



Commentary for the
WBF / ECatsBridge Charity Pairs 2014
"Bridge for the Philippines"
Thursday 23rd January



Thank you so much for coming to play in the WBF/ECatsBridge Simultaneous Pairs to raise money for the Philippines.

As you will know, they are suffering badly following the destructive typhoon that hit the country, and your money will help enormously to rebuild their lives.

We hope you have enjoyed the event, and will find this commentary on the hands entertaining. Results are at www.ecatsbridge.com/sims as normal.

We run a lot of other Simultaneous Pairs – you can find details in our calendar on the Sims Page on the ECatsBridge Website – it's in the menu on the left.

And please go to www.worldbridge.org which is the official website of the World Bridge Federation and have a look because there are other events you can play in that you may enjoy.

Finally – we have two Facebook pages, so do come and "like" us so that you get news of future events!

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President, World Bridge Federation The ECatsBridge Team

Board 1. Love All. Dealer North.

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

The favourable spade position means that N/S can make nine tricks in spades and, left to themselves, they will surely play a spade partscore for +140. However, West will usually compete the partscore. For example, after a weak no trump and transfer response, he will either now or on the next round use a take-out bid. That may get East to 3♣, when 3♦ is a better spot, but the main thing is to reach a contract that is cheaper than conceding -140, and either 3♣ or 3♦ achieves that, though South will often go on to 3♠ anyway.

Board 2. N/S Vul. Dealer East.

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

With or without intervention from South, and the vulnerability should ensure that such intervention is fairly low key, E/W rate to end up in 3NT. If West is declarer after a 1♠ overcall from South, a club lead would be very effective but unlikely. Normally, the lead from either side will be a spade and declarer has the necessary entries to pick up the spades and diamonds for twelve tricks.

Board 3. E/W Vul. Dealer South.

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

A 1♠ opening from West should lead to an uncontested auction, with 4♠ the likely end product. Two rounds of clubs forces dummy to ruff and declarer can no longer afford a trump finesse. Instead, he cashes two top spades and plays on diamonds to pitch his remaining clubs. North can ruff the third diamond but there is just the ♥A to lose for a solid +620. Any other game contract is beatable on accurate defence.

Board 4. Game All. Dealer West.

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

East may open either 1♠ or 2♠ in third seat but South will double either way. West can make a single raise but North is worth a leap to 4♥, despite the potentially wasted ♠K. The fifth heart and useful side-suit more than compensate for the dubious spade holding. As it happens, there are eleven tricks without needing the ♠K as a trick. If E/W save in 4♠, a club ruff will be required to get the necessary +800 to compensate for the N/S game.

Board 5. N/S Vul. Dealer North.

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

The vulnerability will keep all but the most aggressive Souths quiet when East opens 1♦. There are twelve tricks available in no trump, but 6♣ looks to be the place you would want to reach. It is not at all easy, as clubs will be the fourth suit. After 1♦ – 1♥ – 1♠ – 2♣, East may raise to 3♣ as a forcing semi-natural bid. East could be much weaker so West may convert to 3NT; an invitational raise to 4NT by East may get the message across and West jump to 6♣, but not many will find this slam. Those in 6NT can consider themselves a little bit lucky.

Board 6. E/W Vul. Dealer East.

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

No need to spend much time on this one. No Trump range may lead to different declarers, but surely everyone will play 3NT and all roads appear to lead to ten tricks, whether after a diamond lead from East or a spade from West. An eleventh trick would be gold dust while making only nine is a disaster for N/S.

Board 7. Game All. Dealer South.

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

It is entirely possible that nobody will open on this one at the prevailing vulnerability. Where the hand is opened, N/S can make +140 in spades while the E/W limit is +110 in hearts, and there should not be too much difficulty in stopping at a safe level. Anyone who achieves the scores suggested above will do well. The most likely opener is North, who may try 1♠ in third seat for the lead.

Board 8. Love All. Dealer West.

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

Were West not 7-2-2-2, he might be tempted to open 4♥, but that would be wrong with his actual shape – for all the beautiful heart suit, there are too many losers outside. Having opened 1♥, West may hear a 2♦ overcall from North passed back to him. He cannot reopen with a double so will repeat the hearts, but perhaps 3♥ reflects the suit better than 2♥. Three Hearts makes exactly but will score above average because of those who reach game and fail – East may, for example, gamble 3NT over 3♥.

