

ACBL Charity Game

30th November, 2009 Set 64039

Bd: 1 ♠ Q 4 3
Dir: N ♥ A J 8 3
Vul: None ♦ 6
 ♣ 10 8 6 4 3
 ♠ 9 8 6 5 2 ♠ A 10 7
 ♥ 4 ♥ K 9 7 2
 ♦ A Q J 4 ♦ K 10 9
 ♣ A J 2 ♣ K Q 5
 ♠ K J
 ♥ Q 10 6 5
 ♦ 8 7 5 3 2
 ♣ 9 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1NT	Pass
2♥	Pass	2♠	Pass
??			

After transferring, West can go one of two ways at his second turn:
 (a) The *Neanderthal* 3NT, offering Partner a choice between 3NT and 4♠. With no ruffing values, East will presumably pass 3NT.
 (b) The *Scientific* 3♦, showing where West's values are, and also implying some distribution (a singleton Heart or Club is quite likely). This will no doubt

persuade East to choose 4♠ over 3NT.
The Play: The Scientists come out on top this time. 4♠ makes 10 easy tricks, and 3NT is worth only 9 (even if South does not lead a Heart initially, the defense gets a second chance).

Bd: 5 ♠ J 8 6 4
Dir: N ♥ K J 8 4
Vul: N-S ♦ 8
 ♣ 9 5 4 2
 ♠ K Q ♠ A 5 3 2
 ♥ 10 9 7 6 5 ♥ A Q 2
 ♦ K 9 7 6 3 ♦ 10 4 2
 ♣ 3 ♣ K J 10
 ♠ 10 9 7
 ♥ 3
 ♦ A Q J 5
 ♣ A Q 8 7 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♠	Pass
1♥	Pass	1♠	Pass
1NT	All Pass		

After 1♠ West would love to trot out Two Natural Weak Diamonds, but most play 2♦ here as artificial, so West must rebid 1NT, notwithstanding his 5-5 distribution.
The Play: A Club lead holds Declarer to 7 tricks, but North might well start with a Spade. In that case, the play could proceed: Spade lead to the King; ♥10 is run around; ♥Q is

finessed; Spade to the Queen; losing Club finesse; South cashes a Club and exits a Club; ♥A is cashed. By now, Declarer has scored 6 tricks in the majors plus a Club, and an 8th trick materializes when a Diamond is led from the board.

Bd: 2 ♠ J 10 9 8
Dir: E ♥ Q 5 4 2
Vul: N-S ♦ J
 ♣ A 9 6 2
 ♠ K Q 3 ♠ A 2
 ♥ 10 3 ♥ A J 9 7 6
 ♦ A K Q 3 ♦ 10 9 8 6 5
 ♣ 10 7 5 4 ♣ K
 ♠ 7 6 5 4
 ♥ K 8
 ♦ 7 4 2
 ♣ Q J 8 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1♥	Pass
3NT	All Pass		

3NT here is played variously, perhaps the most common usage being 13-15 with a doubleton in Partner's major. Against 3NT, North leads ♠J and it's 9 tricks. 5♦ is a better contract and gets a well-deserved top when North makes the obvious ♠J lead, letting Declarer score 12 tricks and +420 when the Club loser goes away (but Declarer must finesse Hearts *twice* to get up to 12 tricks).

A Gadget: Some partnerships have a conventional use for 3NT opposite a 1♥ or 1♠ opening, namely 5-card support and an outside trick, perhaps a hand like: ♠ Ax, ♥ Kxxxx, ♦ xxxx, ♣ xx. A useful gadget, it preempts the opponents while also warning Partner that we have a defensive trick.

Bd: 6 ♠ K 9 3
Dir: E ♥ K J 10 6
Vul: E-W ♦ Q
 ♣ K 10 9 7 5
 ♠ J 10 7 2 ♠ A Q 8 5
 ♥ A Q 8 7 3 ♥ 9 4 2
 ♦ 4 2 ♦ K 9 8 6
 ♣ J 2 ♣ 6 3
 ♠ 6 4
 ♥ 5
 ♦ A J 10 7 5 3
 ♣ A Q 8 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♦
Pass	2♠?	Pass	3♥
Pass	3NT	All Pass	

Assuming that you play 1♦ 2♠ as game-forcing, is North's hand good enough? Distinctly marginal, we would say, especially in this age of light openings. Anyway, after 2♠, South offers splinter support with 3♥, and North sensibly retreats to 3NT.
The Play in 3NT: The only way that this rotten contract will make is if East tragically starts out with a Spade.

This lead, and the winning finesses in the red suits, allow Declarer to scramble 9 tricks. But the bidding will suggest a Heart lead so East starts out with the ♥9, and West wins and fires back the ♠J. Down one.
The Play in 5♠: A better contract, but down one when the ♠A is offside.

