



Commentary
for the
WBFSimultaneous Pairs Tournament

An initiative to support Youth Bridge

Wednesday 17th December 2014

For more information about the way in which the WBF intends to support Youth Bridge, please go to: <http://www.ecatsbridge.com/sims/WBFYouth/default.asp>

Board 1. Love All. Dealer North.

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

East opens 1♠ in second seat, giving South a choice between Pass and INT. After the former, North protects with 2♥ and South will do well to bid 2NT or (showing a value raise) 2♠. If South overcalls INT, stopping in a part-score may prove impossible. The cards lie badly for North-South with the highest making contracts their way being INT (but many leads allow 2NT to make) and 2♥. With only 16 points between them, East-West can make 3♦.

Board 2. N/S Vul. Dealer East.

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

East has a lot of values outside clubs, but this will deter few from pre-empting 3♣. West has a tough response, as ♥9-8-x is a less than an ideal stopper. As the cards lie, bidding 3NT works well, especially if North leads a spade when, with the ♠Q doubleton, 11 tricks roll in. Of course, a heart lead will restrict declarer to

9 tricks. Those who bid to 5♣ may feel aggrieved, as South has an easy heart lead and the trumps break badly. 3♦ makes for East-West.

Board 3. E/W Vul. Dealer South.

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

West has 11 points, 2 defensive tricks and 8 cards in the two longest suits: not enough when vulnerable to open. After East opens 1♠, South overcalls 2♣ and West responds 2♥, East has a choice: raise to 3♥ or 4♥, splinter with 4♣ or maybe repeat the spades. All ways on, it will be hard to stay out of game. The ♦K lead from South, or a low diamond from North beats 4♥ or 4♠. Any pairs conceding 500 by sacrificing in 5♣ doubled may be disappointed with their score.

Board 4. Game All. Dealer West.

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

Most routes lead to 3NT by South on this board. One possibility is 1♣-1♦-1♥-INT-3NT.

If North bids only 3♣ or 2NT over 1NT, South would bid on, and some Souths will stretch to 2NT over 1♥. Declarer in 3NT has only nine tricks unless the defenders get too busy. This means a near top may be available to pairs who stumble into 4♥. The 3-3 heart break will allow declarer to retain control, and a club ruff in the South hand provides the critical tenth trick.

Board 5. N/S Vul. Dealer North.

<p>♠ Q 8 6 ♥ K 9 6 5 ♦ A J 5 ♣ Q 8 4</p> <p>♠ A 10 9 5 ♥ Q 10 8 ♦ 6 3 2 ♣ 9 5 2</p> <p>♠ 7 ♥ A J 7 4 3 2 ♦ 9 4 ♣ J 7 6 3</p>	<p>♠ K J 4 3 2 ♥ — ♦ K Q 10 8 7 ♣ A K 10</p>
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Brave Norths who open a weak no-trump will be worried when East doubles. This time South has a good escape into 2♥ (maybe via transfer to get the strong hand on lead). West has too little to act over 2♥ but East reopens with 2♠ (double would show extra values rather than extra shape) and they reach 4♠. The 1NT call helps declarer to place the cards and 12 tricks can be made by finessing North for the ♠Q and the ♦J. North-South can make 2♥.

Board 6. E/W Vul. Dealer East.

<p>♠ 4 ♥ J 10 9 8 ♦ K 8 4 2 ♣ 8 7 6 4</p> <p>♠ J 6 3 ♥ K 5 3 2 ♦ J 10 3 ♣ K 9 2</p> <p>♠ Q 7 5 2 ♥ A Q 4 ♦ A Q 6 ♣ A J 5</p>	<p>♠ A K 10 9 8 ♥ 7 6 ♦ 9 7 5 ♣ Q 10 3</p>
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Playing Acol and a weak no-trump, one time it is sensible to open a 3-card minor is with a poor 4-card spade suit in a 4-3-3-3 shape. If South opens 1♣ and North passes, East reopens with 1♠ and South rebids 1NT. Now North-South are almost certain to go plus: they can make 8 tricks in no-trumps (or with hearts as trumps), 9 with clubs as trumps and 6 against a spade contract. It is a different story

for those opening 1♠: East will not disturb that and 1♠ surely fails.

Board 7. Game All. Dealer South.

