

South Australian



Bridge Federation Inc

**2022**

**STATE-WIDE PAIRS**

## Welcome to the SA Bridge Federation's State-Wide Pairs.

This event involves all participating Clubs playing the same hands, during the week allocated.

Your Club will score the results as a normal session, but the results will also be forwarded to the SABF to score all the sessions across-the-field (with red masterpoints being awarded).

This booklet provides an analysis of the hands you have played. Please do not share it with others who plan to play at a Club but have not yet done so.

We hope you enjoy the event.

Barbara Travis and David Anderson  
Organisers  
2022

### BOARD 1

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

West	North	East	South
	1♣	Double	Pass
1♠	Pass	2♥	Pass
3♥	All Pass		

What call should you make with the East cards over North's 1♣ opening bid? This hand, with a decent 6-card heart suit and 16 HCP, is just too strong for a 1-level overcall, so you should start with a (big) double. After partner's 1♣ response, your 2♥ bid shows this hand type – too strong for the 1-level overcall.

West should now raise, but just to 3♥ – and you Pass with no extra values/shape. There are 4 losers.

### BOARD 2

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

West	North	East	South
		Pass	1♣
Pass	1♦	Pass	1♥
Pass	1♠/2♠ (1)	Pass	2♣ / 3♣(2)
Pass	3♦	Pass	4♦ (3)
Pass	4♥	All Pass	

- (1) Fourth suit game forcing (whether 1♠ or 2♠)  
(2) Denying a spade stopper, showing 5+ ♣s, not 3♦s  
(3) Doubleton diamond support

There should be a lengthy auction while North-South work out there is no spade stopper. You should reach either 5♦ or 4♥, with 4♥ proving the superior contract at Pairs (scoring better). The key is to avoid 3NT.

## BOARD 3

♠ Q J 5 3  
♥ 10 5 2  
♦ 7 4  
♣ A J 7 3

♠ A  
♥ Q J 9 7  
♦ K Q J 9 6 2  
♣ Q 9

♠ K 10 7 6  
♥ K 6 3  
♦ 8 5 3  
♣ K 8 5

♠ 9 8 4 2  
♥ A 8 4  
♦ A 10  
♣ 10 6 4 2

Dealer South, EW Vul

West	North	East	South
1♦	Pass	1♠	Pass
2♦	All Pass		

What should West rebid after 1♠? You are a maximum for the 2♦ rebid, but a reverse into 2♥ is an overbid. It is right at Pairs to make the normal, though conservative rebid of 2♦.

1NT would be held to 8 tricks on a club lead and spade switch or v.v, whereas there are 10 easy tricks in 2♦.

## BOARD 4

♠ A 8  
♥ J 7 3  
♦ A K J 8 4  
♣ A Q 4

♠ J 10 5 4  
♥ 10 9 5  
♦ Q 10 9 2  
♣ 10 6

♠ K 9 3 2  
♥ 8 2  
♦ 7 5  
♣ K J 8 7 3

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

Dealer West, All Vul

West	North	East	South
Pass	1♦	1♥	Double
Pass	2♥	Pass	3♣
Pass	3♦	Pass	3♠
Pass	4♣	Pass	5♣
All Pass			

The bidding starts normally enough with 1♦ and the 1♥ overcall, with South's negative double showing 4 spades (1♠ shows 5+ spades). North is 'stuck' for their next bid, with no heart stopper, but bids 2♥ (cue bid = strong hand) to force partner. South bids 3♣, having already shown 4 spades. North shows the 5<sup>th</sup> diamond, then 3-card club support. You may or may not reach game.

The play: To make 5♣ you can play on cross-ruff lines, cashing two diamonds before ruffing spades, or you can take the diamond finesse. (If East had passed, you play 3NT, failing!)

