E/W Vul. Dealer West.

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

An interesting bidding challenge for East-West, who fail badly in 3NT, but make 4♣ and 5♦ (best). A reasonable auction might go: pass – pass – 1♦ – (1♥) – 1♠ – INT (best – in spite of the lack of stopper) – 3♦ – 3♥ (showing worry about hearts) – 4♦ – 4♣ – 5♦/pass. 5♦ actually makes an overtrick on careful play. 4♣ will make unless declarer, after ruffing the second heart, leads king, ace and a third spade. North will draw trumps, lead a heart and the contract will go miles down!

Board 17. Love All. Dealer North.

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

A quiet hand, but with just as many matchpoints at stake as any other! The bidding will go pass – pass – 1♦ – pass – pass – 1NT – all pass. South may lead a top club to see dummy, then two more rounds of clubs. Declarer will probably make seven tricks. If East-West find their spade fit (how?) they may do better, as they have the time to broach both red suits and may score eight tricks.

Board 18. NIS Vul. Dealer East.

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

The bidding will start pass – pass – 1NT (playing weak) – pass – and much will rest on whether East removes to 2♥ (possibly via a transfer). North will reopen with a take-out double and North-South will locate their club fit. If they guess the queen of trumps, playing for the drop (not clear given the bidding) club contracts will make eleven tricks! This will score +150 and will tie those North-South pairs who defeat West's 1NT by three tricks (taking the first nine tricks in the black suits).

Board 19. E/W Vul. Dealer South.

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

A big double-fit deal, where East-West can make nine tricks in spades (& clubs), and North-South eleven in hearts (& diamonds) – assuming they finesse in diamonds. A reasonable auction might go 1♦ – 1♠ – 2♥ – 4♣ – 5♥ – pass – 6♥ – all pass. Declarer will make all thirteen tricks in 6♥ if he guesses to drop West's king, but the odds favour the finesse. In that case West will win the king of diamonds and grab the ace of clubs. Down one.

Board 20. Game All. Dealer West.

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

Most routes end with North-South bidding 6NT, which will make exactly. There will be some unlucky pairs who try the Grand Slam – only requiring East to hold the king of diamonds. A reasonable route playing Weak Notrump would be pass – 1♥ – 2♦ (not 2♣ – don't bid bad suits with good hands) – 2NT – 6NT.