<p>♠ J 4 ♥ K 9 4 ♦ Q 9 ♣ Q J 10 5 3 2</p> <p>♠ 8 5 ♥ J 7 2 ♦ J 10 7 6 ♣ 9 8 7 6</p> <p>♠ K 9 7 3 ♥ A 10 8 5 3 ♦ A K 4 ♣ 4</p>	<p>♠ A Q 10 6 2 ♥ Q 6 ♦ 8 5 3 2 ♣ A K</p>
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South opens 1♥ and North, knowing the ♠J and ♦Q are not pulling full weight, may well raise to 2♥ rather than responding 2♣. East overcalls 2♠ and, if South goes on to 3♥, North may reevaluate the hand and press on to game. The friendly lie of the cards means that most declarers playing in hearts will score 10 tricks. The same number can be made with clubs as trumps if you take an inspired view in the trump suit. East's 2♠, if doubled, could go for 800.

Board 8. Love All. Dealer West.

<p>♠ K 10 9 6 3 ♥ 10 2 ♦ K J 6 2 ♣ 8 2</p> <p>♠ Q J 4 2 ♥ A K Q 7 ♦ Q 7 5 ♣ K 9</p> <p>♠ 7 5 ♥ 5 4 ♦ A 9 3 ♣ Q 10 7 6 4 3</p>	<p>♠ A 8 ♥ J 9 8 6 3 ♦ 10 8 4 ♣ A J 5</p>
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With 4-4 in the majors, West opens 1♥ and, if East raises to 3♥, will go on to 4♥. If North leads the ♠10, declarer has a tricky view, since if South had the ♠K and North the ♣Q, it would be right to put up dummy's ace. If North overcalls 1♠, East may cue bid 2♠ to show a value raise and East-West just might play in 3NT, making 9 tricks. If they still reach 4♥ and North does not lead a diamond, declarer must not be too greedy, rejecting the club finesse.

Board 9. E/W Vul. Dealer North.

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

North opens 1♥ and say East passes. In this case, South responds 2♣ and a splinter of 3♠ may work well for North. One continuation is 4♣(waiting)-4♦(cue bid)-4NT(not ace asking but stronger than 5♣)-6♣. If North underestimates the slam potential and rebids 3♥, South raises to 4♥ and that is where they play. A 2♦ overcall by East may make little difference, as 3♣ by South will get North thinking of a slam. Only a spade lead stops 7♣ (or 7♥!).

Board 10. Game All. Dealer East.

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

The UK style (if not playing a strong no-trump) is to open 1♣ with 4-4 in the minors, though it may not matter. Given the chance, most players will overcall as North and East will jump raise whatever West opened. South competes to 4♠ (maybe via a 4♥ fit jump) and someone may go on to five of a minor. To make 5♣ or 5♦ (or 3NT on a kind low spade lead) declarer needs to guess the diamonds. 4♠ doubled goes for 500 if the defenders find their heart ruff.

Board 11. Love All. Dealer South.

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

If East-West both pass on the first round then their opponents bid 1♦-1♠-1NT (better than a reverse to 2♥ with this shape and values). West may now overcall 2♣ and East will raise to 3♠ if need be. If West bids 3♣ (weak) over 1♦, South has a tricky decision whether to reopen with a double, when North would bid 3♠. If East overcalls 2♥ (over 1♠), South may double. 3♠ and 3♦ can be made whilst 3♣ should be down one and 2♥ three down.

Board 12. N/S Vul. Dealer West.

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

If North opens a weak no-trump, a 2♥ transfer by South surely leads to 3NT. North is also likely to play in 3NT if the opening is 1♣. It will take a degree of imagination by one side or the other for declarer to take either more or less than 10 tricks. Probably over 75% of the scores will be 630 to North-South. They can also make 10 tricks if hearts or clubs as trumps, but obviously these contracts score less well. The time has come to move to a more exciting board...

Board 13. Game All. Dealer North.

<p>♠ Q 9 8 ♥ J 7 ♦ A J 10 5 4 ♣ A Q 4</p> <p>♠ K J 3 ♥ K 2 ♦ 9 8 6 2 ♣ K J 10 8</p> <p>♠ 10 5 ♥ 10 9 6 5 4 3 ♦ Q ♣ 9 7 6 3</p>	<p>♠ A 7 6 4 2 ♥ A Q 8 ♦ K 7 3 ♣ 5 2</p>
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East-West have the balance of power but plus scores for them will be rare indeed. Even 1♠ can be beaten: South leads the ♦Q to the ace and North returns the ♦10 as suit-preference for clubs. South ruffs the king and leads a club. North then cashes the ♦J and a club before playing a fourth round of diamonds. East can make INT but it is difficult to stop there. Practically the only way North-South can go minus is if North opens INT and they play in 2♥ on a club lead.