Bd: 3 ♠ A Q 6
Dir: S ♥ 6 3
Vul: E-W ♦ Q 10
 ♣ Q J 6 5 4 3
 ♠ K J 10 4 3 ♠ 8 7 2
 ♥ K 7 ♥ A Q 10 9 8
 ♦ A K 9 7 5 4 ♦ 2
 ♣ ♣ A K 10 7
 ♠ 9 5
 ♥ J 5 4 2
 ♦ J 8 6 3
 ♣ 9 8 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♦	2♠	2♥	Pass
2♠	Pass	3NT	All Pass

2/1 in competition is usually played as forcing for one round, and East's 2♥ might have been made on about a King less. How about West's 2♠, is that game-forcing? We don't think that it should be (some may differ), in which case it's hard to blame East for launching into 3NT, after all he does have a triple stopper in the enemy suit! However, on the actual lie of the

cards, 4♠ makes 11 tricks and 3NT just 10. But, there are many other layouts (such as when the Hearts are 3-3 or when the ♥J is doubleton or when Spades are 4-1) where 3NT would be the winner.

Bd: 7 ♠ K 6 4
Dir: S ♥ A 7 6
Vul: Both ♦ A J 9 5
 ♣ 8 7 6
 ♠ ♠ A J 8 5
 ♥ Q 8 5 3 ♥ K 9 2
 ♦ K 7 6 4 3 ♦ 10 8
 ♣ Q 10 5 4 ♣ A 9 3 2
 ♠ Q 10 9 7 3 2
 ♥ J 10 4
 ♦ Q 2
 ♣ K J

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			2♠
All Pass			

Not everyone will applaud South's Weak Two, what with that poor suit and all that outside stuff. But there are some Spade intermediates, and we all know that bidding is more fun than passing. Here, the Weak Two works just fine, provided that North does not get over-ambitious and try for game (she really shouldn't, that square hand is just not good enough).
The Play in 2♠: A Club lead looks

most promising from the West hand. Declarer wins the second Club, plays a trump to the King and Ace, ruffs the Club continuation, and leads the ♦Q, covered by the King and Ace. Now, a trump finesse, back to Dummy on a Heart, another trump finesse, and a 4th round of trumps. When the ♦10 comes down Declarer scores a surprising 10 tricks. But it's only 9 tricks if West finds the dangerous-looking Diamond lead, after that Declarer doesn't have the entries to do what needs to be done.

Bd: 4 ♠ K 4 2
Dir: W ♥ Q 10 8 7 6 3
Vul: Both ♦ 9 4 3
 ♣ 6
 ♠ 6 5 3 ♠ Q 10 7
 ♥ A ♥ J 9
 ♦ A K Q 2 ♦ J 10 8 6
 ♣ A 10 9 8 5 ♣ Q J 4 3
 ♠ A J 9 8
 ♥ K 5 4 2
 ♦ 7 5
 ♣ K 7 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	Pass	1NT	Pass
3NT	All Pass		

Perhaps West's 3NT was an overbid, he must have *really* liked all those controls and the Club intermediates. Here's a less optimistic auction:
 1♠ 1NT, 2♦ 2♠, 2NT, 3♣ Pass.
 The 2♦ reverse showed a good hand, 2♠ said "something in Spades", 2NT said "Not enough to bid game on my own", and 3♣ showed belated support. A sensible auction to a sensible contract (making 10 tricks).

The Play in 3NT: If West boldly boots out 3NT then E-W will be rewarded with +600. The defense can take 4 fast Spade tricks and shift to a Heart, and now it all comes down to the Clubs. Declarer cashes the Diamonds first, then takes the Club finesse for 9 tricks (but down 4 if it loses!).

Bd: 8 ♠ K J 10 6 4
Dir: W ♥ Q 6
Vul: None ♦ K J 6 5 3
 ♣ 3
 ♠ A 9 2 ♠ 7
 ♥ A J 4 ♥ K 10 9 7
 ♦ 9 7 4 ♦ Q 8
 ♣ Q 10 8 7 ♣ A K J 9 4 2
 ♠ Q 8 5 3
 ♥ 8 5 3 2
 ♦ A 10 2
 ♣ 6 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♠	2♠	2♠
3♣	3♠	Pass	Pass
Dbl	Pass	4♠	All Pass

West has a maximum for that 3♣ bid, and also has good defensive prospects. So, when 3♣ comes back around, he tries an "action double". East's 6-4 shape, with most of the HCP in the long suits, is more suitable for offense than for defense, so he pulls that Double to 4♠. That proves to be a wise choice when 3♣ and 4♣ both make on the nose.

