British Autumn Sim Pairs

Wednesday

3rd October 2018

Welcome to the British Autumn Simultaneous Pairs. Thank you for playing. I hope you enjoy the event and also the commentary provided by a leading expert. The commentator for this set of hands is Julian Pottage.

This is your last chance in 2018 to qualify for cash prizes. The leading pair drawn will win £1000 and the same is the case for the first club drawn. There are other cash prizes. There will be a draw for major prizes at the AGM in late November and a full list will be published on the website.

You can find all the full details, results and last year's prize winners at **www.ebu.co.uk/sims/**

You can earn Blue points and they are awarded to the top third of the field. Provisional results will appear quickly but they won't be finalised and nor will the master point awards until all results are in and score corrections have been made. This can take up to three weeks. It really helps us if you can keep your scorecard for that period. Clubs should keep the travellers if still used.

Jeremy Dhondy, Chairman EBU

♠9
♥987
♦Q942
♣Q7542

♠KQ3
♥K10532
♦A87
♣K8

♠10762
♥AQ64
♦5
♣J1063

♠AJ854
♥J
♦KJ1063
♣A9

HCP	
4	
15	7
14	

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

Board 1 : Dealer North : Love all

West	***North***	***East***	***South***
	Pass	Pass	1♠
1NT[1]	Pass	2♣[2]	2♦[3]
2♥	Pass	3♥	All Pass

1) With poor hearts and a double spade stopper, this seems better than 2♥.
2) If the range for 1NT is 15-18, East is just about worth using Stayman.
3) Wanting a diamond lead against a no-trump or heart contract (and to compete if East is weak), South shows the diamond suit.

If East passed 1NT, South would overcall with 2♦, after which East would surely compete (most likely with a takeout double).
The defenders can take the first four tricks against a heart contract: two aces and two ruffs. South leads the low ♠4 when giving the first ruff as suit-preference for clubs.
If West plays in 1NT, a diamond lead or a club lead followed by a diamond switch stops any overtricks.

♠A82
♥A964
♦AK109
♣Q2

♠J3
♥K82
♦Q76
♣A8543

♠765
♥QJ10
♦J432
♣J107

♠KQ1094
♥753
♦85
♣K96

HCP	
17	
10	5
8	

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

Board 2 : Dealer East : NS vulnerable

West	***North***	***East***	***South***
		Pass	Pass
Pass	1♥	Pass	1♠
Pass	1NT[1]	Pass	2♣[2]
Pass	3♠[3]	Pass	4♠
All Pass			

1) 15-17 in the modern Acol style.
2) Artificial, asking for more information.
3) Showing a maximum with 3-card spade support.

The defenders can hold a spade contract to 10 tricks with an initial heart lead or the ♣A lead and a heart switch. On a diamond lead, declarer can make 11 tricks: take the double finesse, draw two rounds of trumps, discard two hearts on the diamonds, knock out the ♣A and ruff a club.
Declarer can make an overtrick in 3NT, although it might take careful play.

♠A52
♥103
♦K10742
♣984

♠Q9864 ♠K73
♥KQ96 ♥A84
♦3 ♦865
♣AJ2 ♣KQ75

♠J10
♥J752
♦AQJ9
♣1063

HCP	
7	
12	12
9	

Makeable contracts	♣	♦	♥	♠	NT
N	-	1	-	-	-
S	-	1	-	-	-
E	4	-	3	5	1
W	4	-	3	5	1

Board 3 : Dealer South : EW vulnerable

West	***North***	***East***	***South***
			Pass
1♠	Pass	2♣	Pass
2♥	Pass	3♠[1]	All Pass[2]

1) With a 4-3-3-3 shape and poor spot cards and knowing that match-point pairs does not reward pressing for game, East settles for the invitational jump preference.
2) The fitting club fragment might persuade some West players to advance to game.

The E/W cards fit almost perfectly, with low diamonds facing a singleton. If they work this out, they will bid game. The cards lie rather well for declarer in a spade contract. It will be natural to start trumps low to the king, in which case the jack-ten doubleton pops up, obviating the need to try for a doubleton ace. The fourth round of clubs takes care of the possible fourth heart loser.
Despite the favourable vulnerability, the N/S hands are too flat for a sacrifice in 5♦ doubled to be profitable.