Board 14. Love All. Dealer East.

<p>♠ K J 9 4 3 2 ♥ K ♦ 6 3 ♣ A J 8 6</p> <p>♠ 7 5 ♥ Q 9 7 ♦ J 10 9 8 5 ♣ K 3 2</p> <p>♠ Q 6 ♥ A J 10 6 5 4 2 ♦ Q ♣ Q 7 4</p>	<p>♠ A 10 8 ♥ 8 3 ♦ A K 7 4 2 ♣ 10 9 5</p>
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With such super controls East can reasonably open 1♦ (a weak no-trump also carries some appeal) and South may pre-empt with 3♥, buying the contract there. If East opens INT, perhaps South overcalls 2♥ and then rebids 3♥ over 2♠, which North might view to raise to game. With the ♣K unexpectedly in the West hand, 4♥ is unbeatable. 4♠, however, can be defeated if East, either initially or after cashing a top diamond, plays ace and another trump.

Board 15. N/S Vul. Dealer South.

<p>♠ Q 9 6 4 ♥ Q 2 ♦ J 10 8 4 ♣ Q J 8</p> <p>♠ A 8 5 ♥ A 10 9 6 3 ♦ 7 ♣ A 7 6 5</p> <p>♠ 2 ♥ J 7 5 4 ♦ K 9 5 3 2 ♣ K 3 2</p>	<p>♠ K J 10 7 3 ♥ K 8 ♦ A Q 6 ♣ 10 9 4</p>
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There are three reasonably plausible sequences for East-West and two of them lead to a 4♠ contract: 1♥-1♠-2♠-4♠ and 1♥-1♠-2♣-2♦-2♠-2NT-3♠-4♠. The alternative, if West has rebid 2♣ and East jumps to 3NT, results in the no-trump game. 11 tricks can be made in a spade contract on any lead but a low club from South (hard to find) or a top club from North holds 3NT 10 tricks. Note that the right way to play for four heart tricks is to cash the king and ace.

Board 16. E/W Vul. Dealer West.

<p>♠ Q 5 4 3 ♥ Q J 9 6 ♦ 5 2 ♣ Q 5 2</p> <p>♠ 7 ♥ K 10 3 2 ♦ A Q 9 3 ♣ K 7 6 4</p> <p>♠ A J 8 2 ♥ A 5 ♦ J 10 6 4 ♣ 10 8 3</p>	<p>♠ K 10 9 6 ♥ 8 7 4 ♦ K 8 7 ♣ A J 9</p>
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'Suit below the singleton' has gone out of fashion for a 1-4-4-4 and 1♦ is the accepted bid now, allowing for a 2♣ rebid over a 1♠ response (if INT would show more). After 1♦-1♠-2♣ (or 1♥-1♠-2♣), 2NT by East ends the auction. Indeed, with just 23 points between them East-West will always struggle to reach game. The friendly club layout means 3NT makes even if declarer fails to divine the diamond position. In practice, some will even get 10 tricks.

Board 17. Love All. Dealer North.

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

North opens a weak no-trump and the vulnerability (which means that anyone going down does so in 50s) may induce West to try 2♣, showing hearts and a minor. All will be well if East buys the contract in 2♥, going one down. In practice South will not fancy this and try double (if agreed as for take-out) or 2♠ (clearly only a 4-card suit from the failure to act on the previous round). 3♠ and 3♦ both make, as does INT, which scores rather less!

Board 18. NIS Vul. Dealer East.

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

With a 4-loser hand, East is worth a jump to 3♦ after the auction starts 1♥-1♠. West rebids 3♠ and East probably bids 4♥ rather than 4♠. As the cards lie, this choice may not matter, although looking at the East-West cards in isolation 6♥ looks like a slightly better contract than 6♠ (a 4-1 heart break may prove fatal to any slam but 6♥ might well survive a 4-1 spade break). In any event, +980 will score well, as some will stop in game and a club lead beats 6NT.

