



The 2025 Celtic Simultaneous Pairs

Friday 16th May

We are so pleased to welcome you once again to the Celtic Simultaneous Pairs, supporting the Celtic Nations. Funds raised will be used to support bridge within your own Bridge Union, whether that is the Scottish, Welsh, Northern Ireland or Irish Bridge Union.

We really hope you enjoyed the event and found the hands fun and challenging. Hopefully the commentators managed to get it right but by now you will be able to judge that for yourself !

Anna Newton,
Simultaneous Pairs Organiser
on behalf of the SBU, WBU, NIBU and IBU

Board 1. Love All. Dealer North.

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

1♦-1♥-2♣-2♦-3♣-3♦ is one way to bid the North-South cards. North has enough to try for game but South knows the ♠Q and ♥K are of dubious value facing 5-5 in the minors. 5♦ is on as the cards lie unless East leads a spade, which is likely to happen. 3NT can be made even on the ♥Q lead but you need to play for the doubleton ♣A rather than, say, taking the spade finesse. East-West could be down two if they buy the contract in 3♠ or 3♥.

Board 2. N/S Vul. Dealer East.

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

The decent 4-card heart suit on the side may or may not deter East from opening a weak 2♠ or a Multi. North has enough to reopen with 2NT if 2♠ comes round, which South will raise to 3NT. The helpful layout of the club suit enables 3NT to roll in. 9 tricks are also the limit in a club contract. East-West can make 9 tricks in a spade contract, making the par result (and a good one for them as it is cheaper than all the 150s) 4♠ doubled down one.

Board 3. E/W Vul. Dealer South.

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

P-1♣-1♥-3♣ seems the normal way to bid the East-West hands. 3NT only makes courtesy of the kindly club position. Indeed 630 is available on an initial diamond lead or if you view to finesse North for the ♦Q. 10 tricks are equally available playing in a club contract, though now you may survive losing the ♦9 to the queen if the defenders have not set up their spade tricks. The rather less likely contracts of 3♦ and 3♠ are also makeable.

Board 4. Game All. Dealer West.

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

2NT-3♦(transfer)-4♣(cue)-4♠(cue)-5♦(cue)-5♠(cue)-7♥ is one route to the superb 7♥. If North opens 2♣ (understandable with five and a half quick tricks), it will be South who makes more of the running. There are 12 tricks on top with an easy ruff for the 13th. 7NT is vastly inferior and should fail unless East discards two spades and a diamond on the run of the hearts (which would expose West to a simple squeeze).

Board 5. N/S Vul. Dealer North.

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

When sight of the full deal tells you there are 10 tricks in 4♥ or 3NT it is easy to say West should raise to 3NT after a start of 1♥-1♠-1NT. Then again, if East had ♥Q-9-x-x and ♦A-x, 4♥ would be safer. I guess West may take the view that East's doubleton could be in a black suit. In fact, declarers in 4♥ may yet outscore those in 3NT. If South leads a 'safe' club, 11 tricks roll in when the spades play for 4 tricks and North cannot ruff in time.

Board 6. E/W Vul. Dealer East.

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

Bridge can be a game of paradoxes. Here, despite the hostile 5-1 split, 4♥ should play a trick better than 3NT. This is because entries to the South hand present a problem in 3NT if West holds up the ♥A. In yet another uncontested auction, P-1♠-2♥-2NT is the likely start. South might rebid 3♦, allowing North to give a 3♥ preference, but I suspect the majority will simply raise to 3NT. 400 will thus be a far common score than 420.

Board 7. Game All. Dealer South.

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

What is the most remarkable thing here? Is it West's 27 points? I think not. Is it the fact that everyone has a 4333 shape? I think the answer is no again. If I were East, I know what I would remember – having no card higher than a seven and being in the bidding to boot. 2♣-2♦-3NT seems the likely auction. With hearts 3-3, four hearts, three clubs and a spade are eight tricks. A winning guess (if South wins the third round of spades) or an endplay provides the ninth.

Board 8. Love All. Dealer West.