♠KQ102
♥Q10
♦6432
♣J102

♠A6 ♠J9854
♥A63 ♥742
♦QJ1087 ♦-
♣Q54 ♣A8763

♠73
♥KJ985
♦AK95
♣K9

HCP	
8	
13	5
14	

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

Board 4 : Dealer West : All vulnerable

West	***North***	***East***	***South***
1NT[1]	Pass	2♥[2]	Dble
Pass[3]	Pass	3♣[4]	All Pass[5]

1) 12-14
2) Transfer to spades
3) Denying 3-card spade support
4) If redouble would be strong (making 3♣ weak), East can afford to try for a better fit.
5) An optimistic or aggressive South could double for takeout.

System and partnership agreement may determine whether E/W can locate their club fit. If East declares a club contract, South has no good lead; indeed, a top diamond lead could allow 3♣ to make – declarer ruffs, crosses to the ♠A and runs the ♦Q. If East declares a spade contract, again 110 is possible on a diamond lead. In fact, a diamond lead allows 2♠ to make from the West seat as well (discard a diamond from dummy at trick one). A heart lead works much better, defeating 2♠ by two tricks if the defenders are careful.

♠98
♥98
♦AQ75
♣107632

♠A1063 ♠K42
♥Q74 ♥AKJ105
♦1063 ♦KJ4
♣984 ♣KQ

♠QJ75
♥632
♦982
♣AJ5

HCP	
6	
6	20
8	

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

Board 5 : Dealer North : NS vulnerable

West	***North***	***East***	***South***
	Pass	2NT[1]	Pass
3NT[2]	All Pass		

1) 20-22. It is normal to open 2NT when holding a 5-card major.
2) With a 4-3-3-3 shape, West does not bother checking for a major-suit fit.

The opening lead of a club honour defeats 3NT – but South is never going to find that. The normal lead of a spade is rather unfortunate. If declarer puts up dummy's ten at trick one and leads a diamond to the jack early, it is possible to make as many as eleven tricks: three spades, five hearts, two diamonds and a club. Although it looks like you will lose a slow trick in one of the minors (as well as the two aces), running five rounds of hearts gives the defenders insuperable discarding problems. In practice, more declarers will make 10 tricks than 11. Indeed, if you play a low spade from dummy at trick one, hoping perhaps that North has Q-8 and fails to finesse, South can stop any overtricks by splitting the spade honours on the second round and switching to a club.

♠A42
♥3
♦KQJ97
♣A952

♠Q103 ♠K6
♥10854 ♥QJ976
♦852 ♦4
♣J64 ♣KQ1087

♠J9875
♥AK2
♦A1063
♣3

HCP	
14	
3	11
12	

Makeable contracts					
	♣	♦	♥	♠	NT
N	-	6	-	5	3
S	-	6	-	5	3
E	-	-	1	-	-
W	-	-	1	-	-

Board 6 : Dealer East : EW vulnerable

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

1) The cue bid shows a value raise, normally with 3-card support. 2♦ would not suggest the support while a 3♦ fit-showing jump would suggest 4-card support.
2) South could make a non-vulnerable one-level overcall on a rather weaker hand.
3) This is a splinter, showing short hearts and a hand improved by the diamond bid.
4) The ♥K is not an ideal card facing a shortage.

With 26 HCP, N/S are unlikely to reach a slam.
If you play in spades, you must lose two trump tricks when there is no miracle layout on the suit. If you play in diamonds, one of South's heart honours takes care of one of North's spades, so you can make 12 tricks.

♠QJ
♥AQJ762
♦52
♣A32

♠732 ♠K98
♥K93 ♥4
♦987 ♦AQJ10643
♣Q964 ♣J8

♠A10654
♥1085
♦K
♣K1075

HCP	
14	
5	11
10	

Makeable contracts					
	♣	♦	♥	♠	NT
N	4	-	6	6	-
S	4	-	6	6	-
E	-	1	-	-	-
W	-	1	-	-	-

Board 7 : Dealer South : All vulnerable

West	***North***	***East***	***South***
			Pass
Pass	1♥	3♦[1]	Dble[2]
Pass	4♥	All Pass	

1) This is the Goldilocks choice, safer than 4♦ but more pre-emptive than 2♦.
2) Playing 4-card majors, South must double rather than simply raise hearts.