Bd: 9 ♠ 7 6 5 4
Dir: N ♥ J 8 7 2
Vul: E-W ♦ K Q 4
 ♣ 9 7
 ♠ A 3 2 ♠ K J
 ♥ K Q 10 5 4 ♥ A 6 3
 ♦ 10 7 6 ♦ 9 5 2
 ♣ K 3 ♣ A J 5 4 2
 ♠ Q 10 9 8
 ♥ 9
 ♦ A J 8 3
 ♣ Q 10 8 6

West **North** **East** **South**
Pass **Pass** **1♠** **Pass**
1♥ **Pass** **2♥** **Dbl**
4♥ **All Pass**
 South's "pre-balancing" Double was designed to push the opponents up to the 3-level if it turned out to be a part-score battle. But it's West who has the balance of power and he promptly zooms into 4♥. Against this contract, it matters not whether North finds an opening Diamond lead (though she surely will), and Wests all around the room are destined to go down one when trumps are 4-1 offside.

Bd: 10 ♠ A 10 9 2
Dir: E ♥
Vul: Both ♦ K 10 9 8 5
 ♣ A J 10 3
 ♠ J 6 4 ♠ 7
 ♥ A 10 9 5 4 3 2 ♥ K Q J 8
 ♦ 3 ♦ Q 4 2
 ♣ 6 2 ♣ K 9 8 5 4
 ♠ K Q 8 5 3
 ♥ 7 6
 ♦ A J 7 6
 ♣ Q 7

West **North** **East** **South**
3♥ **4♥** **5♥** **Pass**
Pass **6♠** **All Pass**
 An interesting auction! North's 4♥ cue-bid announced that the hand belonged to N-S, and that either they would declare the hand or E-W would play something doubled. As for East, with all that stuff in West's Hearts, he had an obvious raise, and with so little defense he might even have considered applying extra pressure with a jump to 6♥ (down only 2).

South had no Heart wastage, decent controls and a middle-of-the-road 1♠ overcall, so over 5♥ she makes a "forcing pass", offering no strong opinion as to whether N-S should play or defend. Of course, North had a definite opinion on the subject, and was sufficiently encouraged by South's Pass to take a (highly optimistic) shot at slam.

The Play in 6♠: West does best to lead a Club and now there are 12 tricks if Declarer guesses the Diamond situation (she should). At first glance one might conclude that even 13 tricks can be made, but Declarer doesn't have the transportation necessary to get the two Heart ruffs that he needs. However, at Trick 1 West might make the mistake of trying to grab the ♥A before the mice get at it. That works out badly for the defense, Declarer now has the timing to get those two Heart ruffs and 13 tricks altogether.

Bd: 11 ♠ A K Q J 10 2
Dir: S ♥ 4 3
Vul: None ♦ A K 7
 ♣ A 2
 ♠ 8 ♠ 6 5
 ♥ Q 8 7 6 ♥ K J 10 5 2
 ♦ J 10 9 8 6 2 ♦ Q 5
 ♣ K J ♣ Q 8 4 3
 ♠ 9 7 4 3
 ♥ A 9
 ♦ 4 3
 ♣ 10 9 7 6 5

West **North** **East** **South**
Pass **2♠** **Pass** **2♠**
Pass **2♠** **Pass** **3♠**
Pass **4♠** **All Pass**
 South's 3♠ was more encouraging (for slam purposes) than jumping directly to 4♠. Does South qualify for such optimism? Absolutely! 4-card support, an Ace and a couple of potential ruffing values are plenty good enough to offer slam encouragement. But North's hand is minimum so she declines to cue-bid

and simply bids the game. The risky Heart lead holds 4♠ to 11 tricks. But on any other lead Declarer has the timing and the entries to ruff out the Clubs and dispose of the Heart loser on the long Club for 12 tricks.

Bd: 12 ♠ J 3
Dir: W ♥ K 6 5 4
Vul: N-S ♦ Q 7 5 4
 ♣ Q 10 5
 ♠ 9 7 ♠ A Q 6 5
 ♥ 10 9 8 3 ♥ A J 7
 ♦ 10 9 6 3 ♦ A J
 ♣ 9 8 6 ♣ K 7 4 3
 ♠ K 10 8 4 2
 ♥ Q 2
 ♦ K 8 2
 ♣ A J 2

West **North** **East** **South**
Pass **Pass** **1♠** **1♠**
Pass **1NT** **Dbl** **Pass**
2♠ **Pass** **Pass** **Dbl**
Pass **2♠** **All Pass**
 How do you like North's 1NT? Opposite an overcall, the range for that bid is 8-11, 9-12, or thereabouts, in other words something a little stronger than the requirements opposite an opening bid. That being so, North is really scraping the bottom of the barrel with her emaciated 8-count and might well have passed 1♠.

The Play in 2♠: East's Double of 1NT shows 18-19 HCP leaving West with a Jack at the most. West leads ♣9 to Dummy's Ten. [continued]

East does best not to cover and now Declarer must decide how best to use that Dummy entry. The winning line is to lead a low Diamond to the King, then play on Spades by leading towards the Jack. Trumps are drawn for two losers, then a low Diamond from both hands brings the Ace tumbling down, and provides an entry for the Club finesse. Nine lucky tricks.

