



# Commentary for the CBAI Simultaneous Pairs

Monday 4<sup>th</sup> March 2024

Dear Bridge Player,

Thank you very much for playing in the CBAI Simultaneous Pairs 2024, and for your continued support for the Association.

The funds that you contribute via these Simultaneous Pairs will help the Association in the rebuilding work ongoing as we emerge from the covid hiatus – training new teachers and new TDs, promoting the game and trying to attract new members, and so on. Many of our input costs, like costs generally these days, are increasing significantly, so your support for this event, and for the various live competitions run during the season by the CBAI, is greatly appreciated.

We hope that you enjoyed the chance to pit your bridge wits against your fellow players across Ireland (and for those still playing online, maybe overseas as well). As always, the hands (which are randomly generated by computer with no manual intervention whatsoever) provided lots of tricky problems. Many thanks to our expert commentators Paul Delaney (Monday), Enda Murphy (Tuesday), Fearghal O’Boyle (Wednesday), Brian Senior (Thursday), and Karel De Raeymaeker and one of his junior protegeés, Isabel Burke (Friday) for their guidance through the maze. I hope that you have picked up some useful tips from their advice. Don’t forget to check your standing in the national results at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims).

And finally, this note gives me a chance to repeat the theme of my presidential year: *“Please cherish and nurture your club’s beginners and novices – they are the future of our game.”*

**Gordon Lessells**

**President, Contract Bridge Association of Ireland**

Board 1	♠ A98542	Dealer N
	♥ A9	Vul: None
	♦ J104	
	♣ AQ	
♠ K6		♠ QJ107
♥ KQJ863		♥ 1074
♦ 75		♦ K8
♣ 932		♣ 7654
	♠ 3	
	♥ 52	
	♦ AQ9632	
	♣ KJ108	

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

\* 15-17 A good alternative is double showing extra strength 15+ with no clear bid

West’s 2♥ overcall gives North a problem. They can show their spade length or their 15+ strength but not both. North should reason that partners diamonds will be a source of tricks and bid 2NT showing 15-17 points. With

3 spades South will always bid 3♠ on the way to 3NT.

With the ♦K onside 12 tricks are easy in 3NT.

Strong NT bidders may reach a diamond slam. North may double and swap cue bids on the way to 6♦. Indeed 13 tricks are there you can discard a losing heart on clubs and ruff a heart in hand.

**3NT North lead ♥4**

**Declarer Plan** : Win the first heart and finesse diamonds making 12 tricks or going down.

3NT+3 will score well perhaps 65% or so. When NS play in 5♦ they score miserably.

**Winning Tip** :

As declarer take time after the opening lead (about 30/45 seconds) to assess the whole hand. Do not play a card from dummy ! Think ! First assess each suit and count your winners and losers. What can you learn from the bidding? Make a one or two sentence plan and now you are ready to play the hand.

This Sims commentary will give the best declarer plan for each hand and a winning tip.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	6	7	2	4	6
S	6	7	2	4	6
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 2      ♠ 863      Dealer E  
                  ♥ 1072      Vul: N-S  
                  ♦ 109853  
                  ♣ 108

♠ AJ2	♠ 109
♥ AJ	♥ Q954
♦ AK642	♦ Q7
♣ KQ2	♣ AJ975

♠ KQ754  
 ♥ K863  
 ♦ J  
 ♣ 643

West	North	East	South
		Pass	Pass
2NT*	Pass	3♣**	Pass
3♦	Pass	3NT	Pass
Pass	Pass		

\* 20-22 points - the hand is not quite worth upgrading to 23 pts

\*\* Stayman for 4 card majors

### 3NT West lead ♦10

The diamond lead with ♦J falling makes it clear that diamonds are not breaking.

**Declarer Plan** : Win ♦Q and play ♥AJ hearts (!) rejecting the finesse to clear up the heart suit.

Now cash all your winners and be very pleased when the ♥10 falls under the ♥Q making 12 tricks.

3NT+3 12 tricks will score 70% and 11 tricks will be below average.

A 6♣ slam contract is laydown and should be found by strong club system bidders.

### Winning Tip :

As declarer count your tricks and lose any trick you must lose early. This will put the defenders

under pressure with their discards as you play out your winners.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	7	4	5	3	6
W	7	4	5	3	6

=====

Board 3      ♠ A532      Dealer S  
                  ♥ KJ97      Vul: E-W  
                  ♦ 4  
                  ♣ K984

♠ K96	♠ QJ
♥ A6542	♥ 108
♦ A52	♦ J9873
♣ A5	♣ J1073

♠ 10874  
 ♥ Q3  
 ♦ KQ106  
 ♣ Q62

West	North	East	South
			Pass
1♥	Pass	Pass	X*
Pass**	INT	All Pass	

\* Always bid in the pass out seat when short in the suit opened

\*\* If West makes another bid on their empty 15 point hand North will double for penalties.