## BOARD 5

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

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

♠ A K 6  
♥ A 8  
♦ 8 3  
♣ K Q J 10 8 7

♠ Q J 9 8 7 5 2  
♥ 7  
♦ A 5 2  
♣ 3 2

Dealer North, NS Vul

West	North	East	South
	Pass	3♠	3NT
All Pass			

After East's preempt, South should make the practical bid which is 3NT (the most likely game). Why play 4♣ (partial)? If West leads the ♠3, declarer wins and establishes clubs for 5 tricks, then diamonds for 1 trick, for 9 tricks. If West leads the ♥K (reasonable with the good suit and outside entry), then South has 10 tricks – scoring an extra trick with the ♥J.

## BOARD 6

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

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

♠ A K Q 4 2  
♥ –  
♦ K 10 9 8 7 5 4  
♣ 7

♠ 3  
♥ Q 10 6 5 4  
♦ A Q 2  
♣ A Q 6 3

Dealer East, EW Vul

West	North	East	South
		1♥	2♥ (1)
Pass	3♠	Pass	4♠

(1) Michaels Cue Bid: 5 spades + 5+ minor

North should respond 3♠, confirming spade support, and with useful cards – the ♥A looks good, and you can trump some diamonds, which is partner's likely other suit.

On the likely heart lead, you discard the club and win the Ace. Lead a diamond, and 10 tricks are easy (even 11 tricks) despite the 4-1 break.

To defeat the contract, East has to lead a trump or the ♣A!

## BOARD 7

♠ Q 10 8 5  
♥ A Q 8 6  
♦ Q 2  
♣ A 5 2

♠ 7 6 2  
♥ 7 4 3  
♦ 10 9 7 6  
♣ 9 8 4

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

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

Dealer South, All Vul

West	North	East	South
			1♦
Pass	1♥	Pass	1NT
Pass	3NT	All Pass	

This should be a routine hand in 3NT. North rebids 3NT, given that South has already denied 4 spades with the 1NT rebid.

The play just involves taking some finesses; the spade finesse gives you 4 tricks, the diamond finesse gives 2 tricks, you have 3 heart tricks and 1 club tricks = 10 tricks. (If East fails to cover the ♦Q, you have 11 tricks!)

## BOARD 8

♠ A Q 8 7 5 4 3  
♥ J 5  
♦ 5  
♣ 6 5 3

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

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

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

Dealer West, Nil Vul

West	North	East	South
Pass	3♠	Double	4♦
4♥	All Pass		

This deal is more exciting!

North preempts and East should make a takeout double, which is more flexible than guessing to bid 4♥.

South should bid diamonds – whether to bid 4♦ or 5♦ is guesswork, but nil vul 4♦ is safer.

North leads the singleton diamond, South wins, cashes the ♠K then returns a low diamond (knowing both West and North have no diamonds left). To make 11 tricks, West has to guess who has the ♥J. On this layout, ruffing with the ♥A is the winning play, but some will trump with the ♥9. (5♦X goes down 3 tricks, for -500, a poor result at this vul.)

## BOARD 9

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

♠ 6 2  
♥ 9 8 6 2  
♦ K 8 7  
♣ J 9 8 2

♠ 9 7 3  
♥ Q 7 5  
♦ 5 4 3 2  
♣ K 5 4

♠ A K J 10 4  
♥ A J 10  
♦ 10 6  
♣ Q 7 3

Dealer North, EW Vul

West	North	East	South
	1NT (15-17)	Pass	2♥
Pass	2♠	Pass	4NT (*)
Pass	6♠ / 6NT	All Pass	

South's auction has shown only 5 spades, and then approx. 15-16 HCP, a quantitative 4NT bid (given that spades have not been agreed as trumps).

The question is: Should North go to slam or not? With 3 spades and that good diamond suit, they should accept the invitation. They can bid 6♠ to show the 3-card support or 6NT with such a balanced hand.

The diamond position (K-x-x onside) is kind, so 13 tricks depend on finding ♥Q (or squeezing East: ♥Q and ♣K).

## BOARD 10

♠ A Q 10  
♥ 4  
♦ A 9 7 6 5 3  
♣ A Q 4

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

♠ K J 9 2  
♥ 10 8 5 2  
♦ K 8 2  
♣ 10 7

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

Dealer East, All Vul

West	North	East	South
		Pass	Pass
Pass	1♦	Pass	1♠
Pass	3♦	Pass	3♥
Pass	4♠	All Pass	

North faces a nasty rebid, with the poor diamond suit. (I would not raise to 3♠ with only 3-card support.)

