



## Commentary for the IBU Autumn Simultaneous Pairs Tuesday 3<sup>rd</sup> November 2020

*Dear Bridge player*

"Thank you for your support of the online IBU Simultaneous Pairs 2020. We hope you enjoy the opportunity to pit your wits against bridge players across Ireland, and perhaps even some of our friends from abroad.

This is an interesting and challenging set of hands - as they all are - and the advice of our expert commentators will tell us plenty about what we should and shouldn't have done. I hope you did at least one clever thing tonight - and more than that, I hope the advice of Paul Delaney will give us moral support in our never-ending discussions with our partners.

Hoping to see you all at a real table before long, but in the meantime stay safe, stay healthy, and enjoy your online bridge."

**Jim O'Sullivan, President – Irish Bridge Union**

### Board 1. Dealer North. Vulnerability None

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

Some tables will start 3♦ 3♥ 3♠ 4♣ with everyone joining in the fun ! When Wests bids 4♣ East has an amazing hand in support of clubs. East should bid an exuberant 6♣ for a top board. Some Wests will play 3NT on a spade lead, their gloom on sight of dummy will lift when the QJ♥ fall doubleton and 12 tricks are made.

When East opens 4♥ South bids 4♠ doubled by West for +500 and a poor score for EW.

**Winning Tip:** Bid your suits with shapely hands.

### Board 2. Dealer East. Vulnerability N/S

<p>♠ — ♥ Q J 4 3 2 ♦ K 10 4 3 2 ♣ 4 3 2</p> <p>♠ J 9 3 ♥ A K 6 ♦ A ♣ Q J 10 9 8 7</p>	<p>♠ 8 7 5 4 2 ♥ 8 7 5 ♦ J 8 7 ♣ A 6</p> <p>♠ A K Q 10 6 ♥ 10 9 ♦ Q 9 6 5 ♣ K 5</p>
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A hand that shows the benefits of negative doubles. South opens 1♠ West overcalls 2♣ and North doubles (negative) showing 6+ points and values in the unbid suits. South bids 2♦ and if West bids 3♣ North bids 3♦ ending the auction.

3♦ makes easily and West must switch a club early to prevent an overtrick.

**Winning Tip:** After partner opens and opponents overcall a suit most experienced players play negative doubles – takeout for the unbid suits.

### Board 3. Dealer South. Vulnerability E/W

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

South opens 2NT 20-22 and North should pass. Some optimistic Norths will hope the club suit can be setup and gamble a raise to 3NT. This is well against the odds but today is their day and 3NT rolls home for NS.

**Winning Tip:** Open at the one level with an 'empty 20' points containing few 10's and 9's. Now your 2NT opening will contain a good 20 or 21/22 points.

### Board 4. Dealer West. Vulnerability All

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

East opens 1♣ and South overcalls 1♥ West bids 1♠ and North raises to 2♥. Now East has a difficult rebid with pass, 2NT, double and supporting spades all being possible bids. Some players will rebid 2NT showing their values fully. Against 2NT South's best lead is a heart and continuation to hold declarer to 8 tricks.

2♠ will score +140 for EW.

**Winning Tip:** With a good 5 card suit and outside entries lead this suit against NT contracts.

### Board 5. Dealer North. Vulnerability N/S

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

East opens 1♥ and South overcalls INT best played as showing 15-18 points. All pass and West leads 6♥ East wins A♥ and does best to play a sneaky diamond through to West's J♦. Declarer is worried but when they get in and play AK♠ they find East's Q♠ doubleton and make INT with an overtrick.

**Winning Tip:** Overcall INT with 15 to 18 points, sometimes you need that extra point!

### Board 6. Dealer East. Vulnerability E/W

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

After 3 passes West opens 1♣ and after partners 1♥ bids 2♦ shows reversing values 16-20 points. East shows 6+ hearts by jumping to 3♥ and West bids a firm 3NT. Now NS will be trapped into a spade lead and spade continuation when in A♣. A gleeful West will scoop up 12 tricks +690 when clubs come in. NS will be left pondering how to get their 3 heart tricks.

**Winning Tip:** If you know you belong in 3NT you can disguise your assets as West did here by not bidding spades.

### Board 7. Dealer South. Vulnerability All

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

North with 8 strong hearts may open 4♥ and play there going one down on top tricks. Those who open at the one level will attract competition when East overcalls 2♣ and they will still end up in 4♥. The slower auction may encourage East to penalty double 4♥ for a top board.

**Winning Tip:** Holding an 8 card suit bid your hand with one bid if you can.

### Board 8. Dealer West. Vulnerability None

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

South plays INT on the J♥ lead. Declarer tries the K♥ taken by the Ace. East continues hearts South wins Q♥. The 10♠ is covered by Jack Queen and King. East switches to a small diamond. West produces the Q♦ and cashes the hearts. When West switches a spade rise with A♠ and play diamonds making 5 tricks and a respectable score.