Board 9. E/W Vul. Dealer North.

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

Six Hearts requires merely that the clubs provide five tricks, making it well with the odds, but it is tough to see a route to the slam. An uncontested auction might go 1♥ – 2♣ – 2♥ – 4♥, and East cannot afford to go on. South may make a Michaels Cuebid or similar to show his two-suiter. West will bid clubs and North perhaps jump to 4♠. Maybe, if East goes on to 5♥ by himself, West might assume the spade shortage and add a sixth, but anyone who achieves this will deserve a very good matchpoint reward.

Board 10. Game All. Dealer East.

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

South is very flat and should probably pass at this vulnerability when East opens 1♦ (I will bet that many make the ugly take-out double, however). If West responds 2♣ he may be driven to game by East, so a INT response is more disciplined. East may pass that or try 2♥, over which West can bid 3♣ an dplay there. Even 3NT is a lucky make but those in INT may settle for less after a spade lead.

Board 11. Love All. Dealer South.

♠ 4		
♥ AJ		
♦ J62		
♣ AQJ9752		
♠ AKQJ5		♠ 63
♥ 7652		♥ K10843
♦ AQ3		♦ K74
♣ 10		♣ 843
	♠ 109872	
	♥ Q9	
	♦ 10985	
	♣ K6	

Four Hearts is a good spot for E/W and makes an overtrick unless the defence leads two rounds of clubs at the start then a third round when North wins the ♥A – that promotes a second trump trick. If it starts 1♠ – 3♣, that will come back to West who will double. A 3♥ response is likely to be passed, so it will be up to East to jump to 4♥ if game is to be reached. A 2♣ overcall may allow East to scrape up a negative double and now West will drive to game.

Board 12. N/S Vul. Dealer West.

	♠ K652	
	♥ Q65	
	♦ J986	
	♣ 102	
♠ 7		♠ A1043
♥ K7432		♥ 9
♦ K105		♦ 32
♣ K943		♣ AQ8765
	♠ QJ98	
	♥ AJ108	
	♦ AQ74	
	♣ J	

East opens 1♣ in third seat and south doubles. There are several possible auctions from here, but one is for West to bid 1♥ and North 1♠. When South raises to 2♠, West may jump to 4♣ – he could compete to 3♣ with quite a bit less. Now, East's hand is looking a lot better. Able to visualise the four-card support and spade shortage, he could find a raise to 5♣ for a very useful score.

Board 13. Game All. Dealer North.

	♠ A532	
	♥ J6	
	♦ K94	
	♣ A1083	
♠ J94		♠ Q10876
♥ AK105		♥ 83
♦ J62		♦ AQ83
♣ J54		♣ K7
	♠ K	
	♥ Q9742	
	♦ 1075	
	♣ Q962	

Where North opens INT, East has a close decision vulnerable. If he can show spades and another, he may come in and E/W will eventually play the spade partscore for +140. This is also the likely result if North opens 1♣. If East passes over INT, South will transfer and East gets a second chance to come in. Two Hearts would usually fail by a trick but that need not be so bad for N/S as it beats the – 140s.

Board 14. Love All. Dealer East.

	♠ A9	
	♥ K	
	♦ AJ1076	
	♣ AQ643	
♠ Q3		♠ KJ8642
♥ 10985		♥ 7643
♦ K8		♦ 43
♣ KJ972		♣ 5
	♠ 1075	
	♥ AQJ2	
	♦ Q952	
	♣ 108	

There is a diamond slam for N/S, while 3NT is merely a matter of overtricks. Given a free run, 3NT will be a popular spot. Declarer should win the second spade, overtake the ♥K and take the diamond finesse. He can decide later whether to risk the club finesse for an extra overtrick. If East opens 2♠, as would I, 4 HCP and four hearts notwithstanding, North has a horrible call with nothing at all attractive.

If he now ends up in 3NT he should play differently, laying down the ♦A, as he knows the spades are 6-2 and he can afford to lose to West but not to East.