An experienced North will play in INT rather than a spade contract. When you have a strong holding in the opening bidders suit a no trump contract will play well. However with 2♠ an easy make for other tables making INT +90 will not score well. Therefore North seeks an overtrick to reach +120.

### INT North lead ♥10

**Declarer Plan** : Play low on the heart lead hoping that West provides an extra dummy entry by rising with ♥A. West ducks and we win ♥K. Play to ♦K and when West continues hearts we then play two rounds of spades. We have 7 tricks available with good chances for an overtrick.

If West rises with ♥A and plays another heart we can win ♥Q. Now a small club through ♣Ax gives us 2 clubs when we duck a club later.

Once declarer waits until 2 round of hearts are played before playing spades they are well placed.

When East wins a spade honour they have no hearts remaining. Now East must play a club or diamond which enables declarer to make 8 tricks for a top score.

A strong INT opening by West will lead to NS playing 2♠ +110. If NS try for game they will lose 5 top tricks in 3♠ -1 for a terrible score.

**Winning Tip :**

As declarer assess alternative contracts (e.g. 2♠ and INT) before setting your trick target for a hand.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	1	2	2
S	1	-	1	2	2
E	-	1	-	-	-
W	-	1	-	-	-

Board 4      ♠ Q742      Dealer W  
                  ♥ QJ9      Vul: Both  
                  ♦ 102  
                  ♣ QJ106

♠ K10983	♠ J
♥ 83	♥ 76542
♦ KJ53	♦ A4
♣ 87	♣ K9432

  

♠ A65	♠ Q
♥ AK10	♥ A854
♦ Q9876	♦ KJ10
♣ A5	♣ Q10842

West	North	East	South
Pass	Pass	Pass	1♦
1♠*	INT**	Pass	3NT
Pass	Pass	Pass	

\* A featherlight vulnerable overcall with 7 points and a good spade suit.

\*\* INT shows about 8 to 10 points with a spade stop

**3NT North lead ♠J**

Entries to dummy are scarce with 8 tricks available. Only chance for a 9th trick is ♦J onside or a misdefence.

**Declarer Plan :** Win ♠A, play ♣A and club to ♣10. Win heart continuation in dummy and try running the ♦10 – no luck. Scramble home with 8 tricks.

The ♠J lead gives declarer no real chance when the ♦J is offside.

If there is no spade overcall then a heart lead from East gives declarer good chances for a top score of 3NT making.

3NT-1 -100 will be normal. Any pairs staying out of game will get a top score.

**Winning Tip :**

Do not complain about partners bad leads ! Make lead directing overcalls with a good suit as often as you dare even with minimum values.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	2	1	2	2
S	1	2	1	2	2
E	-	-	-	-	-
W	-	-	-	-	-

Board 5      ♠ 1094      Dealer N  
                  ♥ J92      Vul: N-S  
                  ♦ AQ3  
                  ♣ AJ76

♠ AKJ852	♠ Q
♥ 763	♥ A854
♦ 97	♦ KJ10
♣ K3	♣ Q10842

  

♠ 763	♠ Q
♥ KQ10	♥ A854
♦ 86542	♦ KJ10
♣ 95	♣ Q10842

West	North	East	South
2♠	INT	Pass	Pass
	Pass	Pass	Pass

**2♠ West lead ♥2 ! ! means good lead, play or bid**

If North leads passively with a trump lead then West has some chances to set up a minor suit for a heart discard making 10 tricks +170 for a top score.

**Declarer Plan :** Duck the heart lead and win the second round with ♥A. Now try to set up discards on the club suit by playing to ♣K

If the heart lead is found NS cash their 2 heart tricks and EW make 2♠+1 +140 and an average score.

It is worth noting that North's vulnerable weak INT opening was due to go down 3 tricks for -300.

**Winning Tip :**

Do not lead a trump unless you believe there are ruffs coming in dummy. Try to set up tricks for your side instead.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	3	1	2	3	3
W	3	1	2	3	3

Board 6

♠	9863	Dealer E	
♥	A104	Vul: E-W	
♦	A9532		
♣	8		
♠	AJ542	♠	KQ
♥	K93	♥	QJ652
♦		♦	1086
♣	AQ974	♣	1053
	♠	107	
	♥	87	
	♦	KQJ74	
	♣	KJ62	

West	North	East	South
1♣*	Pass**	Pass	Pass
2♠	4♦	1♥	2♦
4♥!	Pass	Pass	Pass

\* With 5-5 in the black suits open 1♣. With all other 5-5's open the higher suit.

\*\* North's diamond suit is not good enough to overcall (low lead directing value)

West has shown strength and their two suits. With a diamond void West places partner with 5+ hearts.