Most routes lead to the heart game. With both major suit kings onside, declarer ought to make 12 tricks. There is an outside chance of making all 13 tricks if East leads a club at trick one and then covers the ♠Q with the ♠K at trick two – but declarer would have to draw the trumps and rely on a 3-3 spade split, taking the risk of making only 11 tricks if the spades do not divide evenly.
If East declares a diamond contract, seven tricks should result. The lack of an entry to dummy forces declarer to drop the singleton ♦K. If North switches to a trump early in the play, declarer should decline the Greek gift.

♠A9
♥AQ62
♦J87652
♣10

♠KQ852 ♠64
♥J8 ♥9743
♦KQ ♦943
♣AQ73 ♣KJ94

♠J1073
♥K105
♦A10
♣8652

HCP	
11	
17	4
8	

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

Board 8 : Dealer West : Love all

West	***North***	***East***	***South***
1♠	2♦[1]	Pass	Pass
Dble[2]	2♥[3]	Pass	3♦[4]
All Pass			

1) If you play 'equal level conversion', you can double with the plan to convert clubs to diamonds (without promising extra values).
2) West is too flat to rebid 3♣. The plan is to convert 2♥ to 2♠.
3) North happily shows the second suit.
4) Expecting North to be 4-6 in the red suits, South gives preference back to diamonds.

With the ♥J short and the diamond honours doubleton, the cards lie rather well for North in a diamond contract. The defenders have an obvious winner in each suit except hearts. They can make a fourth trick with an early attack on spades (easy enough to find after West has bid the suit), paving the way for East to score the ♦9 on an overruff on the third round of spades.
3♣ fails with the ♠A offside and trumps 4-1.

♠K108
♥1085
♦QJ982
♣A5

♠Q754 ♠AJ63
♥K64 ♥QJ93
♦75 ♦K3
♣KQ84 ♣J62

♠92
♥A72
♦A1064
♣10973

HCP	
10	
10	12
8	

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

Board 9 : Dealer North : EW vulnerable

West	***North***	***East***	***South***
	Pass	1NT[1]	All Pass

1) 12-14

For an opening lead against a no-trump contract, traditional says 'fourth highest of your longest and strongest'. Modern thinking is to prefer a major to a minor (which does not help here because both of South's 4-card suits are minors) and to avoid leading from a 4-card suit headed by an ace.
On a normal club lead. North wins with the ace and switches to the ♦Q, leading to a swift one down.
As the cards lie, the ♠9 lead would be more successful, although it could be a disaster if North had K-10-low rather than K-10-8.
Those playing a strong no-trump E/W should find the spade fit and score well.

♠Q873
♥K875
♦KQJ
♣83

♠K10952 ♠A64
♥QJ64 ♥9
♦532 ♦109874
♣A ♣J954

♠J
♥A1032
♦A6
♣KQ10762

HCP	
11	
10	5
14	

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

Board 10 : Dealer East : All vulnerable

West	***North***	***East***	***South***
		Pass	1♣
1♠	Dble[1]	2♠[2]	3♥
Pass	4♥[3]	All Pass	

1) Takeout, usually with four hearts (possibly with more than four hearts in a hand too weak to bid 2♥).
2) With three trumps and a singleton, 5 HCP is fine for the raise.
3) Even allowing for the possibility that South might have stretched to compete, North has quite a few more high cards than the initial double showed.

The heart game is a reasonable contract but beatable with both rounded suits 4-1. If West leads the ♣A, a club ruff beats it. If West starts with a low spade (and East returns the suit), a forcing defence does too – indeed a club switch would work also unless declarer takes the inspired view to play low from hand.
The unlikely lead of a low trump would beat 2♠ doubled by two tricks.