NS do best to play 2♠-1 -50 and a good score.

**Winning Tip:** When the cards are badly placed it is just the same at other tables. Keeps your wits about you and try to limit your losses.

### Board 9. Dealer North. Vulnerability E/W

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

South opens 1♠ West doubles, East bids 2♥ South competes with 3♠. Under pressure West bids 4♥ making unless South defends brilliantly. South leads A♠, cashes A♦ and continues 3♠ suit preference for clubs. Declarer wins K♠ and plays K♥ and South wins A♥ and now must play a 3rd spade giving a ruff and discard and promoting a trump trick for North.

Some Souths will bid 4♠x going one down rather than risk defending 4♥.

**Winning Tip:** In defence when declarer seems to have all the tricks look for a trump promotion.

### Board 10. Dealer East. Vulnerability All

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

At most tables East will pass and the bidding will go INT 3NT making 12 tricks on a heart lead.

If East opens a weak 2♠ some Norths may insist on playing in a minor suit game. Now with 3NT making South must bid slam applying the 'Joe McHale rule'. Joe, a legendary Irish player of the past, once said to his partner 'whenever you try to play in 5 minor I will always bid 6'.

**Winning Tip:** If 3NT is a good alternative contract play a slam rather than game in a minor.

### Board 11. Dealer South. Vulnerability None

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

North opens 1♠ and East makes a light overcall of 2♦. Now playing negative doubles South passes hoping that partner will double for takeout. North jumps to 3♠ and East escapes punishment as South bids 3NT.

On lead West may sense that South is stacked in diamonds. An inspired heart lead holds declarer to 10 tricks whereas on a singleton diamond lead declarer makes 11 tricks.

**Winning Tip:** After partner opens play negative (or takeout) doubles of overcalls and pass the overcall when you want to penalise it.

### Board 12. Dealer West. Vulnerability N/S

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

East plays 3NT on 7♦ lead. Declarer wins J♦ and has 7 tricks and chances in three suits. A knowledge of bridge probability is useful here. A 3-3 break is a 36% chance and the defender's clubs will break 4-3 62% of the time. It is best to finesse clubs and lose the 3rd round of clubs to North. This makes 9 tricks with 10 possible if declarer can pick the heart position.

**Winning Tip:** Learn the probability of basic suit breaks – [Click here](#) to see this easy to read table online.

### Board 13. Dealer North. Vulnerability All

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

East plays opens 1♦ and South overcalls 1♥ now the North hand is worth a game try which South accepts. The 4♥ contract makes 11 tricks when declarer plays a small club from 10x through the opening bid.

Some Souths will overcall with the unusual 2NT showing the lower two suits (clubs and hearts in this case). Again the 4♥ contract is reached.

**Winning Tip:** As declarer in a trump contract play to setup your side suit as early as possible.

### Board 14. Dealer East. Vulnerability None

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

East opens 1♠ and after 3 passes North bids a protective 1NT which shows 10 to 14 points.

South now transfers to 2♥ which goes 2 down unless East gifts a trick with a spade lead from the King.

Strong NT EW pairs will play 1NT their way for +90.

**Winning Tip:** Play 'system on' Stayman and transfers for all natural 1NT/2NT opening bids, overcalls or protective NT bids.

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

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

South opens INT and plays there. INT is regarded as the most complex and challenging contract for both declarer and defence. A INT contract will make 2 times in 3 and at matchpoints on average scores above 60%.

On this hand EW have balanced and shapeless hands and they will chose to defend. West will lead a minor suit and with EW having lots of entries INT will eventually be defeated by 1 trick.

**Winning Tip:** Defend INT with balanced shapeless hands and overcall INT aggressively when you have some shape especially non vulnerable.

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

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

Playing strong notrump East opens INT and West transfers to 2♥. This will play well and frequently makes +170 for a good score.

Those playing the weak NT will usually play in 2NT by West on a club lead by North. Declarer will make +180 if they find both red queens or otherwise score +150 and a disappointing score.

**Winning Tip:** Always transfer to a 5 card major after partner opens INT.

**Board 17. Dealer North. Vulnerability None**

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

Playing strong notrump East opens INT and West transfers to 2♠. If West invites game East plays 4♠. Game makes if declarer sets up clubs to score a top board.

East playing weak NT opens 1♣ and West bids 1♠ now North, having previously passed, should take action with 2♥, double or a INT bid. The passed hand INT bid by North shows a shapely takeout hand and robs East of their normal rebid. EW may now miss game and play 2♠+2 for a below average score.

**Winning Tip:** When you are a passed hand bid INT as unbalanced takeout for the other two suits.

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

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

South opens 1♠. With a poor heart suit West should pass. Those Wests who bid 2♥ can go 2♥x-3 -500 and get a duck if North passes for penalties and South reopens with a double.

The normal contract will be 3♦ by South making 9 tricks if declarer starts on hearts early in the play. As declarer when there is a danger that trumps may break badly create ruffing possibilities in both hands before making your key trump play.