**4♥ East lead ♦K**

**Declarer Plan :** Ruff the ♦K and play ♥K. North ducks ♥K hoping to get a diamond trick if trumps are continued. Now we cash 2 spades and ruff a diamond. Throw the last diamond on ♠A as South ruffs and we make a miraculous 11 tricks. West will usually make 10 tricks in 4♥ for + 620 and a great score.

In practice few EW pairs will play in hearts. If West opens 1♠ they may play a spade contract. Now against 4♠ by West North holding 4 small spades should lead and later continue diamonds to hold declarer to 9 tricks.

If NS sacrifice in 5♦x-3 -500 they get a poor score since game for EW may fail or not be bid.

**Winning Tip :**

Holding 4 small trumps (against a West 4♠ contract) play to force declarer by leading your strong suit and by leading diamonds twice cause declarer to lose trump control.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	-	-	-
S	-	2	-	-	-
E	5	-	5	3	1
W	5	-	5	3	1

Board 7      ♠ AJ      Dealer S  
                  ♥ 73      Vul: Both  
                  ♦ K643  
                  ♣ AKQ64

♠ Q107643	♠ K
♥ 108	♥ Q42
♦ Q5	♦ AJ10972
♣ 932	♣ J87

  

♠ 9852	♠ 9852
♥ AKJ965	♥ AKJ965
♦ 8	♦ 8
♣ 105	♣ 105

**Auction 1**

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

\* Weak two showing 6 card suit and 5 to 10 pts.

**Auction 2**

West	North	East	South
Pass	1♣	2♦**	Pass
Pass	2NT***	Pass	X***
Pass	Pass	Pass	4♥

\*\* Weak jump overcall when partner is a passed hand you can be a little stronger

\*\*\* South shows both majors with a negative double preparing to bid hearts next

\*\*\*\* 15-17 pts

**4♥ South lead ♠6**

**Declarer Plan :** Rise with ♠A and finesse the ♥J (its pairs after all). Draw trumps and run the clubs.

Declarer makes 12 tricks when the heart finesse wins and the clubs break.

If you were playing teams on this hand you the safest line of play is quite different. Rise with ♠A (noting the ♠K drop which looks like a singleton) and cash ♥AK then discard a diamond on the 3rd round of clubs. East ruffs the 4th club with ♥Q and plays ♦A. Now don't ruff and instead discard a spade loser (!). East must now play a diamond to your ♦K for a stylish 11 tricks.

**Winning Tip :**

Play Weak two openings and Weak Jump Overcalls – take away opponents bidding space.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	6	1	6	3	6
S	6	1	6	2	4
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 8      ♠ AK65      Dealer W  
                  ♥ 982      Vul: None  
                  ♦ A843  
                  ♣ 96

♠ J743	♠ 10982
♥ 7	♥ QJ10543
♦ 10752	♦ J
♣ A872	♣ KQ

♠ Q  
 ♥ AK6  
 ♦ KQ96  
 ♣ J10543

West	North	East	South
Pass	Pass	2♥*	Pass**
Pass	X	Pass	3NT
Pass	Pass	Pass	

\* Weak two showing 6 card suit and 5 to 10 pts.

\*\* No bid is perfect. The 3 choices are Pass , 2NT (15-18 spade flaw) or 3♣ weak suit.

If South does try an offshape 2NT then North will use Stayman and then settle in the same 3NT contract.

**3NT South lead ♥7**

**Declarer Plan :** Win ♥K unblock ♠Q and make 9 tricks if diamonds break 3/2 or with a diamond finesse.

A weak 2♥ opening by East poses difficulties for NS who will do well to reach 3NT.

East's two club entries prevent us establishing the club suit. So no over tricks.

Collect 4 tricks in diamonds by cashing ♦KQ and finessing ♦8.

### Winning Tip :

After a weak two or three opening you know 6 or 7 cards are in that hand. As declarer make a habit of counting the full distribution of the hand that pre-empts.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	3	1	1	3
S	3	3	1	1	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 9      ♠ Q62      Dealer N  
                  ♥ 4      Vul: E-W  
                  ♦ QJ9865  
                  ♣ QJ5

♠ 1097	♠ J84
♥ J3	♥ K9852
♦ A742	♦ K10
♣ A1076	♣ 942

♠ AK53  
 ♥ AQ1076  
 ♦ 3  
 ♣ K83

West	North	East	South
	Pass	Pass	1♥
Pass	1NT	Pass	2♠*
Pass	2NT	Pass	Pass
Pass			

\* natural and forcing

#### 2NT North lead ♣9!

**Declarer Plan :** Win ♣Q and finesse ♥Q successfully now you have 8 tricks when spades break.

East leads a 'top of nothing' style ♣9 against NT.