Board 19. E/W Vul. Dealer South.

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

Here we have the amazing situation that one side can make a slam but will pass throughout at some tables. It could be wrong but West should reopen with a double after North raises South's 1♠ to 2♠. North may press on to 3♠ and it will hard now for East to compete to 4♦ – you often give up after pushing the opponents up a level; maybe Klinger's '6-4 bid more' tip will, however, win the day. East-West can make 6♥ or 5♦ whilst North-South can make 3♠ or 2♣.

Board 20. Game All. Dealer West.

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

North opens 1♠ and, with such awful hearts, East surely prefers INT to 2♥. At game all it often pays to defend – anyone going down does so at 100 a time – so North might let this go. On a spade, club or even heart lead they should collect a lucrative 300 against INT. If North reopens 2♠, this will make since East has no way to put West to lead a diamond. For the same reason, a club contract also plays better by North, with 3♣ on. 2♥ by East should go two off.

Board 21. N/S Vul. Dealer North.

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

South may try a lead-directing 1♣ opening in third seat but it may impact little on the end result. As either an opening or an overcall, West bids 1♠ and, perhaps after a negative or take-out double from North, East raises to 3♠. The vulnerability will surely deter North-South from competing to the four level. 4♥ and 4♣ go two off, though a spade lead allows declarer to escape for one down in the latter. One overtrick is easy in 3♠ and a second possible.

Board 22. E/W Vul. Dealer East.

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

If South opens 1♣ and West overcalls 1♠, North must choose between 2♥ and a negative double. Either way, unless somebody underbids, they ought to reach game. It is more difficult if South opens a weak no-trump. In this case, if North bids 2♥ freely or over an Aspro 2♦ from West, South needs to raise. With careful play, declarer makes an overtrick in 4♥ by setting up a long club. 4♠ doubled is suicidal, costing 1100 if the defenders get their ruffs.

Board 23. Game All. Dealer South.

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

West might open INT but 1♦ seems the normal action. North would double the former and a brave West who stays put may make INT doubled on a low spade lead by putting up dummy's jack. Over 1♦, North overcalls 1♠ and West may protect with 2♣. North may double now and South would compete to 2♠ anyway. To make 2♠ declarer may need some right views, dropping the ♥Q and using the ♥K as an entry to play clubs. 2♦ by West would go one off.

Board 24. Love All. Dealer West.

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

What should West call in first seat? Vulnerable, a pass might be wise. At love all, the choice really lies between 1♥ and INT. 1♥-1♠-2♠-2NT-3♠ and INT-2♣-2♥-2NT-3♠ are two ways to stay out of the hopeless 4♠, but some Easts may believe they are justified in insisting on game after West opens. If West passes initially, protecting against North's weak no-trump may be vital, as this goes only one down. 50 to North-South will be the most common result.

Board 25. E/W Vul. Dealer North.

<p>♠ 5 2 ♥ 10 9 6 2 ♦ 9 6 4 2 ♣ J 8 3</p> <p>♠ K 7 6 ♥ A K 4 ♦ K 10 8 ♣ Q 10 5 2</p> <p>♠ J 10 9 8 4 ♥ J 8 7 ♦ J ♣ K 9 6 4</p>	<p>♠ A Q 3 ♥ Q 5 3 ♦ A Q 7 5 3 ♣ A 7</p>
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The field generally struggles to reach a slam unless there are a large number of high cards present. Will it be true to form? 1♦-2♣-2NT(15-19)-4NT-6NT and 1♦-3NT-4NT-6NT are the most obvious sequences to the best spot, in both cases the raise to 4NT being invitational. South has no reason to lead a club and declarer might misguess anyway, so almost everyone will make exactly 12 tricks. Playing in 6♦ is a bad idea at match-point pairs and will score badly.

Board 26. Game All. Dealer East.