Bd: 13 ♠ 10 9 8 3
Dir: N ♥ K 7 5 2
Vul: Both ♦ Q 9 2
 ♣ A K
 ♠ A K 6 ♠ J 7 2
 ♥ A J 3 ♥ 10 9 8 4
 ♦ A J 4 ♦ 10 7 5
 ♣ 8 6 4 3 ♣ 10 9 5
 ♠ Q 5 4
 ♥ Q 6
 ♦ K 8 6 3
 ♣ Q J 7 2

West **North** **East** **South**
1♠ **Pass** **1NT** **1NT**
Dbl **Pass** **2♥** **Dbl**
All Pass
 Some N-S pairs will be playing Inverted Minors and South might get an irresistible urge to wheel out that useful convention on this board. But that hand really looks more like a 1NT bid than a Diamond raise, don't you think? The whole hand looks No Trumpish, and those dangling major suit Queens are begging to be protected from the opening lead.

West's Takeout Double gets his side to 2♥ and South doubles to show a maximum. North passes, confidently expecting the magic +200 (or more). **The Play in 2♥ Dbl:** South no doubt leads a Diamond and the defense spends the rest of the hand trying to avoid getting end-played. But, eventually, they will score a trump, a Spade, a Diamond and three Clubs, and they do indeed get their +200.

Bd: 14 ♠ K Q 4
Dir: E ♥ J 9 8
Vul: None ♦ K J 3
 ♣ K 9 5 2
 ♠ 10 9 5 3 2 ♠ A 7
 ♥ A 10 4 2 ♥ K Q 3
 ♦ A ♦ 9 6 5
 ♣ A 4 3 ♣ Q J 10 7 6
 ♠ J 8 6
 ♥ 7 6 5
 ♦ Q 10 8 7 4 2
 ♣ 8

West **North** **East** **South**
1♠ **Pass** **1NT** **Pass**
2♠ **Pass** **2NT** **Pass**
3NT **All Pass**

East was living dangerously back on Board 4, making his 3NT contract on a winning Club finesse, when a losing finesse would have meant down 4. On this Board 14, South leads a Diamond, and again East's contract depends upon the Club finesse, and again it's a four trick swing. This time the bridge gods favor the defense and it's two undertricks instead of two overtricks.

Bd: 15 ♠ K Q 8
Dir: S ♥ A 6 4
Vul: N-S ♦ 9 3
 ♣ J 10 9 6 3
 ♠ A ♠ J 9 5 3
 ♥ Q 9 8 5 3 ♥ J 10 7
 ♦ A J 8 5 4 ♦ Q 10 7
 ♣ Q 2 ♣ A K 7
 ♠ 10 7 6 4 2
 ♥ K 2
 ♦ K 6 2
 ♣ 8 5 4

West **North** **East** **South**
1♥ **Pass** **1NT** **Pass**
2♥ **Pass** **3♥** **Pass**
4♥ **All Pass**

East's forcing 1NT followed by 3♥ showed a 3-card invitational raise and with 5-5 West accepted with alacrity. East's red Tens were no doubt a welcome sight when Dummy went down, making the play as easy as could be. It's 11 tricks when the Diamond finesse works. A flat board? Perhaps, but there might be one or two Wests who will fail to appreciate the power of their 5-5 shape and will languish in a part-score.

Bd: 16 ♠ K Q 7 5
Dir: W ♥ 9 2
Vul: E-W ♦ J 5
 ♣ A Q J 7 2
 ♠ 8 4 2 ♠ A 3
 ♥ Q 8 4 3 ♥ A K 10 7
 ♦ K 10 9 2 ♦ A Q 8 7 3
 ♣ 5 4 ♣ K 9
 ♠ J 10 9 6
 ♥ J 6 5
 ♦ 6 4
 ♣ 10 8 6 3

West **North** **East** **South**
Pass **1♠** **Dbl** **Pass**
1♥ **Pass** **4♥** **All Pass**

East is too good merely to invite game with 3♥, so he goes directly to 4♥, knowing that, even if West has as little as ♥Qxxx and out, there will be a play for the contract. As it happens, West has more than that and it's 11 easy tricks (North gets a Spade and a Club). We would be surprised and impressed if any N-S pair found their excellent sacrifice, and have been carefully studying that North hand, trying to convince ourselves that, when 4♥ comes back around, a 4♠ bid makes sense. We came close but were ultimately unsuccessful.