2NT 8 tricks is the limit unless EW misdefend.

On this hand some enterprising Norths will raise to 3♠ rather than bid 2NT.

A 4♠ contract can make 10 tricks with top class play (finesse ♥Q, cash two clubs and play on cross ruff lines)

### Winning Tip :

Bid out your shape to show your extra strength as South did here by bidding 2♠.

Do not be afraid to play 4/3 major fits in game if the 3 trump hand has a useful singleton.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	4	3	4	3
S	3	4	3	4	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 10      ♠      Dealer E  
                  ♥ QJ76      Vul: Both  
                  ♦ KQJ532  
                  ♣ 764

♠ AJ105	♠ K872
♥ K93	♥ 1042
♦ 9	♦ A8
♣ AKQ108	♣ J932

♠ Q9643  
 ♥ A85  
 ♦ 10764  
 ♣ 5

West	North	East	South
		Pass	Pass
1♣	1♦	1♠	2♦*
4♠	Pass	Pass	Pass

\* South could bid 3♦ as a preemptive raise but with 5 spades bids a cautious 2♦

#### 4♠ East lead ♦4

**Declarer Plan :** Win the diamond lead and finesse a spade discovering the horrifying 5-0 spade break.

Now run clubs until South ruffs. Decline to ruff the next diamond (throw a heart) and you make 10 tricks.

An unlikely heart lead knocks 4♠. North now has a heart entry and can give South a second club ruff.

Some NS pairs will sacrifice in 5♦x-1 for +200 to EW. Since many EW pairs will go down in 4♠ they will not be generously rewarded for their bravery.

NS with only 15 points between them and a 10 card diamond fit make 10 tricks in diamonds.

### Law of Total Tricks

“ The total number of tricks available to both sides in their longest trump suit equals the total number of cards they hold in those two fits.”

### Winning Tip :

When faced with a bad trump break stop playing trumps. Run your side to reestablish trump control.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	4	-	-	-
S	-	4	-	-	-
E	3	-	1	3	4
W	4	-	1	3	4

Board 11	♠ J4	Dealer S
	♥ 654	Vul: None
	♦ KJ975	
	♣ 973	
♠ A10632	♠ 5	
♥ KQ9	♥ J108732	
♦ AQ	♦ 832	
♣ AKQ	♣ 1086	

	♠ KQ987		
	♥ A		
	♦ 1064		
	♣ J542		
West	North	East	South
			Pass
2♣	Pass	2♦	Pass
2NT*	Pass	3♦**	Pass
3♥	Pass	4♥***	Pass
Pass	Pass		

\* 23- 24 points

\*\* transfer to 3♥

\*\*\* another good method with a 6+ card major is Texas e.g. 2NT 4♦ transfer to hearts

### 4♥ West lead ♣3 or ♣7 !

You should assess your winners and losers from the long trump hand. Declarer has 10 winners and 3 losers (2 diamonds and ♥A).

We can finesse one diamond ... what can we do with the second diamond loser? Ruff it ! This points the way to the best declarer plan.

**Declarer Plan :** Win the club lead, ruff a spade and take an early diamond finesse. Ruff the 3<sup>rd</sup> diamond before finishing drawing trumps.

Making 4♥+1 will score 70% or so. Some declarers will miss the chance to get a diamond ruff in hand.

If Norths leads '4<sup>th</sup> best of their longest and strongest' this gifts EW a top with ♦7 lead into ♦AQ

### Winning Tip :

When you are on lead into a strong balanced hand of 20+ points. If you have no honour sequence, lead passively e.g. from 3 or more small cards.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	-	5	1	2
W	1	1	5	1	4

Board 12	♠ 96	Dealer W
	♥ Q92	Vul: N-S
	♦ KJ64	
	♣ 10632	
♠ AJ872	♠ KQ1054	
♥ 764	♥ AJ83	
♦ Q1085	♦ A7	
♣ 7	♣ K9	
	♠ 3	
	♥ K105	
	♦ 932	
	♣ AQJ854	

West	North	East	South
Pass	Pass	1♠	3♣*
4♠**	Pass	Pass	Pass

\* Weak Jump Overall good 6 card suit 5 to 10 points.

\*\* It matters little whether West bids 3♠ or 4♠ East will always continue to game.

### 4♠ East lead ♦2 or ♦3

The contract has 4 losers (two hearts , one diamond and a club). However the diamond lead may provide declarer a glimmer of hope

to establish that suit for discards in hand. To provide the best chance we need to use all our diamond pips especially ♦7.

**Declarer Plan :** Play low on the diamond lead (!) and North plays ♦J. Now we can draw trumps and run the ♦7 setting up ♦Q10 when the ♦9 falls.