In all likelihood 4♠ will fail with East's trump stack.

However, 4♠ can make if you time it right, playing on a cross-ruff, and cashing only two clubs. (Mostly, you would try to cash all three clubs, and then go down!)

## BOARD 11

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

♠ A K Q J 8  
♥ J 7  
♦ A 8 6 2  
♣ Q 8

♠ 10 6 3  
♥ Q  
♦ K J 5 4  
♣ K J 7 6 4

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

Dealer South, Nil Vul

West	North	East	South
			2♥
2♠	4♥	4♠	All Pass

West is strong for the simple overcall of 2♠, but not strong enough for a jump to 3♠ (which should have another spade). Some may be tempted to double first, but then bidding your own suit (spades) should be stronger than the jump to 3♠, so it seems like 2♠ is the best choice.

North knows that East-West have game making, so should jump. Some players would jump to 5♥ to apply maximum pressure – in which case East-West have to guess whether to take the penalty (300) or bid 5♠ (450) which ends up needing the diamond finesse!

BOARD 12

♠ K 7 6 5  
♥ 2  
♦ K 9 6 5  
♣ A J 6 2

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

♠ Q 10 2  
♥ 10 9 6 5  
♦ A Q  
♣ K Q 9 5

♠ A 8 4  
♥ 8 3  
♦ J 8 7 4 2  
♣ 7 4 3

Dealer West, NS Vul

West	North	East	South
1♥	Double	Pass	2♥
Double	2♠	Pass	3♣

and now?

South has a problem after Double. Bidding 2NT or 3NT is just too risky with that heart suit. The alternative is to start with 2♥ (10+ HCP) and forcing. If North now bids 2♠, you correct to 3♣. That's still forcing (until suit agreement), so can you stop below game? North raises to 4♣. You will have to work hard to make 5♣ if you reach game. Congratulations if you make 11 tricks in 5♣.

*(North's double is minimal but perfect shape.)*

Even though the 3♣ bid is forcing, I think many Norths will pass 3♣.

BOARD 13

♠ J 6 2  
♥ Q 5 4  
♦ J 9 6  
♣ 9 7 6 4

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

♠ A 5 4  
♥ –  
♦ A Q 10 7  
♣ K Q 10 8 5 2

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

Dealer North, All Vul

West	North	East	South
	Pass	Pass	1♣
2♣ (1)	Pass	4♥	?

(1) 2♣ shows 5-5+ in the majors

(East may open 2♥ if playing Multi 2s, showing 5-5 hearts and minor. West would jump to 4♥.)

South may double 4♥ or bid 4NT – showing minors with longer clubs. After a double, North may run to 5♣ / after 4NT, North bids 5♣, and East then bids 5♥ (10 card fit). 5♥ is cold, assuming you pick the heart break (from the auction). 6♣ fails by only 1 or 2 tricks (when finessing the diamonds, lead the ♦9 first).

BOARD 14

♠ Q J 9  
♥ 8 7 5 4 2  
♦ 10 5 4  
♣ J 5

♠ A 6 4  
♥ Q J 3  
♦ K Q J 8 3 2  
♣ 3

♠ 10 8 3  
♥ K 6  
♦ A 9 6  
♣ 10 9 8 7 6

♠ K 7 5 2  
♥ A 10 9  
♦ 7  
♣ A K Q 4 2

Dealer East, Nil Vul

West	North	East	South
		1♣	Pass
1♦	Pass	1♠	Pass
3NT	All Pass		

West could also rebid 2♥ (fourth suit forcing), then raise East's 2NT to 3NT.

If West plays 3NT, North leads a heart. Diamonds are played next and, when the suit breaks, you have 11 tricks (1 heart and 1 diamond loser).

If East plays 3NT, you won't receive the heart lead, but will try the finesse later instead: 11 tricks.

## BOARD 15

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

Dealer South, NS vul

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

Should North open 1♠, South will head to game.