♠Q643
♥76
♦AKJ7
♣A73

♠1098 ♠72
♥KQ8 ♥J109542
♦Q542 ♦98
♣K84 ♣J109

♠AKJ5
♥A3
♦1063
♣Q652

HCP	
14	
10	2
14	

Makeable contracts	♣	♦	♥	♠	NT
N	4	4	-	5	4
S	4	4	-	5	4
E	-	-	1	-	-
W	-	-	1	-	-

Board 11 : Dealer South : Love all

West	***North***	***East***	***South***
			1NT[1]
Pass	2♣[2]	Pass	2♠
Pass	4♠	All Pass	

1) 12-14
2) Stayman; with a 4-card major and a losing doubleton, looking for a possible 4-4 spade fit is clearly right.

West probably leads a trump against the spade game. Declarer can cash one top diamond, finish drawing trumps ending in hand and take the diamond finesse (leading low in case West has the doubleton queen). The fall of the 9-8 indicates that it is worth coming back to hand to repeat the finesse. Declarer can then discard a heart on the fourth diamond, thereafter ruffing a heart in the South hand for an eleventh trick. An initial heart lead would be trickier, reducing the options of how to play diamonds.
In 3NT, clearly no heart ruff is available and only ten tricks result.

	♠K107 ♥J6 ♦AQ8632 ♣83	
♠94 ♥1087 ♦KJ1095 ♣K96		♠Q8653 ♥AK9 ♦74 ♣J54
	♠AJ2 ♥Q5432 ♦- ♣AQ1072	

HCP	
10	
7	10
13	

Makeable contracts	♣	♦	♥	♠	NT
N	4	2	3	2	3
S	3	2	3	2	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 12 : Dealer West : NS vulnerable

West	***North***	***East***	***South***
Pass	Pass[1]	Pass[2]	1♥
Pass	2♦	Pass	2♥
Pass	Pass	2♠[3]	Pass[4]
Pass	2NT[5]	All Pass[6]	

1) Some will open a weak 2♦. Some will open 1♦, although second seat and vulnerable that would be rather aggressive.
2) With a poor main suit, East cannot sensibly open light.
3) When the opponents subside in 2♥, East cannot resist bidding.
4) South will feel tempted to double or bid 3♣.
5) North is reluctant to defend for 50 or 100 but would be taking a risk to double.
6) South might bid 3♣, though if the clubs run then 2NT could make.

The contract could be in any denomination other than diamonds. The cards lie well for N/S and they should go plus. Making an overtrick in 2NT requires the inspired decision to play on hearts rather than clubs.

	♠K2 ♥83 ♦Q632 ♣AK974	
♠1093 ♥9 ♦AJ85 ♣108632		♠J654 ♥K10742 ♦K104 ♣5
	♠AQ87 ♥AQJ65 ♦97 ♣QJ	

HCP	
12	
5	7
16	

Makeable contracts	♣	♦	♥	♠	NT
N	3	2	3	3	4
S	3	2	3	3	4
E	-	-	-	-	-
W	-	-	-	-	-

Board 13 : Dealer North : All vulnerable

West	***North***	***East***	***South***
	1NT[1]	Pass	2♦[2]
Pass	2♥	Pass	2♠[3]
Pass	2NT[4]	Pass	3NT
All Pass			

1) 12-14. If you open 1♣ (and you play a weak no-trump), you will have to rebid 2♣.
2) Transfer to hearts.
3) Showing the second suit and creating a one-round force.
4) North denies the majors and indicates a minimum.

Although the rounded suits both break 5-1, the heart finesse works. Declarer would appear to have 10 tricks by means of three tricks in each major and four in clubs. The entry situation is awkward, however. On a spade lead, you must win in hand, unblock the clubs, come to hand with the ♠K and cash the two top clubs. You can then take the heart finesse and, if you are feeling brave, exit with a diamond. While a diamond lead gives the defenders the first three tricks, it sets up the ♦Q and, overall, is less testing.

