



**Commentary**  
**for the**  
**IBU Autumn Simultaneous Pairs**  
**Wednesday 3<sup>rd</sup> November 2021**

Dear Bridge Player,

Thank you for playing in the IBU Simultaneous Pairs 2021, and for supporting the Irish Bridge Union.

Some of you will be back playing live at the table again this year, while others will still be online. Wherever you played we hope that you enjoyed the chance to pit your bridge wits against your fellow players across Ireland (and for those online, maybe overseas as well).

As ever, the hands (which are randomly dealt by computer with no manual intervention) provided plenty of challenges. Many thanks to our expert commentator Paul Delaney for his guidance through the maze. I hope that you have picked up some useful tips from his advice. Don't forget to check your standing in the national results at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims)

I hope it won't be too much longer before we are ALL able to meet up with our friends at the bridge table as we used to do.

**Harold Curran – President, Irish Bridge Union**

**Board 1. None Vul. Dealer North**

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

An exciting hand to start the set with a bid for everyone in the audience. Both 6♥ and 6♣ are cold for E/W. N/S can also join in the fun with disruptive spade bidding.

After East opens 1♥ South will bid preempt with 2♠ (3♠ second best) posing problems for West who would like to agree hearts in a forcing manner. A popular choice will be 3♠ asking for a spade stop initially planning to show hearts later. Over this North may well bid 4♠. This 4♠ bid may actually help E/W to bid the slam after they swap cue bids.

If E/W bid 6♥ they will score 70%+. Some N/S pairs may find the 6♣-4 -800 sacrifice but this will still give them a below average score.

**Winning Tip:** When you hold a preemptive 7-2-2-2 hand it is good practice to preempt one level lower because of the extra losers.

**Board 2. N/♠ Vul. Dealer East**

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

East will play in 3NT and South may lead ♣3. After winning the lead East does best to start on diamonds by leading the ♦K from hand. They will soon have 8 tricks and must guess spades to make 9 tricks.

Later in the play East plays ♠A and runs the ♠10. South shows count with ♠7 then ♠8 to show an odd number.

North must withhold the ♠K and let the ♠10 win to deny declarer an extra trick in spades.

Some declarers will go astray so making 3NT will score 60%+.

**Winning Tip:** In defence show count to help partner hold up blocking honours.

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

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

West will open 1♠ and East bids INT passed out. South should lead ♥7, the 2<sup>nd</sup> highest from 4 small. North will win and continue hearts. Now the defence will take 3 hearts, ♠Q, ♦A and two clubs to defeat INT by one trick.

A 2♠ contract by West also drifts one down.

**Winning Tip:** The lead against NT of 2<sup>nd</sup> highest from 4 small helps partner to realise you have not led 4<sup>th</sup> best.

### Board 4. All Vul. Dealer West

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

The 4♥ game for N/S will be hard to resist. With the ♠A over the ♠K there are 4 top losers. If East leads ♣7 North will have high hopes as they cash 3 top clubs pitching spades. They will curse their luck as West ruffs the 3<sup>rd</sup> club and switches a spade knocking 4♥.

There is a sneaky line of play which might succeed on a good day. Win the club lead and

ruff a club. Lead the ♥9. Now West may play low hoping there is a trump guess. After ♥9 wins declarer plays 3 rounds of diamonds discarding a spade loser. 4♥ made.

Cautious bidders who miss this good but unlucky game will get an unexpected bonus when 2♥+1 scores 70%+

**Winning Tip:** Play trumps from dummy to disguise the strength of your trump holding.

### Board 5. N/♠ Vul. Dealer North

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

Easts weak NT opening will be passed around to a vulnerable North. 2♠ makes for N/S but the unattractive and vulnerable North hand will not be able to compete in the majors. So after a weak no trump E/W will make INT+1 +120 with the ♣K singleton giving 5 club tricks.

In contrast the strong NT players playing East who open 1♣ or 1♦ leave the door open for South to double to show opening values. Now N/S easily bid to 2♠. To save matchpoints here West must bid on to 3♣ which is a lucky make.

**Winning Tip:** You need to find aggressive ways to compete against the weak NT to save matchpoints.

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

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

South opens 1♣ and over partners 1♠ bid South rebids 2♦ forcing to show reversing values with 16+ pts.

North bids 3♦ and South bids 3♥ asking North to bid 3NT with a heart stop.

On a heart lead 3NT by North depends on the club finesse which is wrong. All games fail by at least 1 trick.

3♣ or 3♦ contracts by N/S which score +130 are the top spot.