Bd: 17 ♠ J 10 6 5 3
Dir: N ♥ J 9 6
Vul: None ♦ Q 7 5
 ♣ A K
 ♠ Q 9 7 4 ♠ K 8
 ♥ A Q 3 2 ♥ K 4
 ♦ A J ♦ K 3 2
 ♣ J 9 6 ♣ Q 10 5 4 3 2
 ♠ A 2
 ♥ 10 8 7 5
 ♦ 10 9 8 6 4
 ♣ 8 7

West **North** **East** **South**
 Pass 1♣ Pass
 1♥ 1♠ 2♣ Pass
 3NT All Pass
 His hand may satisfy the Rule of 20, but East would certainly be forgiven for passing that motley collection. Having opened, it's surely better to rebid 2♣ (rather than 1NT) and that works well. However, "well" is a relative term in this case. Rebidding 2♣ gets 3NT played from the West side, and the ♠J lead results in a one trick set. But that's better than

playing 3NT from the East side, going down two if South finds the opening lead of a Diamond.

Bd: 18 ♠ Q 9 2
Dir: E ♥ A K 3
Vul: N-S ♦ 9 5 4
 ♣ J 7 6 2
 ♠ A 8 ♠ K J 10 7
 ♥ Q 10 9 8 7 4 ♥ 6 2
 ♦ K 6 ♦ A 3
 ♣ K 8 5 ♣ A Q 10 9 4
 ♠ 6 5 4 3
 ♥ J 5
 ♦ Q J 10 8 7 2
 ♣ 3

West **North** **East** **South**
 Pass 1♣ Pass
 1♥ Pass 1♠ Pass
 2♥ Pass 3♠ Pass
 3NT? All Pass
 2♥ was Fourth Suit Forcing, and after that West might have rebid 3♥ or 3NT, neither of which was ideal. We can say that 3NT is the winner on the actual deal, scoring a lucky 11 tricks thanks to the most obliging Spade situation. As for 4♥, that will probably also make 11 tricks, although it can be held to 10 if North finds the double

dummy Club opening lead, setting up a defensive ruff.

Bd: 19 ♠ K 5 3
Dir: S ♥ A 10 2
Vul: E-W ♦ A 5 2
 ♣ A 10 8 3
 ♠ 10 7 6 2 ♠ A Q 8 4
 ♥ 4 3 ♥ K Q J 9 7 6
 ♦ Q 10 9 4 ♦ 6
 ♣ Q 6 4 ♣ K 2
 ♠ J 9
 ♥ 8 5
 ♦ K J 8 7 3
 ♣ J 9 7 5

West **North** **East** **South**
 Pass 1NT Dbl Pass
 2♣ Pass 2♥ 2NT
 Pass 3♣ 3♥ All Pass
 Playing DONT, East had these options for showing Hearts:
 A. To preempt, bid 3♥
 B. To compete, double then bid 2♥
 C. To invite game, double then bid 3♥
 With that East hand it's B or C, you can decide which. Our East took the low road, and, after 2♥, South competed with 2NT (surely for the

minors). Well done, 3♣ is down only one. How does 3♥ do?
The Play in 3♥: Declarer must lose 3 Aces and the success of 3♥ depends upon losing just one Spade. South leads ♦3 (3rd and 5th) and Declarer ruffs the second round. The ♥A is lost, another Diamond ruffed, and trumps drawn. Next, Declarer plays ♠K, and, when South gives count with the Nine, North can safely duck, depriving Dummy of an entry. OK, with no access to Dummy, how do you play the Spades? The ♠K appears to be with South, so the ♠K must be with North for her 1NT bid. The only hope is that North has Kxx (no Jack) or Kx. Should Declarer play ♠A and a low Spade (felling the King)? Or ♠A and the ♠Q (squashing South's Jack)? Did you guess right? Sure you did! South has 5 Diamonds (from the lead and the play of the suit), 4 Clubs (she gave count) and 2 Hearts. So she has 2 Spades and you must hope that one of them is the Jack.

Bd: 20 ♠ J 10 2
Dir: W ♥ 9 7 3 2
Vul: Both ♦ K 7 5
 ♣ A 8 4
 ♠ A 8 5 ♠ K 9 7
 ♥ A Q 6 5 ♥ K J 8
 ♦ J 10 9 ♦ Q 8 6 2
 ♣ J 7 6 ♣ Q 3 2
 ♠ Q 6 4 3
 ♥ 10 4
 ♦ A 4 3
 ♣ K 10 9 5

West **North** **East** **South**
 1♣ Pass 2NT? All Pass
 Opposite a minor suit opening it's common to play that 1NT shows 6-10 HCP and 2NT shows 11-12 (both bids denying a 4-card major). By that measure East has a clear 2NT call, thereby getting E-W too high. Provided that the defense attacks Spades and not Clubs, 2NT is down one.
Under the Influence? Maybe we are influenced by seeing all four hands, but surely there is something to be

said for downgrading East's hand to 6-10. It's one of the worst 11-counts ever to see the light of day ... square ... no Aces ... no Tens ... two isolated Queens. What do you think?