Making 4♠ will be a top perhaps 80% or so. More frequently East will go down in 4♠ unless they get a misdefence e.g. ♣A by South (?)

**Winning Tip :**

Do not lead unsupported Aces against a suit contract unless you have a very good reason.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	1	-	-	-
S	3	-	-	-	-
E	-	-	2	3	1
W	-	-	2	3	1

Board 13      Dealer N  
Vul: Both

♠ A4	♠ KQ76
♥ Q62	♥ KJ9
♦ J10984	♦ 62
♣ 643	♣ K982

  

♠ J103	♠ 9852
♥ A1043	♥ 875
♦ A	♦ KQ753
♣ AQJ107	♣ 5

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

\* 12-14

\*\* West could also bid 3♣ (natural and forcing) which warns about a diamond lead. Now East will run from 3NT and play 5♣ or even 4♠ on a 4/3 fit.

**3NT East lead ♦5**

East has 8 top tricks and must guess the ♥Q to make the contract. Is this just a 50/50 guess? Is there any way to get an extra edge? Why not use the Bols Bridge Tip from Zia Mahmoud! "When they don't cover, they don't have it."

**Declarer Plan :** Win the diamond lead and cash 3 clubs ending with K♣ in hand. Play the ♥J (!) and when South does not cover rise with ♥A and finesse ♥9 making 10 tricks 3NT+1 when the hearts break 3/3.

Some declarers will go down in 3NT. The alternative 5♣ contract is bullet proof but as usual lags behind 10 trick NT games. Interestingly both 6♣ slam and 3NT game are similar contracts which both make if you find the ♥Q.

**Winning Tip :**

When you are looking for a missing queen ask your opponents for help!

Use the Zia tip "When they don't cover, they don't have it."

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	6	-	6	5	4
W	6	-	6	5	4

Board 14      Dealer E  
Vul: None

♠ KJ96	♠ 832
♥ 2	♥ QJ93
♦ KJ943	♦ Q62
♣ 1053	♣ A96

  

♠ A54	♠ Q107
♥ 1075	♥ AK864
♦ 108	♦ A75
♣ KQJ72	♣ 84

West	North	East	South
		Pass	1♥
2♣	X*	3♣	Pass
Pass	3♦**	Pass	Pass

\* North makes a negative (= takeout) double showing values in the unbid suits

\*\* A new suit after a negative double is not forcing

When North makes a negative double and South has no obvious fit they will pass. Now North can look for a 5/3 fit by bidding their 5 card suit to play.

**3♦ North lead ♣A!** partner or dummy will have the K♣

**Declarer Plan :** Ruff the 3<sup>rd</sup> club and finesse diamonds. Then draw trumps and knock out ♠A to make 9 or 10 tricks depending on diamond finesse.

Ignore double dummy's suggestion (see bottom of page) that you always make 4♦ + 130. Double dummy sees the diamond finesse won't work and crosses to hand to play J♦ pinning the ♦10.

A huge top is available for any NS who doubles 3♣x-3 +500 to NS is the surprise outcome.

#### Winning Tip :

Play negative doubles e.g. double an overcall for takeout.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	4	2	4	1
S	-	4	2	4	1
E	-	-	-	-	-
W	-	-	-	-	-

Board 15      Dealer S  
Vul: N-S

♠ 87653	♠ KQ2	♠ 1094
♥ J53	♥ KQ2	♥ A10
♦ Q53	♦ K107	♦ 986
♣ 97	♣ KJ42	♣ Q10853
	♠ AJ	
	♥ 98764	
	♦ AJ42	
	♣ A6	

West	North	East	South
Pass	2♣	Pass	1♥
Pass	3NT*	Pass	2♦
Pass			Pass

\* With a strong 4333 hand (no ruffs in North) and plenty of side suit stops North should decline to show 3 card heart support.

On this hand 3NT and 4♥ will score the same number of tricks.

**3NT North lead ♠10!** a club lead gives a trick

Declarer would like to play towards the North hand in 3 suits. So entries need careful management.

**Declarer Plan :** Win ♠J! and play heart to ♥K taken by ♥A. Win the spade continuation and play to ♦10. Now clear the heart suit and make 11 tricks.

A club lead gives declarer an easy 11 tricks.