**Winning Tip:** Play reverse bids of 2♦ with the South hand as a one round force showing 16 to 19 points.

### Board 7. All Vul. Dealer South

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

North opens 1♣ and East overcalls 1♥. Now South should definitely make a negative double show the unbid suits despite holding only 5 points.

Review your hand as South. You have a fit for clubs so ♣J9xx is worth more than 1 point. You have good spades which your negative double shows. You have shortage in the suit bid by East another reason to up value your hand.

**Winning Tip:** Play negative (take out) doubles by responder to show values in the unbid suits after your opponents overcall partner's opening bid.

### Board 8. None Vul. Dealer West

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

North opens 1♥ playing 4 card majors and East overcalls 2♦. South bids 2♠ and after West supports diamonds North bids 4♠. Both 4H/4♠ make 11 tricks without effort. A sacrifice by E/W is a disaster and goes 5♦-4 for -800.

When North opens 1♥ playing 5 card majors now after East overcalls 2♦ many South players will have agreed that a jump to 3♥ is weak and preemptive. Instead to invite game they bid 3♦, a cue bid to show an invitational or better hand with support for partner.

**Winning Tip:** Play responders cue bid of an overcall to show an invitational or better raise of partners opening bid suit.

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

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

Nearly all tables will play 4♥ making 11 tricks if the trumps are played for no loser.

With a 9 card trump fit missing the queen is it better to play for the drop or to finesse?

With no opposition bidding playing for trumps to be 2-2 is about 2% better odds than the finesse.

If one opponent bids (perhaps showing 5/6 cards in another suit) the odds change

immediately and it is best to play the bidder for trump shortage.

**Winning Tip:** With 9 trumps missing the queen and no opposition bidding play for trumps 2-2 (the drop).

### Board 10. All Vul. Dealer East

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

East will preempt 3♠ and now N/S will be unable to find the making 6♦ slam contract.

Over 3♠ South will double for takeout and North bids 3NT making 11 tricks.

If North tries to penalise 3♠ this contract goes down 2 tricks. 3♠-2 +500 and a miserable score for NS.

**Winning Tip:** Preempts work - make them as often as you can. When vulnerable preempt only with a good suit.

### Board 11. None Vul. Dealer South

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

The strong NT players may well stay safely in INT if East passes with their shapeless 8 count.

INT will score well with many going down in the 3NT game.

The weak and 4 players will be in a similar position after 1♠ INT now West will try 2NT.

Even if East passes 2NT is not a comfortable contract.

**Winning Tip:** Decide to play in INT or 3NT. If possible avoid playing 2NT which is frequently

a losing contract at pairs.

### Board 12. N/Vul. Dealer West

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

A 3♣ opening bid by West will be passed out when neither North or South have a clear bid.

In the play the 3♣ will be touch and go with 8 tricks available. As it happens West should be able to manage a diamond trick and make 3♣ when North eventually has to play a diamonds late in the play.

**Winning Tip:** Preempts work. On this hand if South were dealer they might open a weak 2♠ ending the auction. N/S +110

### Board 13. All Vul. Dealer North

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

Playing weak NT North opens 1♦ and South bids 2♣. If West bids 2♠ this contract will go 3 down on a club lead from North. In practice South will frequently play 3♣ on the ♠K lead. This contract loses 3 club tricks and one major suit trick for +110.

All N/S's who defend against 2♠ by West will get a top score for +200, +300 or even +800 if 2♠ is doubled and they defend perfectly.

**Winning Tip:** It is dangerous to overcall vulnerable in front of an opening bid with a shapeless 5332 hand.

### Board 14. None Vul. Dealer East

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

A fascinating competitive auction may develop on this board after East opens 1♣ and West bids 2C.

North bids 2♦ and East's raise to 3♣ is passed back to North. 3♣ is due to make for a good score to E/W +110.

If North doubles 3♣ for takeout South will bid 3♥ reaching the top spot for NS.

If E/W bid on to 4♣ North may bid 4♥ which West will double (partner I have two Aces and you opened !)

4♥ will make on a trump or diamond lead when North ruffs 2 diamonds to setup the long side suit. The winning defence is the force dummy with club plays to weaken North's trump entries. Now 4♥ goes one down +100 to E/W.