Bd: 21 ♠ A K J 3
Dir: N ♥ K Q 6 2
Vul: N-S ♦ 10 9 4
 ♣ 10 4
 ♠ 8 7 5 4 2 ♠ Q 10 6
 ♥ 10 7 ♥ 9 8 4
 ♦ A 5 ♦ K Q J 8
 ♣ Q 8 3 2 ♣ A K 6
 ♠ 9
 ♥ A J 5 3
 ♦ 7 6 3 2
 ♣ J 9 7 5

West **North** **East** **South**
 1♦ 1NT 2♥?
 2♠ All Pass
 South was dicing with death with 2♠, a bid that could have handed her side a nasty minus score. In fact, it's -200 even undoubled, but West comes to the rescue of N-S by competing with 2♠. That makes 8 tricks as follows: Heart; Heart; Heart ruff; Spade to North's King; another Heart (best but not good enough) ruffed on the board; another Spade, etc. Eventually, trumps are drawn and the defense is held to 3 Spades and 2 Hearts. +110 for E-W.

Bd: 22 ♠ A Q 4
Dir: E ♥ A 9 6 5 4 2
Vul: E-W ♦
 ♣ 8 7 6 5
 ♠ 7 3 2 ♠ K J 8 5
 ♥ K J ♥ Q 10 8 7
 ♦ J 9 6 2 ♦ K 8 7
 ♣ 10 9 4 3 ♣ K 2
 ♠ 10 9 6
 ♥ 3
 ♦ A Q 10 5 4 3
 ♣ A Q J

West **North** **East** **South**
 Pass 1♥ Pass 2NT
 Pass 3♥ All Pass
 South has a pretty good hand but has nothing to say when East bids Diamonds in front of her. When North balances with 1♥, South tries for a No Trump game but North is having none of that and pulls to 3♥.
The Play in 3♥: Opposite a partner known to be weak, East has a depressing choice of opening leads. A Diamond seems least likely to cost

as South has announced Diamond strength, and the ♠K might well be a dead duck anyway. But that simplifies Declarer's life ... she finesses ♠Q, cashes ♠A (pitching two Spades), and can now arrange for three ruffs in hand for a total of 9 tricks. East can make Declarer's life more interesting with the most improbable opening lead of a trump, after which the play might go: ♥A wins the opening lead; ♠Q is finessed; ♠A (pitching a Club); Diamond ruff; ♠A; Diamond ruff; Club ruffed by East; Heart to West's Jack; Spade shift won by Declarer's Ace; Heart exit. Now, East has nothing but Spades and must concede a trick to the ♠Q for Declarer's 9th.

Bd: 23 ♠ A 4
Dir: S ♥ Q 2
Vul: Both ♦ K J 10 9 3
 ♣ Q J 7 5
 ♠ 6 5 2 ♠ 9 7 3
 ♥ A 9 8 7 6 3 ♥ K 5 4
 ♦ A ♦ 8 6 4 2
 ♣ 10 6 4 ♣ A 9 8
 ♠ K Q J 10 8
 ♥ J 10
 ♦ Q 7 5
 ♣ K 3 2

West **North** **East** **South**
 Pass 2♦ Pass 2♠
 Pass 3♣ Pass 3♦
 Pass 3♠ Pass 4♠
 All Pass
 A delicate and well-judged 2/1 auction gets N-S to a completely hopeless game! Ain't science grand? But with a combined 25 HCP surely the entire N-S field will be in some game or other, and if you had to be there then 4♠ on the 5-2 fit is the best place to be. The defense has four cashing

tricks, and may even get 4♠ down two if they organize their Diamond ruff (they may not manage this). But down one or two will seem like a triumph compared with 3NT down four!

Bd: 24 ♠ Q 10 7
Dir: W ♥ Q 9 6 3
Vul: None ♦ K J 6 5
 ♣ A 6
 ♠ J 4 2 ♠ 8 6 3
 ♥ 7 4 ♥ A K J 2
 ♦ A Q 10 9 2 ♦ 4
 ♣ 9 5 3 ♣ K Q 10 8 7
 ♠ A K 9 5
 ♥ 10 8 5
 ♦ 8 7 3
 ♣ J 4 2

West **North** **East** **South**
 Pass 1♦ 2♣ Dbl
 3♠ All Pass
 Against 3♠, the defense cashes three Spades, and now North's best exit is a Heart. Declarer has been counting, of course and, after South has shown up with ♠AK, North must have virtually all of the missing HCP (there's hardly room for more than a Jack left in the South hand). So, Declarer finesses the ♥J with confidence and, to make his contract, he must play the trumps for one loser and negotiate a Heart ruff in Dummy. Declarer will need 3-2 Clubs, and with the ♠A certain to be with North, the obvious line is: cross to the ♠A, lead a Club to the King, cash the ♥A, ruff a Heart, then another Club. This line works when South has 4 Hearts or 2 Clubs or when North has the ♠J. Alas, this is not to be, and it's down one. The winning line is to cross to the ♠A, play a Club to the King, and a low Club out, but that's very much against the odds.