#### Winning Tip :

With no ruffing value and plenty of side entries consider play 3NT rather than partners major.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	5	5	3	5
S	4	5	5	3	5
E	-	-	-	-	-
W	-	-	-	-	-

Board 16      Dealer W  
Vul: E-W

♠ 108	♠ AKQ2	♠ 965
♥ Q964	♥ 32	♥ J8
♦ J32	♦ AKQ975	♦ 1084
♣ K982	♣ A	♣ QJ764
	♠ J743	
	♥ AK1075	
	♦ 6	
	♣ 1053	

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
			Pass
Pass	2♣	Pass	2♥*
Pass	3♦	Pass	3♠
Pass	4NT**	Pass	5♣***
Pass	5NT****	Pass	6♥*****
Pass	7♠	All Pass	

- \* A positive showing 8+ pts and a good suit
- \*\* Roman Key Card asking for 4 Aces + King trumps
- \*\*\* shows one of 5 aces
- \*\*\*\* we have all 5 aces and ♠Q - have you any side kings?
- \*\*\*\*\* I have the K♥

**7♠ South lead ♣2**

This hand is all about the bidding. 6♠+1 should score below average. North can count 13 tricks at the end of this accurate auction.

**Declarer Plan :** Win the lead, draw trumps and run the diamonds (ruffing if necessary) making 13 tricks.

**Winning Tip :**

Play 4NT Roman Key Card Blackwood with responses -

- 5♣ 1 or 4
- 5♦ 3 or 0
- 5♥ 2 without Queen trumps
- 5♠ 2 with Q trumps

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	7	5	7	7
S	2	7	5	7	7
E	-	-	-	-	-
W	-	-	-	-	-

=====

<b>Board 17</b>	♠ Q1042	<b>Dealer N</b>
	♥ 4	<b>Vul: None</b>
	♦ KJ1063	
	♣ AK6	
♠ J965		♠ K83
♥ 876		♥ A952
♦ 98		♦ 52
♣ J753		♣ Q1092
	♠ A7	
	♥ KQJ103	
	♦ AQ74	
	♣ 84	

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	1♦	Pass	1♥
Pass	1♠	Pass	2♣*
Pass	2NT**	Pass	3♦***
Pass	3NT	Pass	Pass
Pass			

- \* 2♣ is 4<sup>th</sup> suit game forcing asking for information.
- \*\* Forcing - clubs stopped with no heart support
- \*\*\* diamond support with slam interest

North does not cue bid a major. South knows the ♥A and ♠K are missing and that slam is against the odds.

**3NT North lead ♣10**

**Declarer Plan :** Setup the heart suit watching to make sure the suit breaks 4/3.

3NT+3 12 tricks will be an average score. All slams make since a spade lead does not set up a second winner for the defenders.

**Winning Tip :**

Bid the 4<sup>th</sup> suit as a game forcing enquiry asking for information from partner.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	6	6	3	6
S	2	6	6	3	6
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 18      ♠ 8                      Dealer E  
                  ♡ Q5                      Vul: N-S  
                  ♦ A9532  
                  ♣ AKQ92

♠ Q104	♠ 7653
♡ A964	♡ KJ102
♦ 7	♦ Q864♦
♣ 108643	♣ 7

♠ AKJ92  
 ♡ 873  
 ♦ KJ10  
 ♣ J5

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

\* Asking for a heart stop

Good bidding will highlight that the heart suit is wide open. Now a minor suit game will be reached by NS. The unlucky breaks in clubs and diamonds will doom the contract.

West leads an unsupported Ace since there is good reason to believe South does not have a heart stop. Best defence now is to continue hearts and force dummy to ruff.

### 5♦ Contract by North lead ♥2

**Declarer Plan** : Ruff the 3<sup>rd</sup> heart and finesse J♦. Cross back in clubs to repeat the finesse with ♦10.

When diamonds break badly you can't get back to dummy without suffering a club ruff. If NS play 3NT without a heart stop, with hearts 4/4 they have a chance to make if they find the ♦Q.

Nearly everybody will do down in 3NT/5♦ so one down will be a good score. The top on this Board will go to any NS stopping out of game.

### Winning Tip :

If 3 suits have been bid and neither partner has bid NT cue bid the weak suit to ask for a stop.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	4	1	2	3
S	3	4	1	2	3
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 19      ♠ KQ53                      Dealer S  
                  ♡ 8                              Vul: E-W  
                  ♦ AQ4  
                  ♣ K10543

♠ 10	♠ A72
♡ Q96543	♡ AKJ
♦ 85	♦ KJ962
♣ QJ86	♣ 72

♠ J9864  
 ♡ 1072  
 ♦ 1073  
 ♣ A9

West	North	East	South
Pass*	1♣	X	Pass
2♥**	3♠	4♥***	Pass
Pass	Pass		

\* West decides that their heart suit is not good enough for a vulnerable weak two opening

\*\* West's 2♥ bid after partner's take out double is called a 'free bid' and shows 5 to 9 pts

\*\*\* East knows partner is short in spades with hopefully 5+ hearts and so bids game

### 4♥ West lead ♠K

**Declarer Plan** : Win the spade lead and play clubs early to ruff one club in dummy. Draw trumps later and play twice towards diamonds.