**Winning Tip:** If dummy has a dangerous side suit attack the entries early.

### Board 15. N/♠ Vul. Dealer South

|   |   |
|---|---|
| ♠ A 10 8<br>♥ K Q J 6<br>♦ 9 7<br>♣ A K Q 7 | ♠ 5 4<br>♥ A 10 8 4 3<br>♦ K 8 4<br>♣ 8 6 3 |
| ♠ Q J 9 2<br>♥ 9 7 2<br>♦ J 5 3<br>♣ J 10 2 | ♠ K 7 6 3<br>♥ 5<br>♦ A Q 10 6 2<br>♣ 9 5 4 |

After North opens 1♣ East makes a cheeky 1♥ overcall. South makes a negative double showing 4 spades 6+ points.

If North passes the negative double for penalties the reward is spectacular 1♥-4 +800 and a 100% score.

In practice North rebids 2NT to show their 18-19 points and South bids 3NT.

After the heart lead declarer must bring home the diamond suit.

The best line with this suit combination is to run the ♦9 and then later play small to ♦10.

This makes 11 tricks for +660.

**Winning Tip:** A study of bridge 'suit combinations' will improve your declarer play just search the internet for practice exercises.

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

|  |   |
|--|---|
| ♠ A J 9<br>♥ 10 8 7<br>♦ A 9 6<br>♣ J 6 5 3  | ♠ K 4<br>♥ A 9<br>♦ 10 8 7 3 2<br>♣ A 8 4 2 |
| ♠ Q 10 2<br>♥ K 5 2<br>♦ K Q J 5<br>♣ 10 9 7 | ♠ 8 7 6 5 3<br>♥ Q J 6 4 3<br>♦ 4<br>♣ K Q  |

E/W are vulnerable with two fairly balanced 11 point hands so some will pass this hand out completely and score badly.

East is worth an opening bid of 1♦ and some South's will overcall 2♦ showing both majors. Now West may bid 2NT

which East will pass. 2NT makes exactly 8 tricks and 3NT fails when the ♠J is badly placed.

Both sides have a fit on this deal. E/W have a nine card fit in diamonds and N/S have two 8 card major fits.

The Law of Total Tricks says that on a competitive deal the Total Trumps for both sides in their best contracts (9 + 8 = 17) and Total Tricks are the same.

On this deal the Law is correct E/W make 3♦ and N/S make 2♥ Total tricks = 17 (9 + 8)

**Winning Tip:** In a competitive auction bid to the level of your fit. Bid to the 2 level if you and partner have 8 trumps, bid to the 3 level with 9 trumps combined.

### Board 17. None Vul. Dealer North

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

East opens 1♥ and South overcalls 1♠ with a clunky 16 points. West may pass and North has two bids pass or raise to 2♠.

If North passes East will bid 2♦ and now E/W have found their big 6-4 diamond fit. They will compete to 4♦ which will makes for +130 the top score for E/W on this hand.

If North raises bids 2♠ their partner will bid game. 4♠ by South on West's ♥6 lead can be defeated if only if East plays 3 rounds of hearts. South is forced to ruff with ♠10. Later when dummy is forced to ruff a diamond West's ♠9 becomes the setting trick.

**Winning Tip:** Find a way to show your trump support for partner.

### Board 18. N/♠ Vul. Dealer East

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

After East passes South has an amazing 6-6 shape. Those playing Weak twos or Tartan twos will look no further than a 2♠ opening. Their partner will jump to 4♠ making 11 tricks.

On this double fit deal there are 12 tricks available in 6♦. Very few pairs will manage to bid this slam.

**Winning Tip:** With wild two suited hands bid aggressively on the assumption that partner will have a fit with at least one of your suits.

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

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

Where North opens a strong NT East will probably pass. On this hand the best opening lead by East against INT is ♥A asking for attitude. West will signal interest in hearts and now E/W can hold North to just 3 tricks as they cash their 5 heart tricks and crush the North hand. INT-4 by North +200 for E/W will score well since it beats all partscores.

If North is playing a weak NT they may open 1♦ and now East overcalls INT. West is likely to transfer to hearts and bid 2NT invitational. East with their maximum accepts. 3NT by East is defeated 2 tricks only if South finds a club

lead. If South leads any other suit 3NT romps home with overtricks.

**Winning Tip:** Play your INT overcalls of an opening bid as showing 15 to 18 points. This is now standard expert practice worldwide.

### Board 20. All Vul. Dealer West

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

After West opens 2♣ (weak two) you contemplate the North hand. A good principle to follow here is 'never put down an 8 card suit in dummy'. This may help you find the winning 5♣ bid which makes for +600 for N/S and a top board.

Many Norths will overcall 3♣ and now East bids 4♠. Partner doubles this for penalties. 4♠ will go one down for +200 to N/S and an average score.