Bd: 25 ♠ A 6 5 4 3
Dir: N ♥ J 10 7
Vul: E-W ♦ 6 3
 ♣ Q 7 2
 ♠ K Q J 8 7 ♠ 10 2
 ♥ 6 5 ♥ Q 9 4
 ♦ A Q 7 2 ♦ J 9
 ♣ J 6 ♣ K 9 8 5 4 3
 ♠ 9
 ♥ A K 8 3 2
 ♦ K 10 8 5 4
 ♣ A 10

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♥	
1♠	2♥	Pass	3♦
Pass	3♥	All Pass	

South's 3♦ was a natural game try, wisely declined by North who had a half-decent hand but unsuitable Diamonds. West leads the ♠K, won in Dummy, and it seems natural to go after Diamonds at Trick 2. As it happens, leading to the ♠K does not work (down one) but suppose that Declarer concludes from the bidding that the ♠A is with West (yes, it's a bit

of a stretch). Then Declarer can scamper home thusly: ♠K taken by the Ace; Diamond to the Ten and Queen; Spade ruff; Diamond to East's Jack; Heart exit won by Declarer's Ace; ♥K. Now Declarer has a ruffing finesse in Diamonds against West, and, furthermore, when East wins his ♥Q he'll have nothing left to lead but Clubs. 10 (double dummy) tricks!

Bd: 26 ♠ 7 6 4
Dir: E ♥ 8 7 4 3
Vul: Both ♦ 6 4
 ♣ 8 7 6 3
 ♠ A Q 10 9 ♠ J 5 3
 ♥ 5 2 ♥ A Q 10 9
 ♦ A Q 2 ♦ K 10 8 5 3
 ♣ A J 9 4 ♣ 2
 ♠ K 8 2
 ♥ K J 6
 ♦ J 9 7
 ♣ K Q 10 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♠
1NT	Pass	2♠	Pass
2♠	Pass	3NT	All Pass

East's 2♠ was Stayman and the subsequent play in 3NT is a thing of beauty but not a joy for E-W. Let's say that North obediently leads a Club, on which South plays the Queen and West ducks. South cannot continue Clubs or shift to a Heart, so she may shift to a Diamond in an attempt to avoid blowing a trick. Nice try but that only gives Declarer a

chance to flaunt his squeeze technique. It's clear from the bidding that South has the missing high cards, so it's not difficult to cash the Diamonds, then run the ♠J to pick up 4 Spade tricks. That's 11 tricks and, when the 4th Spade is cashed, South is squeezed. With only 3 cards left she cannot hold on to both ♥Kx and ♠Kx. Something has to give and that's the 12th trick. N-S do no better if North's opening lead is a Heart.

Bd: 27 ♠ Q J 8 7
Dir: S ♥ Q 9 4 2
Vul: None ♦ J
 ♣ J 8 7 6
 ♠ K 5 2 ♠ 9 4
 ♥ J 6 ♥ A 10 8 7
 ♦ 10 8 7 5 2 ♦ Q 9 4 3
 ♣ A Q 2 ♣ K 5 3
 ♠ A 10 6 3
 ♥ K 5 3
 ♦ A K 6
 ♣ 10 9 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♠
Pass	Pass	Pass	1♠
2♦	2♠	All Pass	

Playing 5-card majors, South is obliged to open a 3-card minor. When she chooses 1♦, (as who wouldn't?) she picks off her opponents' 9-card fit. East's balancing Double gets the E-W Diamonds back into the picture, pushing N-S up a level. Nicely done as it turns out that 2♠ is down one.

The Play in Diamonds: E-W can make a lucky 9 tricks in Diamonds, losing just a Spade, a Heart and two trumps. But how would you play the trumps? With South known to hold 3 or 4 in the suit, it's clear that Declarer will lose three trump tricks if South has the Jack, and two otherwise. So, there's something to be said for leading the Queen from the board on the first round! Now, imagine South with AJx or KJx. Yes, indeed, she might (erroneously) cover, crashing North's honor!

Bd: 28 ♠ 8
Dir: W ♥ 10 6 4
Vul: N-S ♦ A K 5 4 3
 ♣ A Q 9 7
 ♠ 10 9 5 ♠ Q J 4 3 2
 ♥ A Q J 9 8 5 2 ♥
 ♦ J 10 9 8 6
 ♣ 10 6 4 ♣ 8 5 2
 ♠ A K 7 6
 ♥ K 7 3
 ♦ Q 7 2
 ♣ K J 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
4♥	Pass	Pass	Dbl
Pass	Pass	Pass	

At favorable vulnerability, West goes straight to 4♥ and who can blame him? North has nothing to say initially, but after South's Double North is in guessing mode: she could bid 4NT (minors), she might be wondering about slam (6♦ doubled is down 2!) or she might try for a penalty. The penalty pass is the big winner, collecting an easy 800. But no doubt there will be numerous minus scores with the N-S hands.