	♠K743 ♥Q82 ♦A65 ♣1052	
♠10 ♥106 ♦J8432 ♣Q8743		♠AJ95 ♥A943 ♦KQ9 ♣A9
	♠Q862 ♥KJ75 ♦107 ♣KJ6	

HCP	
9	
3	18
10	

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

Board 14 : Dealer East : Love all

West	***North***	***East***	***South***
		1♥[1]	All Pass

1) Those playing 5-card majors open 1♦.

The computer tells us that 1♥ can go down – but South needs to lead a heart honour to achieve that! On a normal spade lead, eight tricks are possible. Declarer captures the ♠K with the ♠A, runs the ♠J, ruffs a spade, returns to hand with the ♣A and ruffs the last spade. That is five tricks already, with the ♥A, a diamond and (eventually) the ♣Q to come.
1NT is a fun contract. While declarer appears to have only two tricks in each pointed suit (North holds up the ♦A twice) and two rounded suit aces, the defenders cannot untangle everything and can be forced to concede a trick either to the ♣Q or the ♥9 in the endgame.
A diamond contract is the simplest. The benign layout leaves just a trick in every suit apart from spades to lose.

♠Q4
♥J109865
♦954
♣53

♠73
♥A742
♦AQ1076
♣42

♠A865
♥KQ
♦K2
♣J10976

♠KJ1092
♥3
♦J83
♣AKQ8

HCP	
3	
10	13
14	

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

Board 15 : Dealer South : NS vulnerable

West	***North***	***East***	***South***
			1♠
2♦[1]	Pass	3NT[2]	All Pass

1) At favourable vulnerability, West might stretch to find this two-level overcall.
2) Depending upon how strong the overcall is at this vulnerability, East might bid a more cautious 2NT.

3NT is a fair spot, requiring either a 3-3 diamond division or the ♦J to drop doubleton. As the cards lie, declarer might make ten tricks if South cashes three top clubs or fails to switch to a spade after cashing two top clubs. If you are playing standard attitude, North has some very low clubs with which to discourage a club continuation. Those playing reverse signals will find it harder to stop playing the clubs early enough.
Assuming that South does switch to a spade in time, East takes the ♠A, unblocks the ♥K-Q as well as the ♦K and then takes West's red suit winners.
You do not make an overtrick in 3♦ because South is short in hearts.

♠AQ865
♥A
♦J9
♣Q7653

♠KJ2
♥KQ108
♦872
♣J109

♠1094
♥J9543
♦K1043
♣2

♠73
♥762
♦AQ65
♣AK84

HCP	
13	
10	4
13	

Makeable contracts					
	♣	♦	♥	♠	NT
N	7	4	1	6	4
S	7	4	1	6	4
E	-	-	-	-	-
W	-	-	-	-	-

Board 16 : Dealer West : EW vulnerable

West	***North***	***East***	***South***
Pass	1♠	Pass	2♣
Pass	3♥[1]	Pass	4♦[2]
Pass	4♥[3]	Pass	6♣[4]
All Pass			

1) Splinter, showing heart shortage and agreeing clubs. The bid is available for this purpose because 2♥ would be natural and forcing. While a splinter with a singleton ace is not ideal, it does convey the overall hand quite well.
2) With three low hearts facing a shortage, South is interested in a club slam and cue bids the diamond control.
3) Although this cue bid sounds like it shows a void, North would like to give South room to cue bid the ♠K and so bids 4♥ anyway.
4) If North was not strong enough to take control, South can give up on a grand slam.

7♣ requires the ♠K onside and no horrible breaks – not a contract you would want to be in looking only at the N/S hands.

♠A762
♥3
♦AKQJ104
♣J8

♠KQ854
♥974
♦6
♣KQ53

♠109
♥AK1062
♦832
♣A102

♠J3
♥QJ85
♦975
♣9764

HCP	
15	
10	11
4	

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

Board 17 : Dealer North : Love all

West	***North***	***East***	***South***
	1♦	1♥	Pass
1♠[1]	2♦	Pass	Pass
2♥[2]	Pass	Pass	3♦[3]
3♥	All Pass		

1) While West could show the heart support, the spade suit is too good to ignore.
2) A jump to 3♥ is also possible, as is a double. Non-vulnerable and playing match-points, competing the part-score takes priority.
3) Although the four hearts are an argument for defending, they also give reason to try to push the opponents a level higher. With the known 9-card diamond fit, this cannot go terribly wrong.

