



**Commentary**  
**for the**  
**World Wide Bridge Contest**  
**Set 7– Friday 1<sup>st</sup> June 2018**

Thank you for participating in the 2018 WWBC – we hope that, win or lose, you enjoyed the hands and had fun. All the results can be found at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims) as normal - just look for the results for the day you played.

Full details of the Contest itself can be found at <http://www.worldbridge.org/competitions/the-wbf-simultaneous-event/wwbc/>

We hope you have enjoyed this penultimate set of the WWBC heats – there is just one more in 2018 – it is tomorrow, Saturday 1<sup>st</sup> June, but don't forget to join us again in 2019!

You could also consider playing in one of the **Simultaneous events to raise funds to support Youth Bridge** – these are held on the following dates in 2018:

- Monday 13<sup>th</sup> August
- Wednesday 15<sup>th</sup> August
- Monday 15<sup>th</sup> October
- Wednesday 17<sup>th</sup> October
- Monday 10<sup>th</sup> December
- Wednesday 12<sup>th</sup> December

These events are simply fund raising so the entry fee is kept very low- just US\$ 3.00, € 2.50, or £ 1.90 per pair (note ... per PAIR). WBF Year Points will be awarded to the leading pairs from each heat. Please [click here](#) to read more about how the WBF works to support Youth Bridge.

Finally - the **World Championships are in Orlando** this year, from 21st September - 6th October.

All the events are transnational, and there are Teams and Pairs events in all categories – Open, Women's Senior and Mixed. There is also a Junior Triathlon and a number of side games.

And you ... yes you ... could take a team and enter this fantastic, challenging event! [www.worldbridge.org](http://www.worldbridge.org) will give you all the information you need including the schedule of play, details of the hotel and other details. So give it some thought and consider coming to join us in Orlando.

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

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

If East opens 1♣ and South overcalls 1NT North will look for a heart fit before bidding 3NT (when you know where most of the missing high cards are located you will frequently take nine tricks with less

than 25 points). If East opens 1♦ Precision style and South still overcalls 1NT nothing will change, but South might be wary of doing so without a certain stopper. If South decides to overcall 1♠ North bids 1NT and can then raise South's invitational 2NT.

Suppose South decides not to overcall? West might try responding 1♥ when East will raise to 2♥. If South now comes to life with a double an inspired pass by North will net a fortune.

If East starts with a 10-12 1NT South has enough to double. If West runs to 2♦ North doubles and EW are in big trouble.

With 3NT being the most likely contract, how many tricks will declarer manage?

In practice the answer is likely to be eleven, although in theory declarer might go wrong and lose a third trick if the defence is perfect. For example, after a

club lead to the ten say declarer plays on hearts, West ducking twice. If declarer now plays a diamond to the king East wins and can switch to a spade (or even return a diamond) when the shortage of entries to dummy mean there will only be ten tricks. The route to eleven tricks lies in playing the jack of diamonds at trick four. If East wins and returns a spade declarer must put in the ten and then play a diamond, putting in dummy's eight if West plays low - not easy, but not impossible.

Of course in practice if East opens 1♦ West is likely to lead one and declarer will then have an easy route to eleven tricks.

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

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

If East opens 1♦ South doubles and West raises to 2♦. North does not have enough for 3♣, but will bid that if East passes and South doubles again. If East competes with 3♦ it's just about possible that North will double to protect his side's equity, but it is by no means guaranteed.

If East starts with a strong 1♣ South will probably pass. West responds 1♦ and if East rebids 2♦ South can double to show a good hand, North bidding 3♣.

3♣ is a very straightforward contract - declarer losing two clubs and a heart, but 3♦ is much more interesting. In order for the defence to collect seven tricks South must start with a top spade. When North encourages, a low spade puts North in to switch to a heart. South wins and must now find the return of a heart (hardest if declarer has played low on the first heart). Declarer win and plays a diamond, South winning and playing a third heart. North ruffs, returns a spade and South wins and plays a fourth heart allowing North to score the ten of diamonds.