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

What should East rebid after West responds 1♥ to 1♦? How do you like 1NT instead of the seemingly obvious 2♣? For one thing, you might hope to score 120 instead of 110. For another, you stand a better chance of reaching game by rebidding 1NT. As the cards lie, you do not really want to be in 3NT. If you guess well enough to find 9 tricks, you should score nicely with 150. If South leads the ♠J, only 9 tricks are there in 2♣. 2♦ is easier to hold to 9 tricks.

Board 9. E/W Vul. Dealer North.

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

Surely North opens 3♦, West reopens with 3NT and East cannot sensibly disturb this. A lot of tricks and matchpoints hang on the lead. The ♥J is what I would choose. I would hate to lead a diamond and find the actual layout or partner with a singleton. Today, only a club works: 3NT then goes four down. 630 is there on a major-suit lead and 660 on a diamond lead. 4♦ doubled (300) is cheaper than those scores. 4♥ (or 4♠) is cold for 11 tricks.

Board 10. Game All. Dealer East.

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

What minimum do you set for a vulnerable unusual 2NT overcall? If West bids 2NT over 1♣, East will surely bid 4♥. This contract has some play but fails despite the friendly trump split when North has the diamonds well held. I prefer 2♥ (weak) or maybe passing the first time and then doubling (if it goes 1♣-1♠-2♣) or bidding 2NT (if it goes 1♣-1♠-2♠). This way East will compete no higher than 3♥. 8 tricks are the limit for North-South in 2♣ or 2♠.

Board 11. Love All. Dealer South.

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

1♣-1♥-2♠-3♣-3NT sounds a very likely way to bid these East-West cards. North might lead the ♥A on the basis that West has bid both black suits and must have something in diamonds as well but the ♦10 seems normal. In this case it will be vital for North to switch to the ♥A after scoring the ♣A. This lets the defenders collect 4 tricks. 5♣ is an easy make but, with spades 3-3 and no club ruff on, the top-scoring spot is 4♠, 450 being available.

Board 12. N/S Vul. Dealer West.

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

2NT-3♥(transfer)-4♣(cue)-4♦(cue)-4♥(cue)-5♥(cue)-5NT(GSF)-7♠ is one path to 7♠. With winners to burn, this grand should be easier to bid than 7♥ on 4. Again North might open 2♣, which would immediately alert South to the potential. As on 4, 7NT is poor. It would take the ♦Q lead from East or two heart discards from West (when East would be squeezed in the red suits) to let it make. 7♣ doubled could go for as much as 2300.

Board 13. Game All. Dealer North.

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

With such terrific shape, East will not worry unduly about the poor heart suit and surely opens 3♥. Without thinking too much about the risk of losing 800, South overcalls 3♠. West probably raises to 4♥ to end matters. Declarer should make 11 tricks: even if North drops an honour under the ♥A, it is twice as likely to be from K-10 or K-J than J-10. If West doubles 3♠, the defenders need a heart ruff as well as their six top winners to outscore game.

Board 14. Love All. Dealer East.

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

If South opens 1NT, West may well forget about the hearts and overcall 2♠. If you have a way to show both majors with longer spades (e.g. 2♣ Asptro, where the spades will be longer if that is the second suit, or 2♣ Landy, with 2♦ from East to ask for the better suit), this is also fine. With the ♠J, ♥J and ♦10 all onside, stopping 140 is hard – it takes an initial diamond lead to do it. 1♦ is on for North and 1♣ is from either seat. 1♥ makes East-West.

Board 15. N/S Vul. Dealer South.

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

With most defences to 1NT rightly based on the majors, East may be stymied if 1NT comes round. West leads a heart against 1NT, making it very easy to stop any overtricks. North-South fare better if they play a strong no-trump, as this allows them to find the spade fit. If you guess everything right, you can make 9 tricks for 140. 2♥ would fail by a trick if North leads a trump or either defender leads a club. For East 2♣ goes one down and 2♦ three down.

Board 16. E/W Vul. Dealer West.

