

Board 29. Game All. Dealer North.

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

When East opens 1♣ South will overcall 1♠ (unless he has a specific two-suiter available to show this hand) and West will make a negative double rather than bidding 1NT. It is hard to predict the auction after this; if N/S find their way to diamonds they should make ten tricks there on careful play, the par result. But E/W might play hearts and make anywhere from eight to ten tricks depending on the quality of the defence and declarer play.

Board 30. Love All. Dealer East.

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

When North opens a weak no-trump in fourth seat, East will be tempted to overcall 2♠. If so, South will probably decide to compete to 3♥. In that contract on a spade lead the defence get their spade ruff with a trump trick, and declarer can now discard two clubs on the diamonds, for +170. On an initial club lead declarer must draw two rounds of trumps before taking discards on the diamonds. Now the entries to dummy prevent declarer taking more than nine tricks.

Board 31. N/S Vul. Dealer South.

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

If N/S play a game-forcing major-suit raise, North will make use of the gadget here. Should he do so, East must exploit the vulnerability and jump to 5♦. Now even if N/S bid on to 5♥ – a delicate spot, and their last making contract, maybe E/W will sacrifice in 6♦. The defence have to play double-dummy to get even 500 from that contract (on a top club lead and spade shift declarer can drive out the ♦A, and still has time to establish clubs for a spade discard).

Board 32. E/W Vul. Dealer West.

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

Whether South opens 1♦ or 1♥, his side should declare 3NT. However from the South seat on a club lead declarer has an extra club trick and a helpful gain of tempo, so making nine tricks by setting up a heart trick should be easy. By contrast 3NT by North on a low spade lead might well go down. If declarer wins and tries to build a heart trick, the defence should certainly find a way to prevail one way or another.

Board 1. Love All. Dealer North.

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

When South overcalls East's 1♥ with 2♦, North has a problem – 2NT seems wrong, and he is between the values for a cue-bid raise to 2♥ and the simple boost to 3♦. If he does cuebid, then when South bids 3♣, North will probably go no further than 3♦. On a heart lead South can discard one of his spades, but no more — on accurate defence, for +150. Only a spade lead holds N/S to 130. Meanwhile, E/W had better not climb too high; 3♥ makes only seven tricks.

Board 2. N/S Vul. Dealer East.

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

South will open a weak no-trump, doubled by West, and North should escape to 2♥, then compete to 3♦ when West protects with 2♣. In a competitive auction maybe E/W will reach 4♠ now. If they do, West should know enough to take the spade finesse – and indeed, he might also guess to run the ♣J on the second round of the suit to pin the ♣10, and emerge with a triumphant 650. Given all of that, maybe the N/S save in 5♦ for – 300 may pay off.

Board 3. E/W Vul. Dealer South.

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

N/S should have an unopposed auction after a weak no-trump, in which North should transfer to hearts and follow up with an invitational 2NT, raised to 3NT or perhaps 4♥ by South – both bids make sense. As the cards lie, 4♥ would be easy if it were not for the club ruff (which will certainly not be achieved at all tables). Meanwhile, 3NT is virtually hopeless on a spade lead, though some defences may lead diamonds – not recommended today!

Board 4. Game All. Dealer West.

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

The E/W cards fit well, and 4♠ is a decent contract, but it will be very hard to find when North opens 1♣ and East overcalls 1NT. Still, maybe West will use Stayman and raise the 2♠ response to 3♠. Best defence is for North to win the club lead and shift to trumps; as the cards lie, East must win in hand and advance the ♦Q. Even so, since ruffing clubs in dummy sets up trump winners for South, +140 looks to be the limit unless declarer plays the hand double-dummy.

Board 5. N/S Vul. Dealer North.

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

North has a classical weak-two bid in spades, but when East overcalls 3♦, what is South to do? Bidding 3♥ will see North raise to 4♥, down one with the ♥K offside. But 3♠ by North handles no better, on a club lead — the defence get their four top winners and a trump promotion to sink the contract. Since 3♦ can always be made thanks to the 2-2 trumps and the favourable location of the key-cards, maybe -100 for N/S would not be too bad after all.

Board 6. E/W Vul. Dealer East.

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

E/W can emerge with 10 or 11 tricks in 3NT. However, many will try for the stratosphere in clubs, where 12 tricks can just about be made on a trump lead by setting up spades and guessing hearts, rather than finessing in diamonds. If West initially responds INT to his partner's 1♠ opening bid, his side will probably settle in game. But if he responds 2♣, not recommended on potential misfit hands, it will be hard to slow East down below 6♣.

Board 7. Game All. Dealer South.

