

**Board 29. Game All. Dealer North.**

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

Whether or not North opens his empty 12-count, and there is a good case for passing at this vulnerability, N/S will normally have a free run to game, presumably 3NT. East will lead a spade and declarer will win and take a diamond finesse, holding himself to ten tricks, though the defenders will have to discard carefully. If South plays the hand the lead will be a club but most declarers will again take the diamond finesse. Anyone who drops the ♦K will score very well indeed.

**Board 30. Love All. Dealer East.**

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

I suppose someone will pass this one out, though most Wests will open either 1♥ or 2♥. West is held to seven tricks in a heart contract, while N/S can make +140 in spades but only seven tricks in no trump on accurate defence (East must win the first defensive spade trick to clear the hearts while West still has the ♠K as an entry). This is a good vulnerability at which to compete the partscore so South will surely come in with his spades at some point and only his initial pass will prevent North from getting too high in no trump.

**Board 31. N/S Vul. Dealer South.**

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

Even vulnerable, I would open the South hand with 1♠, being a big fan of 5-5 hands. On this occasion that should ensure that slam is reached as North has a good fit and excellent controls. Even where South passes, slam is possible. After 1♥ - 1♠ - 4♠, South has enough to look for slam, perhaps via a 5♣ cuebid, and North will be happy to co-operate. Incidentally, that 4♠ bid should be a (semi-)balanced high-card raise, with shapely hands having to go via a splinter-bid instead.

**Board 32. E/W Vul. Dealer West.**

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

West is minimum but has a normal weak 2♠ bid. East has no option but to pass and hope, and his hopes are realised when South overcalls 2NT. North transfers to hearts and may settle for 3♥ or raise to game. North's spade losers can be discarded on the minors, but there are still three trumps and a diamond to lose, so the decision on whether to bid game is a big one in matchpoint terms. If South views to pass out 2♠, he will score very well as that contract should be two down vulnerable.

**Board 1. Love All. Dealer North.**

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

N/S are cold for game in either hearts or no trump. Which game they play may depend on North's rebid after 1♥ - 1♠. If he rebids 2♥, my preference, South may raise to 4♥, while a 2♣ rebid will see South bid 3NT. The likely diamond lead gives eleven tricks in no trump for an excellent score. In hearts, the ♦9 lead also gives eleven tricks. Eleven is possible on any lead, but those who lead low to the ♣K may be held to ten if they are not allowed to ruff a club.

**Board 2. N/S Vul. Dealer East.**

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

After 1♦ - 1♠, the West hand is not ideal for either a 3♦ or INT rebid. 3♦, my preference, will see East try 3NT while INT will be raised to game, so 3NT should be the normal outcome. If declarer plays on diamonds, he has two losers in the suit, but there are potential tricks everywhere and ten tricks looks possible if declarer plays around the black suits on discovering the four-one diamond split. +430 will score well because plenty of declarers will be held to nine tricks.

**Board 3. E/W Vul. Dealer South.**

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

If West opens with a weak two bid he may play there as neither opponent has an obvious way into the auction. But the hearts are weak and most will pass, second in hand at adverse vulnerability. North may scrape up a 1♣ opening, after which East overcalls and it is unclear where the bidding ends. If North passes, East opens 1♠ and rebids 2♠ over the likely 1NT response. 2♠ is a horrible contract and will score poorly. This time the dubious weak 2♥ opening is the winner.

**Board 4. Game All. Dealer West.**

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

Vulnerable, it is unlikely that E/W will get involved in the auction. North may play in 1NT, where he rates to get the clubs right as the second-round finesse ensures five club tricks even when it loses. When the finesse wins, declarer is looking for his ninth trick. If N/S play in clubs, the club guess is harder to get right. A club loser will hold declarer to nine tricks for +110, losing out to the successful declarers in no trump.

**Board 5. N/S Vul. Dealer North.**

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

Assuming that East opens his uninspiring 12-count, as is normal, E/W will surely get to game, usually 4♥. The diamond loser goes on the third club and the favourable spade position means only one loser in that suit, so ten tricks should be made. A cautious East may pass and only raise the 1♥ opening to three, missing game for a poor score. 3NT should struggle after a spade lead. Declarer must knock out the club before the ♥J or he will be defeated.

**Board 6. E/W Vul. Dealer East.**

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

Not the most exciting of deals. On the face of it E/W should always bid to 4♠ and always make eleven tricks. I suppose that where East is declarer South might duck the diamond lead towards the king to allow twelve tricks, but that will be an infrequent occurrence. Any result other than E/W +650 will be a near top/bottom.