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

With values in all four suits, West may elect to open a weak INT, which would buy the contract. If West opens 1♠, North may scrape up a double. East probably bids INT whether or not North doubles. South does best to pass this – easy enough if North passed! INT is cold (the defenders can make one spade, three hearts and two clubs) and East might well double 2♦ (to score a juicy 100 and outscore those with 90). East-West can make 2♣ but not 2♠.

Board 17. Love All. Dealer North.

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

6♣ is a great contract – cold unless the defenders can take a first- or second-round heart ruff. Getting there without a relay system is very hard – especially if East opens 1♥. The best realistic result is to take 500 from 5♦ doubled: East drops the ♣J under the king as a suit-preference signal and so obtains two spade ruffs. Next best after that is to play in the heart game. 450 is unstoppable and South is unlikely to find the club lead needed to prevent 480.

Board 18. N/S Vul. Dealer East.

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

6♣ is poor this time; even if the diamond finesse worked, there could be a fourth-round minor-suit loser. 3NT is where East-West want to play, by East if possible. Playing Blackout they might get there: via 1♣-1♠-2♦-3♣-3♥-3NT. If 3♣ is not forcing, East rebids 2♥ and West bids 2NT over that (indeed some will rebid 2NT over 1♠). A heart lead from South allows 460. North can lead a heart or a spade to stop any overtricks, tying with 400 against 5♣.

Board 19. E/W Vul. Dealer South.

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

North may raise 1♥ to 4♥, which will shut East out of the bidding. North is perhaps a bit good and may try whichever of 2NT and 3NT shows a game raise. Then there is a danger of getting too high: 6♥ needs little more than the ♠Q onside. It also allows East to overcall in clubs – not that it does the defenders any good. Nobody is going to double 3♣ (down 500) but a club lead is sub-optimal against a heart contract. Only a diamond stops 12 tricks for sure.

Board 20. Game All. Dealer West.

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

Playing a weak no-trump, it looks normal for East to open 1♦ and West to raise to 2♦. A jump raise to 3♦ seems too aggressive but INT is possible. South surely reopens after 2♦. Double works better than 2♠ as West can double 2♠ but East is unlikely to double North's 2♥. 2♠ is two down but 2♥ only one down. Most likely West goes on to 3♦. If you risk the spade finesse, 130 is on even after the ♣K lead. 3NT is cold – with an overtrick if East plays it.

Board 21. N/S Vul. Dealer North.

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

Is North worth a second bid after P-1♥-2♣-2♥? With all these secondary values, some of which are bound to be wasted in a heart contract, 2NT looks best if North does go on. South would raise to 3NT. If you guess well, you can make this. How does a 3♥ rebid fare? South raises that as well – to 4♥. On the normal ♠J lead, declarer can win in hand to lead the ♣K to set up two discards and make 10 tricks. A diamond lead, by contrast, puts the defenders ahead.

Board 22. E/W Vul. Dealer East.

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

North probably gets to open 1♠ in fourth position, which East doubles for take-out. South may bid INT to show some values but it makes little difference. In any event, West bids 2♥ and North 2♠. Any lead bar a diamond can beat 2♠: the defenders have five top winners and a club ruff. 2♠ makes if declarer takes the ♦K at trick one and finesses at trick two. For East-West, 2♥ is makeable as is 2♦ but not 2♣. INT is likely to make unless West leads a club.

Board 23. Game All. Dealer South.

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

When is a 5-0 trump break great news? The answer is when it means the defenders cannot lead trumps to stop a cross-ruff. West might make as many as 12 tricks in a spade contract. The likely route to 4♠ is after 1♣ from North, some number of hearts from North and a negative double from East. The danger comes if North overcalls 3♥. Then East will be tempted to bid 3NT, where there are only 9 tricks. 3♥ doubled is only two down so cheap at 500.

Board 24. Love All. Dealer West.