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

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

If North opens 1♥ should East overcall? Facing a passed partner there is certainly a risk involved in bidding 2NT to show the minors, while bidding either suit risks losing the other, not to mention the fact that the diamond suit is very weak (and a card short for comfort). If I had to bid 2♣ would be my selection, but I think the best action is to pass. That might see the auction go 1♥-1♠-2♥-2NT-3NT.

If East does overcall 2NT South doubles and West passes to show no preference. When East bids 3♣ and South passes North might decide to double given the vulnerability.

If East overcalls 2♣ South doubles and North bids 2♥. Now South has a close decision - bidding 3♣ leads to 3NT.

As the cards lie, 3NT is easy - declarer should manage ten tricks.

If NS defend 3♣ (doubled) a trump lead is the simplest way to restrict declarer to six tricks.

### Board 4. Game All. Dealer West.

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

If West opens 1NT, 13-15/14-16/15-17 North might take a bid (given the number of possible defences) one possibility being to bid 2♦ to show spades and another suit. East has a terrific hand with slam potential - even with no specific methods it may be possible to reach 6♥. Say East jumps to 3♥ and West raises to game (there is a case for West to cue bid, especially if 1NT is 14-16). Now it is a reasonable speculation for East to bid 5♣ when West can cue bid 5♦ and then continue with 5♠ over 5♥. (West

could also bid 5♠ over 5♣ which must imply a second round diamond control.)

If North does not overcall East can use whatever methods are to hand - perhaps transferring to hearts and then bidding diamonds - and will surely not stop short of 6♥.

Clearly 6♥ is a laydown, but some pairs will make seven by playing South for the queen of diamonds. If North has made a two suited overcall and then turns up with three hearts declarer will be confident the diamonds are 5-1 and can run the jack on the first round of the suit.

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

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

Even by modern standards the East hand is not quite worth 1♠. Some pairs will be able to open 2♠ to show that suit and a minor, a method that is explained in *The Mysterious Multi*. In that scenario South may risk an overcall of 3♥ and West will compete with 3♠. If North bids 4♥ and West decides to double an excellent result will be assured.

Where East passes South opens 1♥. If West doubles North bids 2♥ and East 3♠, ending the auction. If West passes North raises to 2♥ and East might try 2♠. If East passes then West might reopen with a double, generally a sound strategy when you know the opponents have a fit.

If South opens INT East will probably bid something that shows spades and another suit.

If EW play in spades it appears that declarer must lose two hearts, a diamond and a club, so the number of tricks taken will depend on how declarer tackles the trump suit. However, that is not really the case. If South cashes a top heart and switches to a diamond declarer wins in hand and plays a club. When dummy's king holds declarer can continue with a low club and North wins and exits with a heart, South winning and returning a diamond. Declarer wins in dummy, ruffs a club and can now afford to cash the top spades (catering for a doubleton queen with North) as South can always be thrown in with a spade and have to offer up a ruff

and discard, allowing declarer to dispose of a losing diamond.

If NS play in hearts and West leads a spade East wins and will probably switch to a club. West wins and exits with a heart, declarer winning in hand and playing a diamond to the jack. East wins and plays a second club and declarer must go two down - a poor result even without a double.

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

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

If West opens 1♦ there will be the occasional overcall of 2♣. If East makes a negative double and South raises to 3♣ West might decide to bid 4♣ when East will bid 4♠. If South does not raise West might still bid 3♣. If East then bids 3♦ West can bid 3♥ and the spade fit is finally located when East bids 3♠.

If North overcalls 3♣ East doubles and West can bid 4♣ to show both majors, ensuring 4♠ is reached.

Where North does not overcall East responds 1♠ and West will choose between a splinter bid of 4♣ a raise to 4♠, or a jump to 3♠, which East will raise to game.

If West starts with a strong 1♣ North is much more likely to overcall, but EW should still be able to locate their fit (and even if they play in hearts they will come to no harm).

NS must resist any idea of sacrificing in 5♣ - the penalty is far too big.