If North opens 1NT, South transfers and North super-accepts (perhaps even 4♠).

Every card is wrong, and on a normal diamond lead you should go down one trick. It should happen at all tables.

You will only make if there is no heart switch before dummy's clubs are established as winners.

## BOARD 16

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

Dealer West, EW Vul

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

If South leads the ♥9, declarer should be able to make overtricks. Play a low heart and win the Jack with the Ace. You can create additional tricks in spades (3-3, duck one first because if not 3-3 you can try diamond finesse), clubs (finesse) and hearts (2 extra tricks if you lead from dummy to your 10, collecting the King). You should make 10-11 tricks.

## BOARD 17

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

Dealer North, Nil Vul

West	North	East	South
	1♠	Pass	2♣
Pass	2♥	Pass	4♠
All Pass			

Some Souths may respond with 4♠ immediately.

The play is critical though. What should East lead?

Firstly, the bidding rules out a heart lead – North has hearts and South will be short in them. You could lead a trump but, in all likelihood, partner will be overtrumping hearts anyway. If the ♣5 is led, declarer wins and crosses to hand with a heart to lead a diamond. East wins the Ace and leads another club. Now it's challenging to make an overtrick, given the heart break. (You can trump one heart and throw one on a diamond, but should lose 1 diamond, 1 trump and 1 heart).

## BOARD 18

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

♠ K 10 8 2  
♥ 10 8 2  
♦ K 9  
♣ A K Q 4

♠ Q J 9 4 3  
♥ 5  
♦ J 8 6 4  
♣ J 5 3

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

Dealer East, NS Vul

West	North	East	South
		1♥	Pass
1♠	Pass	2♥	Pass
4♥	All Pass		

East's rebid has confirmed a minimum with 6 hearts. Thus, West shouldn't think about slam, settling in game. There's no reason to pick the heart position (unless South leads trumps). After all, you don't want South on lead (because of diamonds). On a lead of the ♠Q, you will make an overtrick, being able to finesse the ♠J. On a diamond lead, you will lose two diamonds and, potentially, a trump.

## BOARD 19

♠ K 3  
♥ 9 8 6  
♦ Q 6 5 4  
♣ J 8 6 3

♠ 9 5  
♥ A Q 2  
♦ K 10  
♣ A K 10 9 7 5

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

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

Dealer South, EW Vul

West	North	East	South
			Pass
1♣	Pass	1♦ / 1♥	Pass
3♣	Pass	3NT	All Pass

West's rebid shows extra values, but also deters East from higher plans (misfit), i.e. no slam. Your result will depend on how many tricks you make in 3NT. On a spade lead, you can actually make 11 tricks. Win ♠Q, cross to dummy with the ♦K and play ♣A, ♣K and a club. South's entry has been removed, so now you can develop the long clubs and make 5 tricks in the red suits by taking successful finesses. However, that is an unlikely line. In reality, establishing the diamonds and making 10 tricks seems far more likely.

## BOARD 20

♠ 2  
♥ Q 10 7 3  
♦ 2  
♣ K J 10 9 6 3 2

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

♠ 6 5 4  
♥ A K 8 4 2  
♦ A K 4  
♣ Q 7

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

Dealer West, All Vul

West	North	East	South
1♦	3♣	Pass	3♥
Pass (Dbl)	4♥	All Pass	

With the 7-4 shape, it is recommended to bid 4♣ instead of 3♣. You are trying to make it difficult for the opponents to come in with spades!

If North bids 4♣, South probably raises to 5♣.

On a diamond lead, declarer wins the Ace and cashes the King to discard the spade. 12 tricks.

Against 4♥ by South, a diamond lead again leads to 12 tricks. The ♠A lead allows East to give a suit preference signal of the ♠3, and then West should switch to the ♣A and another club for a ruff.

If West doubles 3♥ for takeout, East should save in 4♣ which proves cheap (one off on the diamond ruff).



## BOARD 21

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

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

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

♠ A K Q 10 7  
♥ 10 9  
♦ J 8 3  
♣ K 8 3

Dealer North, NS Vul

West	North	East	South
	Pass	1♠	Pass
1NT	All Pass		

The diamond suit in South hand is not good enough for an overcall at the 2-level, especially vulnerable.