Win the ♠A and play a club to ♣Q as North wins. Ruff the spade return and cross in trumps to play another club. When the ♣A appears you have 10 tricks 6 top trumps , one club ruff , club trick , ♠A and a diamond.

The top on this Board for NS is to sacrifice in 4♠x-1 for -100 and many players will find it.



diamonds and yet they passed 2♥ and so they should have some hearts. It looks like the spades are badly placed with East sitting over North's spades.

On the positive side we have a good source of tricks in clubs so they must be set up asap.

A heart lead from East is necessary to ensure the defeat of 2♥. East gets in a second time with ♣A and plays another heart and now declarer will play well to make 7 tricks.

**Declarer Plan :** Ruff the 2nd diamond and play K♣. Setup clubs and run them allow West to ruff. Play one round of trumps and keep playing club winners to make 8 tricks and a brilliant 2♥ +110 for NS a top score.

**Winning Tip :**

When you lose (or do not have) trump control do not draw too many trumps. The best strategy is to run your strong side suit if you have one and force the defenders to ruff.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	1	2	-
S	3	-	2	2	-
E	-	3	-	-	1
W	-	3	-	-	1

Board 22      ♠ KJ762      Dealer E  
                  ♥ 9                      Vul: E-W  
                  ♦ J853  
                  ♣ 1075

♠ 95	♠ AQ843
♥ Q108632	♥ A74
♦ Q9	♦ 64
♣ QJ9	♣ 432

♠ 10  
 ♥ KJ5  
 ♦ AK1072  
 ♣ AK86

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

**3NT South lead ♥6**

Once North responds 1♠ South will play a hopeless 3NT contract.

**Declarer Plan :** East wins ♥A. Duck the heart continuation and take the 3<sup>rd</sup> round. Cash the ♦AK and run the ♠10 losing to ♠Q. If East exits on a club we only have 8 tricks.

**Winning Tip :**

Be loath to cash a winner if you set up tricks for declarer that he can reach. On this hand after East wins the ♠Q cashing the ♠A would be a serious blunder and allow the contract to make.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	4	-	1	2
S	3	4	-	2	2
E	-	-	2	-	-
W	-	-	2	-	-

Board 23      ♠ QJ86      Dealer S  
                  ♥ J10763      Vul: Both  
                  ♦ 5  
                  ♣ 964

♠ 10543	♠ A9
♥ K52	♥ A84
♦ 9743	♦ KQJ6
♣ 85	♣ AK103

♠ K72  
 ♥ Q9  
 ♦ A1082  
 ♣ QJ72

West	North	East	South
Pass	2♣*	X	1NT
Pass	2♥	X	2♠**
Pass	Pass	X	Pass
Pass***	Pass		

\* North bids 2♣ which can be weak (Garbage Stayman)

\*\* South is asked to give preference to their longer major

\*\*\* West knows partner is very strong and rather than bid 3♦ hopes for a juicy vulnerable penalty.

**2♠x South lead ♣8**

The defence has 5 top tricks and a club ruff.

**Declarer Plan :** Play hearts every time we get in. Hope that if they ruff clubs it strengthens our trump control.

**Winning Tip :**

Playing pairs you should take risks to try and gain a vulnerable penalty +200 on this Board . In contrast in teams West might put safety first and bid 3♦. This bid is not without risk.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E		4			
W		4			

Board 24      ♠ 94      Dealer W  
                  ♥ K5      Vul: None  
                  ♦ Q763  
                  ♣ J9864

♠ AKJ1086	♠ 3
♥ Q876	♥ AJ10943
♦ 1084	♦ A95
♣	♣ 1072

  

♠ Q752
♥ 2
♦ KJ2
♣ AKQ53

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

- \* Using the rule of 20 – add your points to the length of your two longest suits. Open with 20+
- \*\* North decides between 4♣ or 5♣. Not happy to defend 4♥ North bids 5♣ immediately.
- \*\*\* Since partner did not double West has an easy 5♥ bid

**5♥ East      lead ♣A**

**Declarer Plan :** Ruff the opening lead and finesse hearts. Cash a second heart and finesse spades luckily making all 13 tricks.

**Winning Tip :**

Use the rule of 20 to decide when to open light – its winning bridge.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-		7	4	2
W	-		7	4	2

Board 25      ♠ 10974      Dealer N  
                  ♥ J62      Vul: E-W  
                  ♦ 64  
                  ♣ Q1083

♠ J6532	♠ AQ
♥ 10973	♥ 8
♦	♦ KQJ1075
♣ KJ94	♣ A752

  

♠ K8
♥ AKQ54
♦ A9832
♣ 6

West	North	East	South
	Pass	1♦	1♥
X*	Pass	2♥**	X***
Pass	Pass	3♣****	Pass
Pass	Pass		

- \* Negative double showing clubs and spades and 6+ pts (Yes ... I know West has 5 points!)
- \*\* East tries for game and asks for a heart stop
- \*\*\* South shows their extra strength
- \*\*\*\* respecting the negative double East opts for the 4/4 fit (West can correct to 3♦ if they wish)

**3♣ East      lead ♥A**

**Declarer Plan :** Ruff the second heart and play K♦ a ruffing finesse against the strong South hand. South does best to duck.