If NS have bid and supported clubs they may start by leading two rounds of the suit, forcing declarer to ruff. If declarer then cashes the aces of diamonds and spades, crosses to dummy with a spade and runs the jack of diamonds North will win, but will then be endplayed, forced to open up the hearts or concede a ruff and discard. If declarer guesses to drop the queen of diamonds ('if they don't cover, they don't have it') then a winning guess in hearts will deliver eleven tricks.

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

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

If West opens 1♣ North has no obvious way into the bidding and when East responds 1♦ West rebids 1NT. That might end the auction, but suppose North now bids 2♥? That can't be natural, so it must show both majors. If South gets the message then a jump to 3♠ will see North go on to game.

Where West passes it will be North who opens 1♣. If South responds 1♦ and North bids 1♥ then most pairs play that 1♠ is natural. South has an easy raise and North goes on to game. If South decides to bypass diamonds and respond 1♠ North jumps to 3♠ and South advances to game.

If North opens 1♦ Precision style South responds 1♠ and game should be reached.

Some Precision pairs will start with 2♦ - then South will probably bid 2NT and discover that North has a 4-4-1-4 maximum before bidding 4♠.

Acrol pairs might open 1♥ and when South responds 1♠ the spade game should be reached.

Another possibility is for North to open 2♥ promising a limited three-suiter, a method explained in *The Mysterious Multi*.

The NS hands fit wonderfully well, and declarer has every chance of eleven tricks. The most testing lead might appear to be a diamond. However, declarer wins with the ace and plays the queen of clubs. West wins and plays a second diamond but declarer ruffs and can now secure twelve tricks by discarding two hearts on the top clubs and then continuing on cross-ruff lines.

West can avoid this by switching to a trump at trick three after which declarer must lose a heart.

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

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

Should West open the bidding?

There is no hard and fast rule about this type of hand - I would be quite happy to open 2♠. Starting with a Multi 2♦ is also a possibility and were partner to respond 2♠ suggesting they were willing to advance opposite a weak two in hearts West might (in an uncontested auction) jump to 4♥ hoping to shut NS out.

If West opens 2♠ and North stretches to bid 2NT South will look for a heart fit before settling for 3NT. If North passes over 2♠ South has enough to double and again 3NT will be reached.

Where West passes, hoping to be able to make a descriptive bid later, North might start with 1♣/1♦. East can bid 1♦ over 1♣, but otherwise must pass. If the bidding starts 1♣-(1♦) and South decides to look for a penalty by passing West will look elsewhere, probably bidding 1♠, which is a much safer spot. After that start NS do best to give up any ideas of a huge penalty and settle for 3NT. After 1♣-1♦-1NT South raises to game. East might double 1♦, but it should not affect the outcome, other than perhaps helping declarer.

If North opens 1NT - 12/14, 13/15 or 14-16 - then East will usually pass - most defences to 1NT concentrate on emphasising at least one major. South will look for a heart fit before bidding 3NT.

Most of the time North will be declarer. If West has bid spades and East leads one declarer wins with dummy's king and will probably cross to hand with a heart and play a diamond to the nine (the best chance of four tricks at 32.78%). When West discards declarer will want to establish a ninth trick by playing on clubs. If West has bid declarer may be inclined to place the ace of clubs on the right and start with the king. As it happens it is East who wins, but as the cards lie declarer will now lose only one more trick to a diamond honour.

If East leads a top diamond declarer will probably duck. West's discard will be revealing and declarer should find a route to eleven tricks.

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

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

If North opens 1♦ South responds 1♥ (it would not be a mistake to bid 2♥, but some pairs like to play it as a weak bid). When North rebids 1♠ South might try a fourth suit 2♣ before settling for 4♥. If North passes as dealer South might opt for a tactical 4♥, but opening 1♥ should also lead to the heart game, although a sequence like 1♥-1♠-3♥-3NT might just see South pass.

If South plays in 4♥ and West leads a club declarer wins in hand and draws trumps. On the third round West signals for a spade so the defenders should collect the two tricks they are entitled to.

