

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

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

This hand illustrates the power of big trump fits and singletons. North South can make 11 tricks in comfort despite only having 16 points between them, whereas East West will struggle to make 10 tricks after the defence of a spade and 3 round of clubs. Much will depend upon whether North can get into the auction quickly.

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

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

another 4-4-4-1 hand that looks as if it will play poorly, but here a very kind layout enables game to be made in either major. Those South players who correctly pass will find their superior judgement unrewarded on this occasion.

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

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

North South can make 5♠, but may find themselves passing out the hand and finding many +650s on the scoresheet. North should open light in third position with a decent suit and a bit of shape. East West can sacrifice in either minor making 9 tricks, which might not even be doubled when West opens an off centre 3♣.

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

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

4♠ should make for East West, but some will miss the game, probably by not valuing the East hand to be worth game opposite an opening bid. 6-4 shapes are generally worth upgrading, especially when the 6 card suit is good. The defence would do well to attack clubs early and hold declarer to 10 tricks.

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

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

A safe diamond partscore making 9 or 10 tricks for East West. If North is on lead he should be careful not to give a trick away. North may open, making it difficult for East West to get into the auction. Note that 2♣ may be reached after a weak NT by West and will often scrape home.

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

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

4♥ by East should be the normal contract. Should South start off with 3 rounds of diamonds declarer must discard if he plays a small diamond on the third round (best for the defence), or ruff if the jack is played. If South shifts to a club after 2 diamonds declarer needs an inspired view in trumps to succeed, but must go down on an immediate club shift

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

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

if West opens he may keep North South out of a game that is destined to fail. If he passes, the bidding will start 1♠ - pass - 2♣ to him, and although he may well come in with a double or 2NT, North will surely bid 4♣. Anybody who sacrifices with the East hand at that vulnerability should contact their nearest psychiatrist.

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

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

Although this looks to be the sort of hand my mother would enjoy playing, basic matchpoint techniques are of use on this board. Against the inevitable 3NT, West should not lead from Axxx at pairs into a strong balanced hand, but should choose a safe jack of clubs (this is also right at teams) South should be careful to let East win the club to ensure his ninth trick. Even if South lets West win the club, the spades are likely to be blocked

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

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

A lot depends upon South's action over 1♥ from East. If he passes East West may get too high. If he elects to double he may run into trouble if West decides to redouble. 1 spade doubled will be a very close battle.

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

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

West should declare 3NT at most tables, and a lot depends upon North's lead. If he leads a spade then 9 tricks should be made, but if East reverses into spades in the bidding, it might gain him at least 1 trick, as South may well then start off with a club.

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

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

Both sides will struggle to make anything on this hand, and if either side competes beyond the two level a matchpoint double could well produce more than the 'magic 200'

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

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

Another hand where the lead is important. South will be at the helm in 3NT at most tables. The normal heart lead will result in 10 or 11 tricks depending on whether West finds a spade switch. Leading declarer's first bid suit, clubs, has the effect of cutting off the diamond suit. Declarer should probably come home with 9 tricks, as West can be endplayed.

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

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

Another bad Board for the weak no trump. As long as South doesn't come in, West will probably transfer into spades with disastrous results, with South making a takeout double just to make things worse. Strong no trumpers will probably alight in 1NT, which is hard for South to defend with little communication to the North hand

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

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

The bidding will start 1♠ x at most tables. A lot then depends upon how aggressive North and East are. If North raises he may well end up escalating the bidding all the way up to 5♣, which South will surely double. Although there are only 2 losers, repeated spade leads will defeat the contract. North South can make 8 tricks in Spades, 9 if the defence never play trumps

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

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

A weak two heart opener could end up closing the auction here. Declarer would have to get everything right to make the contract. 2♠ plays better, but could push East West into 3♣ which North needs to matchpoint double to beat a fair number of 110s and 140s.

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

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

4-4-4-1 hands are always difficult to deal with, and this hand is no exception. They are often overvalued as are singleton aces. East will probably respond 1♠, and West will probably be tempted into the valley of sin. Those West's who splinter will probably be spared the rod.

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

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

A variety of game contracts will be bid on this hand, with 4♥ being the best scoring. The opening lead will be crucial, especially for those defending a dubious 3NT contract. Although the clubs are blocked, the 3<sup>rd</sup> club trick will be enough to give them an inferior score they richly deserve.