When North ruffs a diamond it is clear that South is at least 5/5 in the red suits. So declarer and defence keep forcing each other with side suit winners.

3♣ making +110 will be a top score for EW. Many Easts will play 3♦ frequently doubled going down.

**Winning Tip :**

Play negative (takeout) doubles of overcalls even with minimum hands (here a shapely 5 points)

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	1	-	1
S	-	-	1	-	1
E	3	2	-	2	-
W	3	2	-	1	-

Board 26      ♠ 104      Dealer E  
                  ♥ K42      Vul: Both  
                  ♦ J1063  
                  ♣ 9872

♠ Q985	♠ AKJ63
♥ QJ9	♥ A10875
♦ A82	♦ 4
♣ KJ5	♣ Q10

♠ 72  
 ♥ 63  
 ♦ KQ975  
 ♣ A643

West	North	East	South
		1♠	2♦*
3♦**	Pass	3♥	Pass
4♠	Pass	Pass	Pass

\* A typical aggressive pairs bid – not to everyone’s taste

\*\* This cue bid usually shows support for partner’s major and asks for information.

**4♠ East lead ♦K**

**Declarer Plan :** Win the diamond lead , draw trumps and finesse hearts.

Bidding a slam on a finesse into the strong hand is against the odds. Besides EW are missing 2 key cards. Nearly every table will make 12 tricks in a major suit game and score an average.

**Winning Tip :**

After partner opens a major and opponents overcall a cue bid shows a raise to at least the 3 level in partner’s major.

After partner opens a minor suit and opponents overcall a cue bid shows support for partner’s minor and asks for a NT stopper.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	1	6	6	5
W	1	1	6	6	5

Board 27      ♠ 10752      Dealer S  
                  ♥ K653      Vul: None  
                  ♦ A76  
                  ♣ J4

♠ QJ3	♠ K4
♥ J102	♥ 9874
♦ J98543	♦ K102
♣ 6	♣ K973

♠ A986  
 ♥ AQ  
 ♦ Q  
 ♣ AQ10852

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

\* This one level rebid of a major is best played as wide ranging, potentially strong, up to a bad 18 pts.

\*\* With support North must always raise to protect against possible great strength in South’s hand

**4♠ South lead ♦5**

**Declarer Plan :** Win the diamond lead and play to set up the side suit immediately with ♣J. Once the clubs are established duck a low trump.

This is a delicate hand which can fall apart if declarer plays trumps too early and loses control.

4♠ making 10 tricks will score well. Some declarers might even bring home 11 tricks for a 90% top.

**Winning Tip :**

If your trump suit is weak but you have the Ace of trumps. Your best plan is to

1. Setup your key side suit tricks
2. Duck a trump
3. Cash your Ace of trumps and run for home cashing winners and ruffing as you go.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	-	2	5	3
S	4	-	2	5	3
E	-	1	-	-	-
W	-	1	-	-	-

Board 28      ♠ KQ763      Dealer W  
                  ♥ Q432      Vul: N-S  
                  ♦ 853  
                  ♣ Q

♠ A52	♠ 109
♥ J109	♥ 8
♦ KQ10	♦ J9762
♣ A986	♣ 107532

  

♠ J84
♥ AK765
♦ A4
♣ KJ4

West	North	East	South
INT	Pass	Pass	X*
Pass	Pass	2♣**	X
Pass	3♣***	Pass	3♥
Pass	4♥	All Pass	

- \* Penalties 15+ points
- \*\* East runs to their lowest 5 card suit
- \*\*\* North believes EW have found a fit and looks for a vulnerable major suit game

**4♥ South lead ♦K ! ♣A ? this lead loses a trick**

**Declarer Plan :** Win the ♦K lead and draw trumps and knockout ♠A making 10 tricks.

In a 5/4 fit at the 2 level it is no surprise that EW can make 2♣x

**Winning Tip :**

After you double their weak NT you may need to bid constructively to your best contract.

Since the penalty double shows 15+ pts assume it shows strong no trump values and play System On.

West	North	East	South
INT	Pass	Pass	X*
Pass	?play your no trump system here		

- 2♣ Stayman
- 2♦ Transfer to hearts
- 2♥ Transfer to spades etc

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	4	4	1
S	-	-	4	4	1
E	2	1	-	-	-
W	2	1	-	-	-