If North plays in 3NT and East leads a club declarer wins with dummy's king and plays on diamonds. East will need to find the spade switch when winning the second round of diamonds. Although it is not really relevant here, as East will surely always switch to a spade, players who make good use of the spot cards will play the three of diamonds followed by the six, to show interest in spades.

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

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

This deal might test the agreements of NS.

If East opens 1♠ South overcalls 2♦. What should North do now? In general terms a cue bid of the opponent's suit usually shows support (some pairs, especially in the UK play a change of suit as forcing, a cue-bid as a good three-card raise and 2NT as a good four card raise). This is playable, but may leave you awkwardly placed when you don't have a fit.

Here North might bid 3NT, but this is hardly ideal with a void in partner's suit.

The more flexible approach is to use the cue-bid to show a good hand. If North bids 2♠ South might rebid 3♦, but there is a good case for bidding 3♥ which will leave North with an easy raise to game (and North might be tempted to do more).

If NS find a rout to 4♥ and a spade is led, declarer, who would like to start trumps from the South hand might ruff and play a heart to the king (technically the best line is to run the eight, offering a 6.2% chance of losing only one trick, but declarer is short of entries and the opening bid suggests East will have the ♥AQ). East wins and plays a second spade and declarer wins and plays another heart. That line ensures ten tricks as the cards lie.

If North plays in 3NT and East leads a spade declarer takes West's jack with the ace and might be tempted to play a low club. However, East wins and returns the queen of spades. Declarer wins, crosses to the queen of clubs and tries a hopeful top diamond, but quickly discovers the contract is in tatters when East discards on the second diamond.

If declarer recalls the opening bid the winning line becomes clear. A heart at trick two forces East to win and exit with a top spade. Declarer wins and plays a second heart, East winning and exiting with a diamond. Declarer wins in dummy, cashes two more diamonds pitching clubs and then takes two tricks in hearts. East will be forced down to ♠108 ♣K6 and declarer has a choice of endplays.

Declarer can also get home in a more mundane fashion by running the queen of clubs after winning the first diamond.

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

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

If North opens 1♠ and East overcalls 2♥ South will raise to 2♠. With some tolerance for hearts and the other two suits West might double, when East will probably jump to 4♥. If East starts with a double then West can bid 3♣ over 2♠ and then raise East's 3♥ to game.

For once there is nothing to the play, declarer losing two tricks.

**Board 12. NIS Vul. Dealer West.**

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

If West opens 1♣ East responds 1♥ and then raises West's 1♠ to 3♠. Playing pairs there is little to be gained by bidding a close game, so West will do well to pass.

Were West to start with INT East can respond 2♣ and then pass a rebid of 2♠ opposite a 10-12 INT and raise to 3♠ facing 12-14.

Some Precision pairs will open 1♦, quickly locating the spade fit after 1♦-1♥-1♠, but they should be able to stop short of game.

The idea of opening 2♣ with only a five-card suit is dying out, but it will work here, East asking for a major with 2♦ and then making an invitational raise.

If North leads a heart against a spade contract South wins with the ace and will probably switch to the jack of diamonds. If declarer ducks the first round of the suit, wins the next one with dummy's ace of diamonds and plays a club, South does best to put in the ♣10, otherwise declarer can play the eight, and will be in a position to score nine tricks by ruffing the diamond return, crossing to dummy with a heart and playing a second club. South takes the ace, but declarer should manage the rest, finishing with nine tricks.

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

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

If East opens 1♦ South is unlikely to overcall INT and anyone who does is sure to see partner either transferring to hearts or looking for a fit in either major before raising to at least 2NT.

Where South passes West is unlikely to respond and now North might consider reopening with a double, in which case South, with an eye to the vulnerability, will probably decide play for penalties, although defending one-level contracts is not always profitable. Where South does pass West might bid 2♣, although running with three-card support and a singleton is not entirely clear. South's alternative to passing is to bid INT.

If East opens 1♥ that might easily end the bidding.

If East starts with a strong 1♣ and South makes a natural overcall of 1♦ there are many ways in which the auction might develop, perhaps the most likely being that North bids 1♥ and then passes South's rebid of INT. Where South passes West responds 1♦ and now East must choose between 1♥, hoping to locate a fit in one of the majors, or INT.