Looking at the E/W cards, game seems a reasonable proposition. Unlucky, the 4-1 heart break means that declarer must lose two trump tricks and two aces.
If North plays in diamonds, the defenders must lead or switch to trumps to get themselves five tricks.

♠K763
♥Q65
♦K109
♣1098

♠AQ85
♥A102
♦A83
♣642

♠J102
♥84
♦Q765
♣AKQ3

♠94
♥KJ973
♦J42
♣J75

HCP	
8	
14	12
6	

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

Board 18 : Dealer East : NS vulnerable

West	***North***	***East***	***South***
		1NT[1]	Pass
3NT[2]	All Pass		

1) 12-14
2) With no ruffing value, West simply raises to game. Even if East had four spades, 4♠ would not necessarily yield an extra trick. If East does not have four spades, using Stayman might help the defending side.

In 3NT declarer holds up dummy's ♥A twice, comes to hand with a club and takes the spade finesse into the safe hand. So long as North does not try an aggressive diamond switch, declarer makes only nine tricks: three spades, four clubs and the two red aces.
As the cards lie, the spade game yields an extra trick via a heart ruff in the short trump hand. It is unlikely that you will get there unless, perhaps East (playing a strong no-trump) opens 1♣ or 1♦ and raises 1♠ to 2♠; even then West might well rebid 3NT.

♠KQ93
♥543
♦82
♣9862

♠J64
♥QJ
♦K1094
♣KQ104

♠A85
♥K102
♦QJ65
♣J75

♠1072
♥A9876
♦A73
♣A3

HCP	
5	
12	11
12	

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

Board 19 : Dealer South : EW vulnerable

West	***North***	***East***	***South***
			1NT[1]
All Pass			

1) 12-14; with five poor hearts, this seems more descriptive than 1♥.

The lead of either minor sets up a two-trick defeat of 1NT. Even if declarer takes the winning view in spades, playing West for the ♠J rather than ♠A, East can hold up twice. Declarer lacks the time to make more than two spade tricks and three aces.
If West has read that one leads a major against this sort of auction and starts with the ♥Q, the defenders have a tougher task. If this holds, West needs to switch to a minor at trick two and then East needs to win the first or second spade so that declarer cannot abandon spades and set up some long hearts.
The contract against which the ♥Q is the killing lead is 2♥. Without a trump lead, declarer can ruff a diamond in dummy and (by guessing the spades) make eight tricks.

♠Q1072
♥Q10532
♦10
♣Q105

♠J94
♥A964
♦KJ975
♣K

♠8653
♥K8
♦AQ632
♣72

♠AK
♥J7
♦84
♣AJ98643

HCP	
6	
12	9
13	

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

Board 20 : Dealer West : All vulnerable

West	***North***	***East***	***South***
1♦[1]	Pass	1♠[2]	2♣
Pass[3]	3♣	3♦	4♣[4]
All Pass			

1) Some will downgrade the hand and pass. A few brave souls might open 1NT.
2) It is usual to show the major before supporting the minor, although I understand if you wish to make an exception with this spade suit.
3) Having only three spades and being minimum, West takes the opportunity to pass.
4) Knowing of the 10-card fit, South accepts the push to the four level.

This competitive parts-core deal should produce a variety of results.
A club contract could yield as many as 12 tricks if East wins the first trick with the ♦A and switches to a trump. Keen to gain the lead to discard a heart or two on dummy's spades, declarer grabs the ♣A and makes the rest of the tricks. If East finds the heart switch, this gives the defenders three tricks – a count of points then tells declarer to drop the ♣K.

♠6432
♥AK2
♦95
♣A863

♠J975 ♠A10
♥Q97 ♥J5
♦76 ♦AKQ83
♣K1074 ♣QJ95

♠KQ8
♥108643
♦J1042
♣2

HCP	
11	
6	17
6	

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

Board 21 : Dealer North : NS vulnerable

West	***North***	***East***	***South***
	Pass	1♦	Pass
1♠	Pass	1NT[1]	All Pass

1) East would surely have opened 1NT if playing a strong 1NT and may well decide to rebid 1NT partly because this shows the values (15-17 in the modern Acol style) and partly because match-point scoring tends to reward playing in no-trumps.