Board 15. N/S Vul. Dealer South.

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

I would open the South hand with 1♥ and get very interested when partner responded 2♦. South can go for the crude 4NT then ask for the ♦Q over the one key-card response. That gets to 6♦, which is an easy make but not a great result – or can North work out that his partner is unbalanced and convert to 6♥? Probably yes. A more thoughtful South will invent a forcing bid over 2♦ and discover the heart fit. That will reach a sound 6♥ or a gambling 7♥. It is a day for the gamblers, but 6♥+1 should not be a bad score.

Board 16. E/W Vul. Dealer West.

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

It will be tough to stay out of game. It might go: 1♦ – 1♠ – 2♦ – 2♥ – 2♠ – 4♠. This can be defeated by a diamond ruff but, even without that, declarer needs to ruff his third heart and that promotes a third trump winner for East. Those N/Ss who manage to go plus should score pretty well, either when North does not open, or when South only invites game because of his weak suit. I'm sure I would be going down in game.

Board 17. Love All. Dealer North.

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

North is just short of opening values but will probably compete when East's weak no trump comes around to him. Two Spades is a comfortable make for N/S, though repeated diamond leads may force the North hand to ruff sufficiently often that East's trumps are promoted into a trick. If East is left to play 1NT, a spade lead and heart switch should defeat the contract by a trick. While +90 will be close to the E/W top, –50 need not be bad because of the –110s and maybe even –140s.

Board 18. N/S Vul. Dealer East.

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

North opens 1NT and South raises to 2NT via Stayman. North, facing a passed partner and with only a moderate 13 HCP, should pass that. If East could find a club lead, 2NT would surely fail, but a low heart lead presents declarer with three heart tricks and at least eight in all. Strong no-trumpers who open 1♦ on the North cards will get the club lead as hearts will have been bid, and a very poor score.

Board 19. E/W Vul. Dealer South.

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

Most Wests will open 1♣ and get a 1♥ response, raised to 2♥. If that is passed out, it should make exactly but, while East should probably pass, South may make a protective double, giving his partner an ugly choice. Three diamonds is makeable, but North is likely to try 2♠ and play there, often doubled by East. Three rounds of clubs holds North to seven tricks, otherwise careful play leads to eight tricks – cash ♦AK and ♠AK then play on diamonds.

Board 20. Game All. Dealer West.

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

East opens 2♣ then rebids 2NT to show 23-24 HCP and West shows the spades. If he transfers then bids 3NT, East may settle for no trump as he has a flat hand with every suit well held. Having ducked the ♦K lead, declarer will rattle off the spades then try to guess the clubs. There is no particular reason to get the guess right, unless South has thrown away too many clubs. The twelfth trick is what the hand is all about and, apart from anything else, it is crucial to beat the 480s.

Board 21. N/S Vul. Dealer North.

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

N/S are cold for 3NT and anyone who gets there rates to score well for +600. Why? Because the more popular contract of 4♠ loses two clubs and a trick in each major for down one, unless East leads a heart away from the queen – +620 should be very good. It is tough to avoid the 4-4 spade fit with any confidence. Even if North offers a choice of 3NT, South may think that a diamond ruff will offer an extra trick.

Board 22. E/W Vul. Dealer East.

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

If East opens 1♣, South has no real reason to overcall, on a weak suit, minimum high-card values and with no pre-emptive benefit to the bid. West responds 1♠, North overcalls 2♥ and East raises to 2♠. Now a competitive double best expresses South's values but lack of direction. North's 3♥ will usually end the auction. Three Hearts probably fails by a trick, losing a diamond, and either three spades and one heart or two in each major. But 2♠ was making, so...

Board 23. Game All. Dealer South.

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

Despite the eight-card suit, North will often stay silent throughout. West will start with 1♠, either as an opening bid or overcall, and to introduce a ten-high suit on a three-count would be very dangerous. Not that it matters, as East will bid strongly before stopping, hopefully just in time in 4♠. If driven to the five-level, either freely or in competition when North does bid, West can make eleven tricks, but that requires a good view in clubs. And if North leads a diamond and gets a ruff, will declarer then manage to drop the ♠K? At least, if he does not, North will then be endplayed and the club position automatically resolved.