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

E/W have the balance of the high-cards but N/S look likely to buy the hand in 2♠. The honours in spades and diamonds are very poorly placed, but the 3-3 heart split means that N/S should finish up with eight tricks one way or another. Conversely if West stretches to open in second seat he might steal the pot in INT, and that handles remarkably well. If declarer wins the ♠Q lead and double-finesses in diamonds, he collects no less than eight tricks, for a fine score.

Board 8. Love All. Dealer West.

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

If East passes in third seat N/S should bid quietly to 3NT by South, and West will need to lead a heart to defeat the contract. And why should West guess which unbid suit to lead? Of course, if East opens 1♥ or a weak 2♥ in third seat, might N/S be warned off no-trumps, and finish up in 4♠ instead? If North works out how to play the trumps he can come very close to making his contract — which might teach East not to be so frivolous in future!

Board 25. E/W Vul. Dealer North.

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

If E/W have the floor to themselves, they will bid easily enough to 4♥, probably by East, and on the likely spade lead declarer needs only to ruff one spade to set up the suit. In fact it looks better to play a club to the ♣J early on, just in case the spades lie less favourably. Either way, the location of the spades and hearts is such that the travelling score slip should be an unbroken row of 650's... but somehow it never is!

Board 26. Game All. Dealer East.

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

East's weak no-trump will probably be raised to 2NT by West, where matters will rest. Many Souths will innocently lead a low heart and concede 120, instead of leading a low spade. If declarer plays low from dummy on a spade lead, North must put up the ♠K — declarer's duck in dummy marks him with this holding. Now an accurate defence would actually take the first nine tricks! Par on the Board is for N/S to play spades for 140 — few will manage that.

Board 27. Love All. Dealer South.

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

If North can come in over West's INT opening to show the majors, or a two-suiter with spades, the question is whether N/S will diagnose the heart fit and try for game, or if they will stop in a partscore. The cards lie so well for N/S in spades and diamonds that if North declares hearts and avoids the club lead, he has legitimate play for 12 tricks without needing the diamond finesse. As some of the field will miss game, +680 will match-point very well.

Board 28. N/S Vul. Dealer West.

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

Another weak no-trump for West; this time it should buy the contract. North's low diamond lead will force declarer to win and advance the ♥J. If North ducks, declarer might scramble +90 so long as he reads the position well. But if North covers the ♥J the defence are in control, and can probably set INT two tricks. E/W can certainly make 110 in spades, while N/S can collect eight tricks in clubs — but making partscores may be few and far between on this deal.

Board 21. N/S Vul. Dealer North.

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

E/W look likely to have an unopposed sequence to 3NT by East after both players bid their long suit. South has an obvious diamond lead, and declarer should probably win in dummy and test the clubs by cashing the king and leading the jack to the ace. When clubs split, declarer can take every major-suit finesse and make 490 legitimately. As an alternative he can play ace and a second spade, and now South must lead a heart or he will concede twelve tricks.

Board 22. E/W Vul. Dealer East.

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

Everyone but North is likely to bid and possibly rebid their long suits. This time since E/W have the balance of points, and West has the longest suit, he should win the battle and declare a partscore in clubs, for 110. (If the defence lead three rounds of spades, the finesse against the ♣J becomes marked, but it is hard for the defence not to give the game away). If South declares spades, he can only make eight tricks – and might even run into a cross-ruff and do worse.

Board 23. Game All. Dealer South.

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

When South opens INT he might run into a penalty double – which will surely end the auction as neither North nor West have any reason to escape. On the lead of the ♣J declarer will win in hand and pass the ♦Q, letting East win and lead a heart through South. Now declarer will struggle to escape for -500 (in fact he can be set 800 on accurate defence). But no doubt some E/W pairs will struggle in a partscore their way – both clubs and spades play well enough, I suppose.

Board 24. Love All. Dealer West.

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

When North opens 1♣, South is almost sure to head to 3NT, a fair spot that may come home with 430 on a diamond lead, as declarer can easily take both black-suit finesses. But to make the hand on the ♥10 lead declarer must run the ♠Q before tackling clubs – not an obvious line! Many Souths will attack clubs first, hoping the ♦A is outside, and in fact on the run of the clubs West does come under pressure. It will require careful discarding for the defence to prevail.

Board 9. E/W Vul. Dealer North.

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

When East opens INT South will intervene to show the majors, using Landy, or Astro, or whatever his partnership methods consist of. North has enough to make a constructive raise in hearts if he has one available, and that should get N/S to 4♥ where ten tricks should be a piece of cake – in fact East may have to cash his ♣A or it will get away. Perfect defence holds the E/W club sacrifice to eight tricks, but nine tricks might be a far more common result.

Board 10. Game All. Dealer East.