The play in a no-trump contract is reasonably straightforward. Whether the defenders clear the hearts or switch to spades, they should not make more than four tricks in the majors to go with the ♣A.
In a club contract, probably the most testing defence is two rounds of hearts followed by a spade switch and continuation (if East ducks). Declarer then needs to lead top clubs from hand and, if North ducks twice, switch to diamonds.
In a heart contract declarer threatens to make nine tricks on a dummy reversal unless the defenders attack trumps early or a score a trump promotion.

♠Q1082
♥10653
♦J762
♣4

♠K74 ♠J53
♥94 ♥AQ2
♦KQ ♦9853
♣AKQJ108 ♣932

♠A96
♥KJ87
♦A104
♣765

HCP	
3	
18	7
12	

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

Board 22 : Dealer East : EW vulnerable

West	***North***	***East***	***South***
		Pass	1NT[1]
Dble	2♦[2]	Pass	2♥
3♣[3]	Pass	3NT[4]	All Pass

1) 12-14
2) Using one popular escape method, 2♦ shows diamond and a minor. North plans to decide later which major!
3) West has extra values but the wrong shape for a takeout double.
4) With a double heart stopper and two bids from West, East tries 3NT.

With the heart tenace protected, 3NT is cold from the East seat. If South leads a heart, declarer knocks out one of the pointed suit aces, losing two hearts and two aces. If South leads something else, declarer has time both to knock out the ♦A and (using the ♣9 as an entry) to play a spade to the king.
In a club contract, declarer always has time to play a spade to the king for nine tricks.

♠J9653
♥-
♦QJ10843
♣Q2

♠2 ♠AKQ8
♥1083 ♥AQ4
♦952 ♦A6
♣K109873 ♣J654

♠1074
♥KJ97652
♦K7
♣A

HCP	
6	
3	20
11	

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

Board 23 : Dealer South : All vulnerable

West	***North***	***East***	***South***
			1♥
Pass	1♠	Dble[1]	2♥
Pass[2]	Pass	2NT[3]	Pass
3♣[4]	All Pass		

1) Holding 20 HCP East is too strong for a 1NT overcall even if that is natural.
2) While West has a good suit, bidding with only 3 HCP would seem misleading.
3) With both sides vulnerable, East could reasonably decide to defend.
4) West again debates whether to show the clubs or possibly raise to 3NT.

In a club contract declarer will, if the defenders do not score a ruff, make eleven tricks: three spades, two red aces, a diamond ruff and five trumps. South might well infer correctly why North has failed to lead a heart at trick one and so deliver the ruff when in with the ♣A.
The 6-2 diamond split means that even if South were to find a diamond lead, a no-trump contract plays well.

♠10986
♥J109654
♦A8
♣J

♠5 ♠J74
♥KQ873 ♥A2
♦QJ104 ♦K72
♣732 ♣KQ965

♠AKQ32
♥-
♦9653
♣A1084

HCP	
6	
8	13
13	

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

Board 24 : Dealer West : Love all

West	***North***	***East***	***South***
Pass	Pass[1]	1NT[2]	2♠[3]
3♥[4]	3♠[5]	Pass	4♠[6]
All Pass			

1) With an ace and four spades on the side, the hand is too suitable a dummy for a weak two opening.
2) 12-14
3) Spades and a minor (the bid would be the same if this just showed spades).
4) An unpassed hand would have to go via Lebensohl (bidding 2NT on the way) to avoid showing a good hand – West might do that anyway.
5) Knowing South is void in hearts, North feels tempted to bid 4♠. The lack of high cards results in some discretion.
6) Even allowing for the possibility that North might have stretched, the hand is worth going on to game.

A spade contract yields 10 tricks. Even on an initial trump lead, declarer can get to ruff three clubs in dummy.