North should lead a small club, ducked to South's Queen.

Now South is stuck – what to exit?

With the layout of the cards as they are, declarer may pick the clubs next time, making 8 tricks – 5 spades, 2 diamonds, 1 club.

## BOARD 22

♠ J  
♥ K Q 5 3  
♦ K 7 6 5 3  
♣ K 7 4

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

♠ 10 9 7  
♥ J 9 6  
♦ 10 9 4 2  
♣ 10 9 8

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

Dealer East, EW Vul

West	North	East	South
		1♠	Pass
2♥	Pass	2♠	Pass
4♦ (1)	Pass	4NT	Pass
5♦ (2)	Pass	5NT (3)	Pass
6♣	All Pass		

(1) "Delayed" splinter, showing 3 spades and 0-1 diamond

(2) 0 or 3 key cards (spades trumps)

(3) Guaranteeing all the key cards, checking for ♣K (in which case you can bid 7♣)

Any reasonable line will lead to 12 tricks (as long as you do not trump diamonds with the ♠A).

## BOARD 23

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

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

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

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

Dealer South, All Vul

West	North	East	South
			Pass
1♦	Pass	1♠	Pass
1NT	Pass	2♠	All Pass

East rebids 2♠ to show a weak hand, 6 spades, approx 6-9 HCP (no interest in game).

Declarer should be able to use dummy's clubs to discard a diamond loser and the other on the ♥Q, given the likely top heart lead. Making 9 tricks.

## BOARD 24

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

♠ A K  
♥ A K Q 2  
♦ A 6 5 2  
♣ J 10 5

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

♠ J 9 6 5  
♥ 10 8 7 5  
♦ J 7  
♣ K Q 8

Dealer West, Nil Vul

West	North	East	South
2NT	Pass	3♣ (Stayman)	Pass
3♥	Pass	4♥	All Pass

The heart game makes easily, making an overtrick if declarer manages to trump both diamond losers.

3NT is an inferior contract, resulting in only 9 tricks and a poor score.

## BOARD 25

♠ Q 4  
♥ K 7 6 4  
♦ Q 6 5 4  
♣ J 7 2

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

♠ A 10 8 5 3 2  
♥ A J 9 8 3 2  
♦ –  
♣ Q

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

Dealer North, EW Vul

West	North	East	South
	Pass	Pass	1♠
2♣	Double	3♣	4♥
All Pass			

North's has made a negative double and South has 6-card support for their presumed heart suit! Bid 4♥ with such wild distribution. (You will sometimes make slam.)

Though a 5♣ save will go down 2 (doubled) for 500, South would not defend with that 6-6 shape. I would expect South to bid 5♥, making.

## BOARD 26

♠ J 8 5 3  
♥ 6 5  
♦ Q 5  
♣ Q 10 9 3 2

♠ 7 2  
♥ A 9  
♦ A 10 9 8 5 2  
♣ K 7 5

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

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

Dealer East, All Vul

West	North	East	South
		1NT (15-17)	2♣ (1)
3♦ (2)	Pass	3NT	All Pass

(1) Both majors, at least 5-4

(2) 2♦ is not forcing. 3♦ is game forcing – checking partner happy to play 3NT (majors held)

South's best lead is a spade.

With South having shown both majors, you should play North for the ♦Q. It is best to lead to the Ace first (in case there is a singleton Queen). The club finesse is risky but good odds once South has 2 diamonds – and gives 11 tricks.

## BOARD 27

♠ K Q 8 7 4 2  
♥ K J 9 4  
♦ A 9 7  
♣ –

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

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

♠ J 6  
♥ 5 2  
♦ K Q 3 2  
♣ K Q J 6 5

Dealer South, Nil Vul

West	North	East	South
			Pass
1♣	1♠	2♠	Pass
3♣	3♥	4♣	4♥
5♣	All Pass		

This hand should lead to a competitive auction.

East starts with a cue raise, showing club support.

South may or may not bid (but should bid next time).