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

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

Where East opens a suit he will probably end up defending INT or 2 of a major with INT being the best scoring providing 10 tricks if the defence fail to lead diamonds. Those Easts who open a weak no trump will be taking a stroll through Richard's meadow.

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

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

A spade opening from West will facilitate the bidding of an excellent 6♠. The key to reaching the slam will be East finding out about the singleton diamond in the bidding. Unfortunately this information should be enough to persuade North to lead a heart.

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

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

This Board should be played in 3NT around the room. If North is on lead a spade would give the 12<sup>th</sup> trick. Whatever is lead, South must be careful to guard the diamonds or his partner will be squeezed. It might be tricky to spot, but after a diamond lead from North, South's 5 of diamonds becomes a critical guard.

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

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

East will probably open 3♥ and South will probably double. North will then either bid diamonds or make the 'mans bid' of 3NT. The latter would not be a great success on this hand!

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

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

A good grand slam for East West but it all depends on the queen of trumps due to the bad break. The hearts can be set up if they are 4-2 or better for a discard of West's losing diamond. North South have a reasonable sacrifice, making 8 tricks in spades. However if South bids and North South fail to save, it may give a clue about the club position.

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

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

East West can make 9 tricks in spades, but some might end up defending 3♥. East will have to double this if East West are to get a good score. If North doesn't open light in 3<sup>rd</sup> chair East may open a strong no trump. Although only seven tricks are available, most Norths will protect, allowing West to come back in and find the spade fit.

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

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

If South opens 2NT, North should move because of his majors. It is a better line of play in 4♠ to start with diamonds and spurn the diamond finesse than play on spades to take the diamond finesse. This is because you need 2 ruffs and 2 entries, particularly so if West leads a ♥, since you need to get to dummy to play a club up, after finessing the spade to prevent a heart ruff.

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

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

if the bidding gets round to West, he will open a weak no trump and if North competes he may well push East West into an unmakeable contract. Where North South are allowed to play 2♥ North will often make 9 tricks as long as he ruffs the 3<sup>rd</sup> round of clubs high. If North opens 1♥ then East West will probably not get into the auction unless West is on his sixth pint of the evening.

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

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

North South can make 11 tricks in hearts but East West have a cheap sacrifice in spades, making nine tricks unless South leads a heart which gives away the tenth. Some Souths will sell out cheaply, worrying about wasted diamond values, but should bid on anyway as both 4♠ and 5♥ could be making. A tactical strong no trump opening, for which the East hand is perfectly suited may steal the hand.

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

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

This Board should be flat in 3NT, with East West losing just a club and a diamond. The only obvious variation comes if East is declarer and South leads a spade, which would result in a very poor score for East West.

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

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

Those Easts who overcall 1♥ over 1♦ will struggle to get to 5♥ over South's 1♠ and North's raise to 4♠ or 4♥ splinter. Those who overcall 4♥ might fare better as it's easier for West to value his hand opposite a 4♥ bid at unfavourable vulnerability. Doubtless some will open the West hand 2 or 3 diamonds, getting a bizarre average Board if East plays a heart partscore.

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

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

if South opens in third chair West should double and rebid INT over North's 1♥. Where South declines to open West will find himself a level higher, but with North not knowing about South's clubs he could see the trick come back with interest.

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

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

Some Easts will take advantage of the favourable vulnerability to open light. Those that open 1♠ will hear the bidding start 1♠ x 2♠ 3♦. From there North South should reach 3NT. A defence of two rounds of spades followed by a heart shift will test declarer (most of the time he will misguess). Where East passes North South may reach the unbeatable 5♦, or West may well be on lead to 3NT, and on a club lead will not get a good score.

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

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

most Wests will end up declaring INT, normally making 8 tricks, but intrepid Souths who believe in protecting aggressively against INT if non vulnerable will be handsomely rewarded on this deal.

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

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

A very lucky 10 tricks for North South in hearts. The defence cannot attack spades or diamonds without setting up a discard for the other. I suspect not many will bid this game, and some East Wests will protect and make 7 tricks at most. There will also be some South's who duck the opening club lead...