Deals involving low-level contracts can be difficult to analyse, but there are some obvious points worth making. If NS defend a diamond contract leading a major works badly - declarer should be able to rack up eight tricks. Leading a trump is best - North wins with the king but must then switch to a club - not obvious - and then, to get the maximum South must win with the ace and play three more rounds of trumps.

If West plays in clubs and North leads a diamond one option for South is to overtake, cash the queen and give North a ruff. Later South wins the first round of trump and gives North another ruff for six tricks.

If North leads a major declarer is well-placed and is sure to take eight tricks and will probably get up to nine.

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

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

If West starts with 1♠ and East responds INT standard methods see West rebid 2NT when East has a chance to introduce the hearts.

Another method that is gaining in popularity is for West to rebid 2♣, the Gazzilli convention. With 8 plus points East responds 2♦ after which the continuations depend on which version you play



(one option for West is to continue with 2♥ promising 3/4♥).

Some North American pairs can use the Meckstroth adjunct and rebid 2NT with the West hand when a recent suggestion in the *Bridge World* would allow East to bid 3♥, locating the 5-3 fit.

A pair playing Acol could start 1♠-2♥, immediately locating the fit.

If West opens a strong 1♣ East responds 1♥ when EW are a racing certainty to play in 4♥.

It is clear that there are eleven tricks in hearts thanks to the trump break and the favourable position in the club suit.

If West plays in no trumps, then North would have to lead a club to give declarer a route to eleven tricks - not impossible.

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

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

West has a choice between 1♦, a weak 2♦ and a more aggressive 3♦.

After 1♦ North overcalls 1♠ and East bids 2♣. Then when South raises to 2♠ North might be tempted to bid 4♠, although the three small clubs are a dubious asset. However, playing in 4♠ undoubled might prove to be a reasonable result for NS. East, with an eye to the vulnerability, might bid 4NT over 4♠, suggesting at least six clubs and support for diamonds - and you can't beat 5♦.

If West opens 2♦ North bids 2♠ and I doubt East will sell out below 5♦.

If West starts with 3♦ East is sure to bid 5♦ at some point - perhaps immediately - and if NS push on to 5♠ in either of these last two cases it will be up to East to double.

There is nothing special to the play.

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

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

If West starts with a 13-15/14-16 INT and North bids 2♣ to show the majors East can compete with 2♦. If South chips in with 2♥ West has an easy 3♦ bid

The situation does not change if the range is 12-14.

If North goes on to 3♥ then two aces should be enough for East to double.

If West starts with 1♣ and North bids 2♣ East can again bid 2♦.

The simplest defence to a heart contract is for West to cash two clubs, then play the ♦K. When it holds West can play a third club and the defenders will be on course for six tricks.

If East plays in diamonds then South is likely to lead the ♠J. Say declarer ducks, wins the next spade, takes the top trumps ending in hand and plays a heart. It will be necessary to get the hearts right for nine tricks - perhaps easier if South has bid.

### Board 17. Love All. Dealer North.

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

If North starts with a 13-15/14-16/15-17 INT South will transfer to spades and then bid game. It's possible that West might bid 2♠ over 2♥ as a take-out, but that should not have any significant effect.

If North opens 1♦ South responds 1♠. If North rebids a wide-range INT South can check back with 2♣ and 4♠ should be reached.

Playing in spades declarer should lose two diamonds and a club.

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

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

If East starts with INT (13-15/14-16/15-17) South is sure to come in using whatever methods are to hand. One possibility will be for South to bid 2♣, to show hearts and another suit. If West doubles to show some values North can bid 2♦ to deny three hearts and if East passes, so can South, when West has no good move, unless a double at this point is for take-out when East can bid 3♣. South will know his side is outgunned in high cards, but might still bid 3♦ because of the extreme shape. (One tall English player is fond of the phrase, '6-5 come alive'.)

Another option will be for South to overcall 2♥, promising hearts and a minor. If West makes a value showing double and East bids 3♣ South might try 3♦.