**Winning Tip:** Don't overcall with 'empty suits' especially when you hold length in openers suit.

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

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

East bids 1♣, South 1♦, West 1♥ now East jumps to 3NT. Wary of giving declarer an extra trick South leads a spade. Missing a soft diamond trick declarer must find a 10th trick. At trick 2 play J♥ and when South plays low we have a guess. Run J♥ or play K♥? Zia Mahmood has a bridge tip here "If they don't cover, they don't have it". Play North for Q♥ so rise with K♥ for 10 tricks +430.

**Winning Tip:** Use Zia's tip for your queen guesses "If they don't cover, they don't have it"

**Board 20. Dealer West. Vulnerability All**

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

West opens 1♠ (or 2♠ if playing Acoll Two's). East bids NT and most Wests will insist on playing in 4♠ which fails due to the heart suit lying badly.

With solid spades and 8 top tricks many experienced West players will look to play in 3NT which on this hand gets a top board.

**Winning Tip:** When holding a solid suit which partner has not supported consider playing in 3NT seeking extra matchpoints.

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

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

After 3 passes West opens INT and East transfers to hearts. North leads a small spade and South wins the A♠. Now South must switch immediately to Q♣ to defeat 2♥ by one trick.

The best and safest way to complete with the NS hands is for South open 1♣ 3rd in hand North will bid 1♠ and South can pass holding 3 spades and a minimum. Now even if West balances North will bid 2♠ +140 reaching the top spot for NS.

**Winning Tip:** Open with 10/11 pts and a good suit in 3rd position.

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

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

Playing a weak NT East opens 1♦ and after 3 passes North bids a balancing INT showing 10-14 pts. Against INT East leads K♦ and declarer ducks. To defeat INT East continues diamonds and eventually sets up 3 diamond tricks. If East plays any other suit North has time to make INT.

A strong notrump by East will score well here when they play 2♥ contract for +110 for EW.

**Winning Tip:** On many partscore hands the first side to bid INT will get most of the matchpoints.

### Board 23. Dealer South. Vulnerability All

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

Another INT contract this time by West. Every North will lead J♥ ducked by declarer (aiming to block the suit). South takes the next 2 hearts. North plays their hearts 7 first then 8. South switches to the lower suit (clubs). Declarer can now make 8 tricks EW +120 if they play for split honours in clubs.

**Winning Tip:** When you have known length in a suit (North having J 8 7 hearts remaining) it provides an extra opportunity to play suit preference.

### Board 24. Dealer West. Vulnerability None

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

North opens 1♠ and rebids 4♠ over partners INT response. East leads a diamond, West plays 10♦ and declarer wins K. If you win with the Queen you let West know you have KQ♦.

After drawing trumps North plays to K♥ and now makes 11 tricks with a good guess in clubs.

An extra chance as you play out your spades is that East may unguard diamonds hoping partner has Q♦.

**Winning Tip:** As declarer always win with the higher card from equals (King from KQ). As defender always win with the lower card from equals (Queen from KQ).

### Board 25. Dealer North. Vulnerability E/W

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

North plays 3NT on the 10♣ lead from East. Declarer wins J♣ and plays toward the Q♥ as West wins K♥. When West does not return a club (partners suit) declarer infers West has a singleton club and East has 6. With 10 tricks declarer cashes winners and watches East's discards closely. If East keeps 3 spades and comes down to doubleton K9♣ declarer plays clubs and makes 11 tricks and a 90%+ score.

**Winning Tip:** As declarer count the distribution of the defender known to have a long suit.

### Board 26. Dealer East. Vulnerability All

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

An exciting hand with slam in both minors making, 3NT scoring 13 tricks yet 6NT goes down!

South opens 1♦, North bids 2♣ South rebids 2♠. NS have extra values and a fit in both minors but North will usually bid 3NT and slam is missed. Over 2♠ if North bids 3D now South may cuebid to slam.

In 6NT on a spade lead declarer finesses diamonds and goes down. In 3NT declarer cashes AK♦ and makes +720.

**Winning Tip:** Agree which sequences are game forcing and then cue bid holding extra values and slam interest.

**Board 27. Dealer South. Vulnerability None**

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

After 3 passes East opens 1♥ and West responds 2♥. East tries for game by bidding 2NT and West signs off in 3♥ showing a minimum. With both K♠ and Q♣ lying favourably for declarer East makes 3♥ for +140 and a 65%+ score.

**Winning Tip:** After 1♥ 2♥ or 1♠ 2♠ holding invitational values bid a new suit with 3+ cards as a 'help suit game try'. With a balanced hand and extra values bid 2NT.

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

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

A simple 1♥ 2♥ and 4♥ auction has North on lead. A spade lead from the King into the strong hand would be a major error.

North should lead a minor. Now West will lose a trick in each suit for 4H-1 +50 for NS.

**Winning Tip:** In a suit contract do not underlead an Ace or King – find another lead !