Board 24. Love All. Dealer West.

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

Most will bid 1♣ – 1♥ – 3♣ – 3NT, possibly with a 1♠ intervention from South along the way. East has a lot of high cards for a simple 3NT, but the singleton club is bad news and a spade overcall would certainly be a reason to downgrade the ♠Q. Twelve tricks are possible courtesy of the even club break by playing on diamonds

Board 25. E/W Vul. Dealer North.

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

It looks as though 6♥ will be on the club finesse, when all of a sudden the 5-0 heart split materialises. With the club offside, declarer has to take a little care to ensure ten tricks now, but this is achieved by leaving the trumps and allowing West to get one club ruff. Will slam be bid? Probably not often, though East may drive his opponents to that level, while even given plenty of space some will get to five on a slam hunt.

Board 26. Game All. Dealer East.

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

Strong no-trumpers will bid INT – 3NT. A heart lead would take the first five tricks but a spade is more likely. The fall of the ♦Q gives nine tricks now for a decent score. Of course, some will gamble in clubs and, if they guess well, can make a lot of tricks. Weak no-trumpers will bid their minors but that will not tip off the heart lead as those who bid carefully will discover the lack of a heart stopper and play 5♣/♦, where they will need the club guess. Unless

North becomes declarer in 3NT, a spade lead is still likely.

Board 27. Love All. Dealer South.

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

The N/S limit is 1♦, but they will usually compete higher than that. One possibility is a 1♦ opening in third seat and take-out double from East – justified by this being ‘bidders vulnerability’. South may try INT and West either double or, better, cuebid 2♦. If North passes that, East bids 2♥ and West raises to 3♥, which is a lucky make for a useful +140. If North bids 3♦ to be awkward, East will pass, West double to show his extras, and East either bid 3♥ and play there, or pass and get a top score of +300.

Board 28. N/S Vul. Dealer West.

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

The vulnerability should keep N/S interference to a minimum and all roads should lead to 3NT by E/W. If North leads a low heart despite East having bid them, he will never see his heart winners and declarer will make at least eleven tricks. A diamond lead will also concede eleven if South takes his king and fails to find the heart switch. Ten tricks is the ‘normal’ result, but it may prove to be slightly below average.

Board 29. Game All. Dealer North.

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

Two Spades is the limit for E/W, while N/S will struggle to make any contract they care to try. A 1♥ opening by East is about the only thing that may prevent N/S from getting involved. Even then, after 1♥ – 1♠ – 2♠, North may protect with 3♣. Where East opens INT, South may use his conventional bid to show hearts and another. If that is the popular 2♣, North may pass. Two Clubs rates to fail by a trick, but if undoubled that is OK. Two Hearts should be worse, two down on good defence for a very good E/W result.

Board 30. Love All. Dealer East.

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

N/S can make 4♠ and E/W have a paying save in 5♣, which should be just –300. If East opens 1♣, the bidding is unlikely to stop below 5♣ doubled, while a 1♥ opening will lead to a very different auction as West will not know of the club fit and North will also be less enthusiastic about his hand. Still, 4♠ will usually be reached. I would expect a spade partscore to score poorly for N/S.

Board 31. N/S Vul. Dealer South.

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

If South plays INT the contract is makeable by ducking a diamond if the defence switches to that suit, and by playing on spades successfully. Many, however, will try leading up towards the clubs and will do well to recover. Where South opens 1♣, West may double and East compete to 2♦, which is a very comfortable contract as the cards lie. And if, over INT, West bids 2♣/♦ to show his majors? East may pass either bid and get lucky as 2♣/♦ are much better spots than 2♥/♠.

Board 32. E/W Vul. Dealer West.

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

After 1♣ – Pass – 1♦, South will presumably overcall 1♥ and West rebid 1♠. North has a 2♥ raise and East is somewhere between a competitive 3♣ (a slight underbid) and a take-out double. Knowing that West will usually be short in hearts, the double may be more tempting but, when West can only repeat his clubs at the three level, East may call it a day or, at most, raise to 4♣. West should pass that as his two low hearts are a big liability. Well judged, +130.