If NS play in diamonds they should lose four tricks.

If EW play in clubs then much will depend on how declarer tackles the trump suit. In general cashing the ace gives declarer a shot at ten tricks, anything else will mean no more than nine. In isolation the odds play in clubs for four tricks is to run the ten, and then finesse the jack, offering a 42.39% chance of four tricks.

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

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

If South starts with 2♠ West can only pass and that is likely to be the final contract.

If South opens a Multi 2♦ West can double (13-15 balanced or various stronger hands). If North then bids 2♥ East might be tempted to do something, but most pairs play that 2NT in this position is not a

natural bid. Best is to pass, expecting partner to bid gain if they have one of the stronger hand types.

If South plays in spades West's best lead is a passive club, East winning with the king and switching to the jack of hearts. Declarer does best to withhold the queen, winning with dummy's ace and running the nine of spades. West wins and exits with a club and declarer wins in dummy, plays a spade, draws trumps and plays a diamond. West can take the ace but must then surrender a ninth trick in one of the red suits.

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

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

If North starts with 2♥ East will overcall 2♠. If South bids 3♥ West is sure to bid 3♠. If South is more aggressive and bids 4♥ over 2♠ then West might think bidding 4♠ is a good idea, but the ♥Q is wasted and it should be expensive if doubled.

If North begins with a Multi 2♦ and East overcalls 2♠ South can double. If West passes North can bid 3♦ as a natural game try which South will accept (a method that is suggested in *The Mysterious Multi*). If West raises to 3♠ North might just bid 4♥.

NS can make ten tricks in hearts, but EW can be held to seven tricks in spades - South cashes two diamonds and then plays hearts, North winning the second round and playing a third, promoting a trump trick.

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

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

If North starts with INT (12-14/13-15/14-16) South will look for a major suit fit. If responder wants to insist on game (certain facing 14-16, possible opposite 13-15) then the Smolen



convention might come into play, responder starting with 2♣ and then jumping to 3♠ over 2♦, showing four spades and five hearts.

Suppose North is in 4♥ and East leads a diamond? One way to secure an overtrick is for declarer to win with the ace and play the two of hearts for the king and ace. When a spade to the queen holds declarer can play a second round of hearts and repeat the spade finesse. Declarer cashes the ace of clubs, ruffs a club, plays a spade to the ace, ruffs a club, ruffs a spade and has eleven tricks.

**Board 22. EW Vul. Dealer East.**

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

If East opens a 12-14/13-15 INT West bids 2♥ and North doubles. Now East will, according to agreements, either bid 2♠ to show three-card support, or redouble to show a maximum with three-card support. Although South's hand is defensive in nature, it looks natural to bid 3♥. That will either end the auction or see East bid 3♠, when NS should get a good score even if South does not double.

3♥ is a straightforward contract, declarer losing two spades and two hearts.

3♠ is a poor spot for EW. On the lead of the queen of diamonds declarer will not take more than six tricks, and a more likely heart lead still sees the defenders score six tricks - and -200 is never good news at matchpoints.

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

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

If South starts with a 12-14 INT (not my idea of fun) East will take some action. A few aggressive

players will double and collect a penalty, the size of it depending on West's opening lead.

If South opens 1♣/1♦ North responds 1♠. If East comes in with 2♥ (risky, but the sort of thing one tends to do at this form of scoring) South raises to 2♠. With no support for partner and decent defence, West is likely to pass.

Assuming West leads a heart against a spade contract East wins and not wanting a club switch, returns the seven of hearts. West ruffs and exits with a diamond, declarer winning in dummy and playing a spade. East wins and returns another heart, West ruffing and exiting with a diamond.

Declarer must still lose a trump and two clubs for -200.

If West is on lead against INT then starting with a diamond (or a spade) gives the defenders a chance of nine tricks.

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

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

If North opens 1♦ South responds 1♠ and then passes North's rebid of 2♦. That might end the auction, although it is barely possible that West might re-open with a double, when East will bid 3♣. (As a general rule, re-opening when the opponent's have shown a fit and stopped at a low level is sound, but is much riskier when, as here, there is no indication of a fit).