**Board 7. Game All. Dealer South.**

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

Most Souths will open with a game-forcing 2♣ and that may encourage West to overcall 2♠ in the hope of catching a raise from partner to pre-empt the opposing auction. That will work very well here as East has an easy raise to 3♠ and now South will surely bid 4♦. North raises to 5♦ and that will make except on a heart lead before the ♠K has been established for a heart discard. Left to themselves, N/S may get to 3NT, where ten or eleven tricks are possible.

**Board 8. Love All. Dealer West.**

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

The West hand has great potential but it is best opened at the one level as it will take three bids to describe the major-suit distribution. Open 1♥ and follow up with 2♠ then 3♠ and East will know of the 6-5 shape and can judge to play 4♥. Eleven tricks are normal, one spade ruff establishing the suit and declarer conceding one trick in each red suit.

**Board 25. E/W Vul. Dealer North.**

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

The North hand and heart suit are a little too good for a weak no trump so he should open 1♥ whether playing weak or strong no trump, and South will show a balanced high-card raise to game. The club loser goes away on the third diamond so it is all about the spades. If East leads ace and another spade he holds the contract to ten tricks, otherwise there is an overtrick, and that should be all that this deal is about.

**Board 26. Game All. Dealer East.**

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

Most Easts will pass and most Wests open 1♠ as a weak no trump is a dangerous option when vulnerable in third seat. North will usually intervene with 2♦ and East perhaps double (negative) then invite with 3♠, declined by West. It looks like nine tricks unless North leads the singleton club, picking up the jack and allowing a discard for the diamond loser. A diamond lead looks better in theory as well as practice. However, South is ruffing a loser so it does not gain a trick for the defence.

**Board 27. Love All. Dealer South.**

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

E/W have a cold slam in diamonds but are perhaps more likely to end up in 3NT. West opens 1♦ and North overcalls 1♠. When East cuebids to show a constructive diamond raise, West is likely to try 3NT, ending the auction. There are eleven tricks, no more and no less, unless North makes the odd lead of a low heart. If the partnership is to reach the diamond slam it will need East to insist on playing in diamonds. Even then, it will not be easy to get there with confidence.

**Board 28. N/S Vul. Dealer West.**

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

This is an awkward hand for N/S. Most Norths will pass rather than open 2♥ as they have four cards in the other major. East opens 1♣ and South overcalls 1♦ or doubles then bids diamonds at his next turn. We see the danger in the latter approach because North may well jump a long way in hearts facing a double, making life awkward for his partner. 4♠ is the only game that N/S might make, and I see no likely route to that contract. Plus scores should score well with many pairs going down in game.

**Board 21. N/S Vul. Dealer North.**

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

The combination of vulnerability and four-card heart suit will prevent most Norths from opening 3♠, and East's 1♣ opening will silence South. However, North may bid 3♠ at his second turn. A takeout double is needed now to avoid a tough choice for East. Failing that, 4♥ on the three-card support is best and may end the auction, though South is close to 4♠. The bad diamond and heart positions may doom 4♥ to a one-trick defeat.

**Board 22. E/W Vul. Dealer East.**

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

If South opens INT that should end the auction. The cards lie well for N/S and this contract rates to succeed. A 1♥ opening may attract a raise from North and a protective double from West, perhaps leading to East bidding 2♠ and playing there. That looks as though it should fail and even one down vulnerable will be too much. 2♥ is close to making if declarer leaves trumps to last but will fail more often than not, with five top losers plus a long heart.

**Board 23. Game All. Dealer South.**

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

Many Souths will open a weak no trump and play there, the vulnerability discouraging West from getting involved. INT will be an unpleasant affair with four or five tricks the likely outcome. If West does come in East is worth more than just a 2♥ response to a two-suited overcall. But 3♥ should be alright for E/W and they will be disappointed to find the string of 200s and 300s beating their result. Where South opens one of a suit, E/W will usually play a heart partscore.

**Board 24. Love All. Dealer West.**

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

When West's 1♥ opening gets around to South, he may make an intermediate jump overcall of 3♦ (intermediate is normal in the pass-out seat). North should pass that due to the lack of a diamond fit and 3♦ will fail after two rounds of hearts and a spade switch. If South instead reopens with a double then bids diamonds, North may declare 3NT. That too looks doomed to failure as both minors lie very badly for N/S.

**Board 9. E/W Vul. Dealer North.**

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

N/S might make 4♥ but will rarely even mention the suit unless North dredges up an opening bid. Where he passes, East opens 1♠, raised to 2♠, and North competes with 3♣. If left to play there, North should make 3♣, but often E/W will compete further. 3♦ would be an easy make, but 3♠ takes some care due to the 4-1 trump split. After two rounds of clubs, forcing him, declarer does best to play on diamonds without touching trumps, and should prevail with care.