West shows a minimum with 3♣ (or passing if South bids).

North will bid again with such shape – either 3♠ or 4♥.

East bids again, showing more than the 10 points shown, but not quite enough for game. South bids game.

East's minimum has improved with Aces (partner has 'filler' cards) – and if the heart shortage opposite is known, then 5♣ is a viable bid. Both sides can make game.

## BOARD 28

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

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

♠ K  
♥ K 9 6 3 2  
♦ J 8 6 5 3  
♣ 9 3

♠ J 10 9 8 5 4  
♥ A 7 5  
♦ 10  
♣ A 8 4

Dealer West, NS Vul

West	North	East	South
1♣	Pass	1♠	Pass
1NT	Pass	2♠	All Pass

2♠ seems a normal spot once West shows a weak NT hand.

There are 9 tricks unless the defence compress a trump trick (discard 2 heart losers on the top diamonds first).

If North-South compete to 3♦, they should go down 2 tricks, giving East-West a better result than 2♠.

## BOARD 29

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

♠ A 10 7 6  
♥ 9 7 2  
♦ J  
♣ A Q 9 4 2

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

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

Dealer North, All Vul

West	North	East	South
	1NT	2♥ (1)	Pass
4♥	All Pass		

(1) You may use some version of Cappelletti, but West should still raise to game once the suit is known.

There are always 11 tricks.

If South leads a spade, East wins and leads a diamond, planning to trump two diamonds. North may return a trump, so then you ruff a diamond, cash the ♠A, discarding a club, trump a spade to hand, and trump another diamond. You can't return to hand easily, so 11 tricks.

On a diamond lead, you can make 12 tricks!

## BOARD 30

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

♠ K 6  
♥ A Q 10 9 6 4 2  
♦ 7 6  
♣ Q 10

♠ 8 4  
♥ 7 3  
♦ K Q J 4 3 2  
♣ 7 5 3

♠ A Q J 3 2  
♥ J 5  
♦ A 9  
♣ K 9 6 2

Dealer East, Nil Vul

West	North	East	South
		1♠	3♦
3♥	Pass	3NT	Pass
4♥	All Pass		

4♥ should be reached at all tables. However, the defence requires a diamond lead to hold declarer to 10 tricks. That is easy enough to find if South has made a weak jump overcall.

On any other lead, declarer can discard a lot of losers on the spades, making 11 tricks.

Those who punt on 3NT making will be sorely disappointed. 3NT makes 13 tricks if the heart finesse works (on diamond lead) but on this hand it goes down 3 tricks when the heart finesse fails.

## BOARD 31

♠ J 9 4 3  
♥ Q 3 2  
♦ A J 9 4  
♣ 10 5

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

♠ Q 10 8 5 2  
♥ –  
♦ K 5  
♣ A K Q J 7 4

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

Dealer South, NS Vul

West	North	East	South
			1♣
1♥	Double	3♥	4♠
All Pass			

After North's negative double, showing 4 spades, South must not get carried away with his 5-6 hand shape.

If North holds ♠A-K, slam is making (and there are a few other possible hands). 5♠ is safe this time, with only two trump losers.

There are, however, a lot of holes to fill in South's hand, and a lot of bidding, which tends to indicate to bid 'safely' rather than bashing slam.

## BOARD 32

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

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

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

♠ Q 10 9 7  
♥ A 6 4 3  
♦ J 10 9 3  
♣ 4

Dealer West, EW Vul

West	North	East	South
Pass	1♠	Pass	2♣
Pass	3♣	All Pass	

North-South can make a club part-score. There are 10 easy tricks, but everything depends on the opening lead in terms of making 11 tricks.

On a passive diamond lead, declarer can draw trumps and discard two hearts from dummy on the ♦A-K, just losing the major suit Aces. However, on the more attacking heart lead, the defence can take three quick tricks - ♥A, ♥K, ♠A. Are you an attacking or passive leader?

On this hand, an attacking lead is probably correct, given that your spades look to be poorly placed.

If NORTH plays the club contract (1♠ – 1NT – 2♣ – raise), East will lead a diamond, for 11 tricks.