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

An age-old question is whether to leave partner in INT when you hold a bad 5-card suit in a 5332 shape. As the cards lie, North-South want very much to play in spades; they can make 140. Switch South's black holdings round (i.e. ♣A-K-x and ♠x-x) and it is a different story of course. A fair approach is to decide on a strategy and stick to it. Then at least you cannot guess wrong every time! INT and 3♦ are also on, with 1♣ the limit for East-West.

Board 25. E/W Vul. Dealer North.

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

South faces a tricky problem if North opens a weak 2♥ and East overcalls 3♣. The singleton heart and quick winners all look defensive. Tonight the winning action is to double. If the defenders find all their ruffs (two in hearts and one in spades), they pick up 300. Almost as good is to bid 3♦. This makes and may tempt West to double. Bidding 3♥, going down one, is less wise. If South passes over 3♣, so should West. A flat 8-count is only what partner expects.

Board 26. Game All. Dealer East.

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

East holds a true Yarborough once more and may again be more than an onlooker: a club ruff could be the setting trick in 4♠. It is more likely North-South stop in a part score. Whether South opens INT or 1♠, North has only enough to invite game. In 2NT after a diamond lead or switch, declarer must decide whether to play safe for 8 tricks. Probably wise is to lead the ♥J planning to overtake if not covered. It is a similar situation and solution in a spade contract.

Board 27. Love All. Dealer South.

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

There would be a risk of a pass out at game all, but surely someone opens at love all. In the event that West does not open a weak no-trump, North may be the one to. If West opens INT, 2NT is the likely contract, which yields 120. If North opens INT, East may have a way of showing two suits. This may work well because 130 is available playing in clubs. The score in 2♥ depends on whether the defenders find their club ruff: just 110 if they do. 2♠ is down one.

Board 28. N/S Vul. Dealer West.

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

If the bidding starts 1♥-2♦-2NT-3♠, it will be very hard to stay out of 6♦. North can see four picture cards in South's long suits and aces in the other two suits. On a non-club lead there is time to lead up to the ♥Q and, if necessary, finesse the ♥10 later. Of course, as clubs is the unbid suit, West surely leads a club. If North is declarer (in 3NT or 6NT) and East needs to lead the ♣J. On the ♣2 lead, declarer can play dummy's nine and catch East in a strip squeeze.

Board 29. Game All. Dealer North.

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

1♦-1♥-4♥ is probably how East-West will bid. West is a whisker away from going on: the trumps are poor and the ♠K and ♣Q (or both) are unlikely to be pulling weight. As it happens, they can make a slam but not 6♥. With the long clubs with South and the third heart with North, a double squeeze saves the day in 6♦ or 6NT. The defenders can lead spades twice to stop this but that sets up a simple squeeze as only one of them can then guard spades.

Board 30. Love All. Dealer East.

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

Left on their own, North-South bid 1♣-1♠-3♠-4♠. It will not affect this if West aggressively doubles 1♣ and East bids 2♥. If, instead, West overcalls 1♥, East should raise pre-emptively. If this is all the way to 4♥, South should bid 4♠. The normal rule is to let yourself be pushed one level higher than you would otherwise have gone. It is easy to make 450 by ruffing a heart in the North hand. 5♥ doubled is a very cheap save, down only one.

Board 31. N/S Vul. Dealer South.

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

How can North-South find their 4-4 spade fit? One way is if North opens 1♦ and rebids 1♠. Another easy way is via a strong no-trump and Stayman. The harder way is for North to rebid 1NT, show 3-card heart support over South's 2♣ inquiry and then raise 2♠ to 3♠. The play is a bit dicey in 3♠; you need to guess the trumps. Perhaps if you find out that West, who could not open, has the ♥K-Q then you might place East with the ♠K. 2NT is also on.

Board 32. E/W Vul. Dealer West.

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

East-West have 28 points in high cards yet in theory cannot make game. Indeed a heart lead to the ace and a switch to the ♠J would beat even INT. 3NT can, however, be made on any other lead. A spade is clearly fatal while declarer can endplay South with the fourth round of clubs after a minor-suit lead. If West plays in diamonds, North has time to lead spades and give South a heart ruff. Better is to play in hearts. Despite the 5-1 break 140 is possible.