**Board 10. Game All. Dealer East.**

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

Where East opens INT he may play there as the vulnerability is unattractive for a borderline action by North or South. He will do very well to succeed against good defence. Say South leads a diamond and declarer wins the third round. He crosses to the ♠A to lead a club up and must play a low club next to drop the doubleton ace. All very well if South follows low to the first club, but if he drops an honour declarer may try to pin J10 doubleton. Where East opens 1♣, South may declare 2♦ or West an awkward 2♠.

**Board 11. Love All. Dealer South.**

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

6♣ is a good contract for N/S and is unbeatable. Can they get there? If it starts Pass – 1♥ – 1♠ – 3♣ – 4♣, North can start to cuebid and needs only to hear of a spade control to bid the slam. A 2♦ overcall by East makes life more difficult. South may begin with a negative double and West can raise pre-emptively. North has a big hand but no space to agree trumps then explore. Perhaps he will just close his eyes and blast the slam?

**Board 12. N/S Vul. Dealer West.**

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

6♥ is a good contract, especially played by West to protect the club position. Now a spade can be established for a club discard. Played by East on a club lead, declarer will usually spurn the finesse and rise with the ♣A, draw trumps and play on diamonds. He will have to be on good form to get the position right. 6NT is also makeable by West, but this too requires a winning diamond play unless a trick is given by the lead.

**Board 13. Game All. Dealer North.**

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

North opens 1♣ and the 1♥ response should keep West silent. North rebids 1♠ and South raises to 3♠. Most Norths will judge their shape to justify going on to game. If they win the diamond lead and draw trumps, they can then play on clubs but get forced by a further diamond lead and cannot get at the club winners. Better then to play on clubs before trumps. There is a club over-ruff but declarer has trump control and should come to ten tricks.

**Board 14. Love All. Dealer East.**

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

If East opens 1NT West will transfer to hearts and South can double 2♥ for take-out. 2♥ rates to fail by a trick, the fourth round of spades ensuring North's trump winner. But North will remove the double and play in 3♦. Repeated heart leads force South to ruff so that East gets his diamond trick, but the spades take care of two of North's side losers and 3♦ may make. The defence would do better to establish their club tricks early but that may not be obvious and still might not be sufficient to break the contract.

**Board 15. N/S Vul. Dealer South.**

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

South opens 3♥ and North raises to game. The two winning finesses should see 4♥ home, but normally East will overcall 4♣ (or 3♠ where North has not raised to 4♥). There are three aces to be lost in 4♣. With both games succeeding, whoever declares the hand should score well, certainly if at a level where they can make their contract.

**Board 16. E/W Vul. Dealer West.**

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

Four of either major succeeds courtesy of the heart finesse, however, more often than not they will stop short of game. Indeed, at this vulnerability, should game be reached, N/S may well save in 5♣ doubled, which costs 500. After 1♥ and a 2♣ overcall, East will make a negative double and perhaps South raise pre-emptively to 3♣. West can make a responsive double, getting 3♠ from East, or bid his diamonds, converted to 3♥ by East. Somebody has to be very aggressive to get to game.

**Board 17. Love All. Dealer North.**

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

North has a clear weak 2♠ opening – some aggressive players may even prefer 3♠. 2♠ leaves East with the values to bid but no attractive option. The hearts are poor for a three-level overcall and the high-card strength is just shy of a 2NT bid. Most will go for 3♥ and may play there. That looks to be one down, as is 3NT if West tries a 3♠ enquiry. If North is left in 2♠ that will prove tough to beat and there will be some +110s for N/S.

**Board 18. N/S Vul. Dealer East.**

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

West opens 1♣ and North overcalls 1♥ – he is well short of a double then bid hearts sequence in modern style. East bids 1♠ and now South should make a pre-emptive raise, perhaps only to 3♥ at this vulnerability. West is close to a 4♥ cuebid but may content himself with 4♣ facing a passed partner and that will end the auction, usually scoring +450. At a different vulnerability N/S would have a good save in 5♥, but not this time.

**Board 19. E/W Vul. Dealer South.**

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

Those Wests able to open 2♠ to show a weak two-suiter may play there. Ugh! Where West passes North has a weak no trump opening and East can show his two-suiter. If he, for example, bids 2♣ to show hearts and another, an intelligent West will pass. That works poorly here but is surely the percentage action as the overcall will usually be much less shapely than the actual East hand. 2♣ should make OK but a diamond or heart partscore will do rather better.

**Board 20. Game All. Dealer West.**

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

6♥ makes and so does 7♣, though it will be tough to reach that last contract. 7♣ requires two even breaks so is not a good spot, while 6♥ may survive one 4-1 break. In a heart contract, declarer should ruff a diamond to get to the South hand to lead hearts towards the J9, picking up some 4-1 splits. Getting to any slam should score well because North will not co-operate in a slam hunt unless South shows the clubs, and many Souths will treat their hand as single-suited, probably correctly.