If North plays in diamonds and East leads a heart declarer will win in hand and play the ♠J. West wins and switches to a club, East playing three rounds of the suit. Declarer ruffs and plays a low diamond and must come to nine tricks. (The odds play in diamonds for one loser is to take two finesses, but declarer does not have the entries to do that.)

If East plays in 3♣ then it should be possible to come to eight tricks by utilising the power of the spade spots. For example on a trump lead declarer wins and plays a heart, wins the club return and plays a second heart. If South wins that and plays a third club declarer wins in hand and plays the ten of spades, putting up dummy's ace when South does not cover. Now a diamond to the king is followed by a low spade and South wins and does best to exit

with a heart. Declarer ruffs and must now exit with the two of diamonds. South wins, but will have to surrender a second spade trick.

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

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

If East opens 1♣ West responds 1♠. If East rebids 1NT (some players hate doing this with a singleton, but it is not that bad and idea) West can use check back to discover East does not have three card spade support before signing off in 3NT.

The situation does not change if East opens 1♦.

As I mentioned on an earlier deal, some pairs will have an opening bid at the two-level available to show a limited three-suiter.

If East is in 3NT a diamond lead is best for the defence. If South starts with the three of diamonds and declarer puts up dummy's king North wins with the ace and returns the nine. Declarer wins with the queen and will probably play a spade to the queen, finishing with nine tricks.

There are ways to get up to eleven tricks, but they are very complicated and involve declarer playing a spade to the ten, then cashing the hearts to squeeze South down to one diamond when declarer can exit with a diamond for an endplay.

Incredibly, there is also a double dummy line for twelve tricks.

After winning the diamond return declarer must run the jack of clubs. Then he can unblock the clubs and cash the hearts, catching South in a three suit squeeze. (One way to avoid this is for North to retain the ♦9 and return the two.)

3NT by West is much easier - declarer will be able to play on spades and score eleven tricks.

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

<p>♠ J 7 6 2 ♥ 9 6 5 3 ♦ K 8 ♣ A J 6</p> <p>♠ 9 4 3 ♥ A J 8 7 4 ♦ Q 9 7 6 ♣ 2</p>	<p>♠ A Q 10 5 ♥ K Q 2 ♦ A J ♣ Q 10 5 3</p> <p>♠ K 8 ♥ 10 ♦ 10 5 4 3 2 ♣ K 9 8 7 4</p>
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If East opens 1♣ West responds 1♥ and East rebids according to agreements (some like to play that a jump to 2NT denies four spades). If East does rebid 2NT West continues with 3♦ and East jumps to 4♥.

If East's 1♣ is strong South might bid - 1♠ to show two suits of the same rank is one option - but West can bid 2♥ when the heart game is sure to be reached.

4♥ is an awkward contract to play -often the case when one hand is short of entries. However, the defenders may simplify matters for declarer. Suppose North leads a spade? If declarer plays low from dummy South wins with the king and perhaps returns a trump. Declarer can draw trumps and then play a spade to the ten, pitching the losing club on the fourth round of spades. If South has pitched diamonds declarer will be able to cash the ace and play the jack, overtaking with the queen for eleven tricks. If South has kept four diamonds and one club, declarer can exit with a low club, discarding a diamond when South follows with the king and again there are eleven tricks.

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

<p>♠ A Q 4 3 ♥ J 10 4 ♦ Q J 10 8 ♣ 8 5</p> <p>♠ K 10 9 2 ♥ A 5 3 ♦ K 7 6 5 ♣ 9 4</p>	<p>♠ J 8 ♥ K Q 9 2 ♦ 9 4 3 2 ♣ 10 6 2</p> <p>♠ 7 6 5 ♥ 8 7 6 ♦ A ♣ A K Q J 7 3</p>
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If South opens 1♣ West might scrape up a double. If North redoubles East bids 1♥ and South probably bids 3♣. If North now tries 3♥ South might risk 3NT, hoping that if there is no stopper the hearts will be no worse than 4-4.