Bd: 29 ♠ K 4 3
Dir: N ♥ 10 6
Vul: Both ♦ A 4
 ♣ A Q J 9 8 3
 ♠ 8 7 ♠ Q 10 6 5
 ♥ Q J 9 5 ♥ 8 7 3
 ♦ K J 10 8 6 3 ♦ 7 5
 ♣ K ♣ 6 5 4 2
 ♠ A J 9 2
 ♥ A K 4 2
 ♦ Q 9 2
 ♣ 10 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♠	Pass	1♥
Pass	3♠	Pass	3NT

All Pass
 Some Wests may overcall 2♦ but that's unlikely to change the final contract. On lead against 3NT, West does well to avoid a Diamond lead, that results in 13 tricks when both the ♠K and ♠Q are onside. Let's say that West passively leads the ♥Q. 13 tricks are still possible if Declarer double hooks the Spades. Should she? Probably not, the percentage

play is to cash the King and finesse the Jack. Making only 12 tricks.

Bd: 30 ♠ A Q 7 3 2
Dir: E ♥
Vul: None ♦ A 8 7 5
 ♣ A K 6 2
 ♠ 10 8 ♠ K J 9 6 4
 ♥ A K J 9 8 7 4 ♥ 10 3 2
 ♦ 9 4 3 ♦ K Q
 ♣ 9 ♣ Q 10 5
 ♠ 5
 ♥ Q 6 5
 ♦ J 10 6 2
 ♣ J 8 7 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
4♥	Dbl	All Pass	

As on Board 28, West preempts with 4♥ on a 7-card suit. North has an obvious enough Double and South has no reason to think that her side can make 11 tricks in a minor so she passes and hopes that her side can actually beat 4♥. North leads the ♠A, and when Dummy appears with the Queen, South is expected to give count on this trick. That being so, North will guess that South's ♠3 is from a 5-card suit and that no more Clubs are cashing. What next? There's clearly no future for the defense in Diamonds, so trying for a Spade ruff is all that is left. When that works, it's a scary +100 for N-S.

Bd: 31 ♠ Q 8 4
Dir: S ♥ A 8 5
Vul: N-S ♦ 9 8 5
 ♣ K 10 8 6
 ♠ 9 ♠ K 10 6 5
 ♥ K 7 6 ♥ 10 4 3 2
 ♦ A K Q J 10 2 ♦ 7 6
 ♣ J 9 2 ♣ Q 5 3
 ♠ A J 7 3 2
 ♥ Q J 9
 ♦ 4 3
 ♣ A 7 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	1♠
2♦	2♠	Pass	Pass
3♠	Dbl	All Pass	

An enterprising Double by North! What does it show? Presumably only three Spades, with more she would compete further (or pass) ... a maximum 2♠ bid with some defense ... not necessarily Diamond tricks, but not shortness either. South is entitled to pull this with a more offensively oriented hand (such as a 6th Spade or Diamond shortage).

The Play in 3♠ Dbl: At first glance it may seem that Declarer can be held to just 6 trump tricks. Down three! But let's look again. North leads ♠4 to the Ten, Jack. South gets out safely with a trump and the remaining trumps are drawn. Declarer now exits with the Club Jack! This extraordinary play forces North to win the first Club, and her only safe exit is a Spade, setting up the King in Dummy, and ruffed by Declarer. Next, Declarer exits with the Club Nine, again forcing North to win the trick. Now the only safe exit is a Club, won by South, who is end-played. She leads the ♥Q, Declarer ducks, and the defense must finally concede that 7th trick! Very pretty play by West!

Bd: 32 ♠ 7
Dir: W ♥ A Q 9 8 5
Vul: E-W ♦ 10 8 5
 ♣ Q 9 6 3
 ♠ K 9 6 5 4 ♠ 8 2
 ♥ 6 ♥ 7 4 2
 ♦ J 9 7 4 3 ♦ K Q 2
 ♣ J 10 ♣ K 8 7 5 2
 ♠ A Q J 10 3
 ♥ K J 10 3
 ♦ A 6
 ♣ A 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	Pass	1♠
Pass	1NT	Pass	3♥
Pass	4♥	All Pass	

With such splendid Heart support, North might well have flirted with thoughts of a slam try (4♣ here would be just that), but instead settles for game. After West's opening lead of the ♠J what's the best line for 12 tricks? Perhaps this one: ♠J covered by Queen, King, Ace; trumps are drawn; Club to West's 10; Diamond to the Ace. Now Declarer has the timing

to take a ruffing finesse against West's ♠K. It was correct to play that second round of Clubs immediately after drawing trumps, thereby conserving Declarer's entries. Of course, Declarer had no way of knowing that the ♠J10 was doubleton, West's opening lead could well have been from ♠J10x.