**Winning Tip:** Never put down an 8 card suit in dummy!

### Board 21. N/♠ Vul. Dealer North

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

Playing weak and 4 North opens 1♠ and South bids 2♦. North rebids 2♠ and South bids 2NT. North goes on to 3NT.

Now West is on lead against 3NT. If West leads their 4<sup>th</sup> best ♥5 this allows 3NT to make.

A better policy with a very weak hand and no side entries is 'lead to find partners suit'. Partner has more points and therefore entries to setup and cash their suit.

In this way West leads a club and partner knocks 3NT easily.

**Winning Tip:** Against NT lead to find partners suit with a weak hand.

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

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

East opens 1♣ and South overcalls 1♠. West passes and North bids 2♣ (Unassuming Cue Bid) to show spade support with 10+ points or 13+ points without support. East with 15 points doubles 2♣ to show extra strength. Now N/S stop in 2♠. This contract is due to make 8 tricks +110 and a top for N/S. However West should bid 3♣ since they know partner has good clubs and extra values.

The singleton ♦9 lead by South will defeat 3♣ if N/S have good defensive signal skills. North wins ♦A and returns ♦8 suit preference for a spade return. South ruffs the diamond and returns ♠6 (suit preference for diamonds). North wins ♠K and gives a second diamond ruff. With a heart trick to come this nice defence knocks 3♣-1.

**Winning Tip:** When giving partner a ruff use suit preference to signal your preferred return suit.

### Board 23. All Vul. Dealer South

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

After two passes North opens 1♦ and East overcalls 2♣. South makes a negative double showing both majors.

North bids 2♠ and this contract will usually make 9 tricks.

Some Norths may jump to 3♠ facing the negative double and South continues on to 4♠.

In fact North can always make 4♠ although this requires excellent declarer play skills.

East leads the ♣AK and West must discard a diamond or a heart weakening their holding in one of these suits. East continues with a 3<sup>rd</sup> club and West correctly ruffs high with ♠K. To make 10 tricks North must discard a diamond which maintains trump control. Declarer then plays to setup either hearts or diamonds depending on West's earlier discard. A breathless 10 tricks.

**Winning Tip:** When your opponents ruff in with a natural trump trick it is often best to discard a loser.

### Board 24. None Vul. Dealer West

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

After North opens 1♠ and South invites the 4♠ game. North with a side void will bid game with minimum values.

This contract seems to have 4 top losers but always makes with careful play. E/W cannot lead hearts twice since the ♥10 is poorly placed for the defence. This gives North time to setup clubs for a heart discard. A ruffing finesse in diamonds then gives the 10<sup>th</sup> trick.

**Winning Tip:** When you have a trump fit agreed value a side void in your hand as worth 5 extra points.

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

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

East opens 1♥ and West bids 1♠. East rebids 2♦ and West bids 2NT invitational.

East shows their 6<sup>th</sup> heart with a 3♥ bid and West bids 4♥.

Of course when declarer at some point leads the ♥Q North does not cover with ♥K.

With the ♠A favourably placed 10 tricks are always made.

**Winning Tip:** You only cover an honour to promote a trick for you or partner in the suit.

### Board 26. All Vul. Dealer East

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

South opens 1♣ and West bids 2♥ a weak jump overcall. This is passed back to South who doubles to show extra strength.

North bids 2♠ which ends the auction. 2♠ has 9 top tricks and no prospects for a 10<sup>th</sup>. So +140 for N/S will be a pretty average score.

**Winning Tip:** Weak Jump Overcalls to show a good 6 card suit and less than opening strength are well worth playing.

### Board 27. None Vul. Dealer South

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

This is the kind of deal where the first side to bid INT will get most of the matchpoints.

E/W can make INT on this deal but this time South gets there first.

South deals and opens INT. Now after 3 passes East may bid 2♣ (majors) and West bids 2♥ which should go 1 down.

**Winning Tip:** When you get a chance bid INT before your opponents especially if you are non vulnerable.

### Board 28. N/♠ Vul. Dealer West

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

West opens 1♠ and East with a strong hand overcalls 2♦. South bids 2♥ and West rebids 2♠.

North comes again with 3♣ and East's 3♠ ends the auction.

North on lead has some tricky decisions as they defend 3♠. They lead a high diamond and then cash ♣A dropping the ♣J.

A diamond continuation is the best defence to hold E/W to 3♠ making +140.

**Winning Tip:** A useful defensive convention to adopt is to lead 'King for count'