<p>♠ K J 9 4 2 ♥ A J 7 6 2 ♦ K 4 ♣ A</p> <p>♠ 10 5 3 ♥ 10 4 ♦ J 10 8 3 2 ♣ 10 7 4</p> <p>♠ A 7 6 ♥ Q 8 5 ♦ A Q 9 7 ♣ K Q 5</p>	<p>♠ Q 8 ♥ K 9 3 ♦ 6 5 ♣ J 9 8 6 3 2</p>
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North-South have their turn to a slam, but this time choosing to play in no-trumps may be even more crucial. If the bidding starts 1♦-1♠-INT(15-17)-3♥ or 1♦-1♠-2NT(17-18)-3♥ then South may give preference to 3♠, making it very difficult to play in hearts. Declarer has no apparent reason to drop the ♠Q offside (or to take a backward finesse), so those playing in spades will make only 11 tricks. Scoring 12 tricks is simple, though, in hearts or no-trumps.

Board 27. Love All. Dealer South.

<p>♠ A Q J 7 4 ♥ A 9 2 ♦ Q J 6 ♣ K Q</p> <p>♠ 10 9 8 5 3 2 ♥ 6 3 ♦ K 2 ♣ A 8 3</p> <p>♠ 6 ♥ K Q J 8 ♦ A 10 8 4 ♣ 9 7 6 2</p>	<p>♠ K ♥ 10 7 5 4 ♦ 9 7 5 3 ♣ J 10 5 4</p>
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After North opens 1♠ in third position, South has a choice of responses. The hand looks too good for INT, so do you stretch a little with 2NT or risk being left in two of a minor? All roads lead to 3NT, but 2NT will put West on lead and 2♣ response will deter East from leading a club. If the defenders either lead or switch to clubs (after declarer takes a losing finesse) then 3NT may well fail. Anybody who drops the ♠K offside may get a few suspicious looks!

Board 28. N/S Vul. Dealer West.

<p>♠ 10 2 ♥ 9 7 6 4 ♦ K Q 6 3 ♣ A K 5</p> <p>♠ A K 3 ♥ Q 2 ♦ 9 7 5 4 2 ♣ J 8 3</p> <p>♠ Q J 9 7 4 ♥ A K J ♦ A ♣ Q 9 7 2</p>	<p>♠ 8 6 5 ♥ 10 8 5 3 ♦ J 10 8 ♣ 10 6 4</p>
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Since South has 12 points in the red suits and only 5 in the blacks, I prefer 1♠-2♦-2NT(15-19)-3NT to 1♠-2♦-3♣-3♥-3NT as the route to the no-trump game. The defenders have two obvious winners, the ace and king of spades, and little chance of a third. 660 to North-South will be by far the most popular result. It will give them average plus, as 650 for 4♠ plus one and failing slams will occur more often than huge penalties (if West opens a 'Mini' INT).

Board 29. Game All. Dealer North.

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

West has 12 points in high cards and 3 spades, just enough to open after three passes according to the 'rule of 15'. Two passes follow West's INT and South may bid 2♦, showing spades and another. North then bids 2♠ and East will wish to compete; double (if for take-out) or 2NT (if it indicates two places to play) should be fine. North-South can make 8 tricks with either black suit as trumps whilst their opponents can make 9 tricks in one of the red suits.

Board 30. Love All. Dealer East.

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

East is a little light to open 2♣, especially with a long minor, so starts with 1♣. South's 3♦ preempt then gives East a decision how best to reopen. With such a good hand, double is acceptable despite the spade weakness and West predictably bids 3♠. If East tries 4♣ next, West may or may not scrape up a raise to 5♣, whilst 3NT might buy the contract. A diamond lead will surely beat 3NT and a spade lead (and ruff) defeats 5♣. North-South can make 3♦.

Board 31. N/S Vul. Dealer South.

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

Opinions vary as to whether, with a 6-card major and a 4-card minor, you should just bid the major or show the hand as two-suited if an opponent (South here) opens INT. In any event, North bids 2♠ and West should reopen with a double. As the cards lie, East does best to leave this in, collecting 200 on sensible defence. However, this could backfire if West had more clubs, and taking out to 3♣ seems normal. 3♣ can be made, as can the more likely 3♥ contract.

Board 32. E/W Vul. Dealer West.

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

This hand may prove easier to handle if you play Crowhurst (or a strong no-trump) as then North can rebid INT after 1♣-1♠. In this scenario West may enquire with 2♣ and pass North's 2♦ reply or, if the INT rebid is known to be weak, South will bid 2♦ over it and play there. If North has to rebid 2♣, life is more awkward as the sequence 1♣-1♠-2♣-2♦ is best played as forcing. North-South can score 110 in 3♦ or 2♠. 7 tricks are the limit in no-trumps.