If West passes and North responds 1♦ then South can jump to 3♣ when North will bid 3NT. If North

chooses to bypass the diamonds and respond 1♠ South's jump to 3♣ again sees North bid 3NT.

If South starts with a Precision style 2♣ North responds 2♦ looking for a spade fit and then bids 3NT over South's 3♣.

Not everyone will get to 3NT (unlikely if South rebids only 2♣) but those who do will be sure to take nine tricks via the spade finesse.

**Board 28. NIS Vul. Dealer West.**

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

If West opens 1♦ there will be a few North's who will overcall 1♥. East doubles and then raises West's 2NT rebid to game.

Where North passes East responds 1♠ and then raises 2NT to game.

If West starts with a strong 1♣ there is no reason for North to bid and once again 3NT will be reached, sometimes played by East.

With spades 3-3 and both minor suit queen well placed, declarer should always secure ten tricks, but may do even better, as North might easily lead a heart, which gives declarer a vital extra trick.

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

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

If North opens 2♠ (not to everyone's taste) South has an easy raise to game. Were North to start with a Multi 2♦ one option for South is to choose between 4♣ and 4♦, both operating as a transfer to the opener's major, but with 4♣ showing slam interest.

If West is brave (is that the right word?) enough to double after 2♠-4♠ East bids 5♣ - a cheap save against the game.

Where North passes and South opens 1NT West might come in with a systemic overcall but once North bids 2♠ South is probably going to go to 4♠. If West's possible intervention has shown a club suit East will have to consider the merits of bidding 5♣.

4♠ is straightforward - declarer should lose a trick in each suit outside trumps.

If EW play in clubs and the defenders start with a spade and then switch to a trump declarer should win in the long trump hand and play the jack of hearts. If South wins and exits with a trump declarer wins in hand, runs the ten of hearts followed by the nine, ruffs a spade, pitches a diamond on the ♥K comes to hand with the ace of clubs and plays a diamond towards the king for ten tricks.

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

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

If South opens 1♥ West overcalls 1♠ and North raises hearts, South going on to game.

If South starts with a strong 1♣ West still overcalls, but NS will not be hard pressed to reach the heart game.

With trumps 2-2 declarer is sure to take at least ten tricks, and will most likely emerge with eleven.

**Board 31. NIS Vul. Dealer South.**

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

If North opens 1♣ East overcalls 1♦ and South either bids 2♣ or passes. In either case West can bid hearts, East probably passing both 1♥ and 2♥.

If North starts with a 12-14/13-15 INT East and South will pass and now West might bid 2♣ for the majors, East bidding 2♠.

If West happens to open 1♥ East responds according to system - the auction might go 1♥-INT-2♣-2♦ - or an Acol pair could bid 1♥-2♦-2♥.

It's clear that the best part-score for EW is 2♦ as one way or another declarer will score eight tricks. For example on a club lead declarer ducks, which forces the defenders to play two rounds of diamonds to prevent a club ruff. However, declarer can then draw trumps and play to establish a heart for a discard.

If West plays in hearts it is easy to see that seven tricks are the limit.

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

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

If West opens 1♠ North might overcall INT - not ideal with so many spades, but certainly a possibility. It will almost certainly lead to an involved auction. If East doubles - right on points, perhaps wrong on shape - South will have an awkward decision. If South decides to bid 2♣ (there is bound to be more bidding when South has this much distribution) West might try 2♠. Then South will have to consider the merits of bidding 3♥. With excellent cards in partner's suits North might be tempted to try 5♣.

Suppose East rejects a double in favour of bidding 2♦? If South decides to bid 3♣ West will surely bid 3♦ and now South can bid 3♥ - the case for North bidding 5♣ is no weaker than before.

To defeat 5♣ West must start with two rounds of spades - not easy, but not impossible. Leading a diamond allows declarer to pitch the losing spade and take twelve tricks.

4♥ might be easy or tough, depending on how the defence goes. On a diamond lead the losing spade vanishes. If declarer now takes three rounds of hearts eleven tricks will be the limit - as long as declarer remembers to unblock a club honour from dummy on the first round of the suit.