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

If East treats his hand as a 1NT opening he might buy it there against cautious opponents, and wrap up the first seven tricks on a spade lead. That is E/W's best result – 3♦ should be held to just eight tricks. As against that, most N/S pairs will locate their spade fit, and make nine tricks easily unless the defence can arrange a trump promotion by repeated heart leads. The issue is then whether declarer would avoid losing a trick to the ♠10 – he should be able to manage that.

Board 11. Love All. Dealer South.

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

South has a light but respectable opening bid of 1♣ at the vulnerability, after which North will drive to game in 4♠, as soon as his partner's secondary spade support comes to light. East is almost endplayed at trick one – will he find the diamond lead to allow his partner to shift to hearts and defeat the hand? All credit to him if he does. Given the difficulty of the defence, perhaps those pairs stopping in partscore here will not score as well as they might expect to do.

Board 12. N/S Vul. Dealer West.

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

West's hand looks closer to a 2♥ preempt than a 1♥ opening bid. But if he opens 2♥ that will be passed round to South. Should South choose to reopen with a double that will make North a happy man – the penalty might be as much as 800 on accurate defence. Conversely if South protects with 2♠, North has little choice but to jump sulkily to 3NT. To add insult to injury, on a diamond lead this contract has no play for more than seven tricks.

Board 13. Game All. Dealer North.

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

This is a tough hand to bid, and defend. When West opens 1♥, will South overcall 1♠? If he does, West should stretch to bid 2♦, and then East may simply drive the hand to slam and leave it up to North to try to work out to cash his side's club winners. Par on the Board for E/W is actually 4♥, making eleven tricks – but many will play 5♦, for less matchpoints, or attempt 3NT or 6♦ and perhaps be set on the club lead.

Board 14. Love All. Dealer East.

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

South has an inconvenient rebid when he hears North respond 2♣ to his 1♠ opening bid. There is something to be said for a simple raise to 3♣, and then over North's 3♦ probe for no-trumps he can bid 3♠, and be raised to 4♠. If West hits on the ♥A lead he will find a painless way to set the game. But probably almost all routes on this hand lead to E/W collecting 50, be it from 3NT, 4♠, or 5♣, so any plus score for N/S will yield an excellent Pairs result.

Board 15. N/S Vul. Dealer South.

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

This is the near-perfect Pairs deal – subtitle it “Much ado about virtually nothing”. If North opens 1♦ in third seat then N/S might steal the hand in INT, where the defence have seven easy tricks on the heart lead. Conversely, if North passes then it may be West who declares INT on a diamond lead, where he will struggle to the same seven tricks. However the difference between +90 and +100 for E/W in terms of their matchpoint score may be quite considerable.

Board 16. E/W Vul. Dealer West.

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

West has a fine INT opening bid, after which it will be up to N/S to find their way to spades, where they can take a surprising number of tricks. Repeated club leads by the defence force declarer eventually, and might just hold him to nine tricks – the play gets very complicated. Since E/W can make nine tricks in clubs (or eight tricks in no-trumps) easily enough, there may be a highly competitive auction here, and any plus score for E/W will matchpoint very nicely.

Board 17. Love All. Dealer North.

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

Unless East introduces his moth-eaten suit, N/S will bid to INT by North. Declarer is likely to misguess the spades at trick one, and now best defence can set INT by shifting to hearts. But one way or another, the N/S pairs may scramble to +90. Note that if East does overcall 1♠ South is unlikely to pass for penalties, but may well bid INT himself. Even if North raises to 2NT, all is not lost. South might actually make +120 on the disastrous ♠Q lead

Board 18. N/S Vul. Dealer East.

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

E/W are going to get into trouble wherever they play the hand – their best spot might be hearts, but the defence can certainly take seven tricks on accurate play. Meanwhile N/S can play clubs for 110 or so, and their 4-3 spade fit might produce the same result. However, INT might be challenging for N/S if the defence work out to play diamonds – seven tricks is the limit. This is the sort of Board where any score of 110 or more will produce a good matchpoint result.

Board 19. E/W Vul. Dealer South.

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

Over North's 1♥ East will bid 3♠ – a sound preempt at the vulnerability. Now if South gambles to bid 4♥ it will end the auction. On a top spade lead declarer should win and discover the 4-0 trumps. The good news in diamonds makes up for it, letting North duck a spade then ruff a spade high, before drawing trumps via the marked trump finesse for +450. An E/W 4♠ sacrifice costs only 200 – unless South hits on a club lead, to arrange two ruffs for his side.

Board 20. Game All. Dealer West.

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

South will open 1♠ then bid 2♥ if North dredges up a INT response, after which North will pass happily. West may be tempted to lead two top clubs – but that would be disastrous today, since declarer can now take the rest for +200. If E/W lead diamonds and continue the suit, the hand is far more awkward to play – and even making ten tricks would be far from straightforward. But since some Souths will struggle in 1♠, even +140 may not be so terrible for N/S.