♠1043
♥Q9762
♦J932
♣6

♠J92 ♠K876
♥AK ♥85
♦KQ64 ♦A105
♣Q982 ♣KJ105

♠AQ5
♥J1043
♦87
♣A743

HCP	
3	
15	11
11	

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

Board 25 : Dealer North : EW vulnerable

West	***North***	***East***	***South***
	Pass	Pass	Pass
1♦[1]	Pass	1♠	Pass
1NT	Pass	3NT	All Pass

1) Some will prefer to open 1♣, others a strong 1NT. Few will downgrade the hand to a weak 1NT.

After a heart lead won perforce, declarer knocks out the ♣A and again, has to win the second round of hearts.
One possible continuation is to cash two rounds of clubs (leaving a winner in the West hand) and then cash the two top diamonds. If the jack drops, you can cash the ten and then come to hand with a club to cash the last diamond. The alternative is to leave the diamonds alone: cash the fourth round of clubs too, putting as much pressure as possible on the opponents (in this case just North) to find discards. If North discards three spades or two spades and a winning heart, declarer might conclude that North is keeping the diamonds and so take a first-round finesse of the ten.

♠4
♥K10
♦AKQ86543
♣A7

♠KQ982 ♠J105
♥AJ64 ♥Q97
♦10 ♦J92
♣865 ♣KJ103

♠A763
♥8532
♦7
♣Q942

HCP	
16	
10	8
6	

Makeable contracts					
	♣	♦	♥	♠	NT
N	1	5	-	-	4
S	1	5	-	-	4
E	-	-	1	1	-
W	-	-	1	1	-

Board 26 : Dealer East : All vulnerable

West	***North***	***East***	***South***
		Pass	Pass
1♠[1]	3♠[2]	Pass	3NT
All Pass			

1) In third seat and holding a good suit it is normal to open a bit light. This should attract a favourable lead while making life harder for the opponents than a pass would.
2) The jump cue bid asks partner to bid 3NT with a stopper in the suit opened.

You need a long running suit of your own to justify making the bid.
West leads a spade against 3NT, which declarer wins at once partly for fear of losing the ace and partly through fear of a heart switch. Running the diamonds then reduces everyone to four cards. West, if holding the ♥A and the ♣K, would be unable to keep two hearts, two clubs and a spade. Declarer would then, if reading correctly what West has kept, be able to flush out a bare honour or make an extra trick on an endplay if West keeps two hearts and two clubs. On the actual layout, West simply keeps spade winners and the ♥A – an attempt at an endplay might then result in losing the ♣A.

♠753
♥K92
♦QJ43
♣AKJ

♠KQJ86 ♠A4
♥10 ♥A743
♦AK85 ♦106
♣643 ♣Q9875

♠1092
♥QJ865
♦972
♣102

HCP	
14	
13	10
3	

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

Board 27 : Dealer South : Love all

West	***North***	***East***	***South***
			Pass
1♠	Pass[1]	2♣	Pass
2♦	Pass	2♠[2]	All Pass

1) With a lot of losers (as one gets with a 4-3-3-3 type) and lacking a fourth heart, North decides to go quietly.
2) Having already made a two-over-response, the preference back to spades is enough; 2NT would suggest 11-12.

A spade contract plays quite well. The defenders can hold declarer to ten tricks either by starting with a trump or by taking the ace-king of clubs followed by a club ruff. On an initial diamond lead, declarer might ruff two diamonds in dummy, two hearts in hand, draw trumps and eventually make dummy's ♣Q for eleven tricks.
If the defenders start with two rounds of hearts and switch to a diamond, this will hold a no-trump contract to eight tricks.

♠AJ105
♥J632
♦10974
♣A

♠642 ♠73
♥K1097 ♥854
♦AK2 ♦QJ65
♣1097 ♣KQJ2

♠KQ98
♥AQ
♦83
♣86543

HCP	
10	
10	9
11	

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

Board 28 : Dealer West : NS vulnerable

West	***North***	***East***	***South***
All Pass[1]			

1) Those who follow the rule of 15 in fourth seat (add high card points to spade length and open) might scrape up an opening on the South cards.

As the cards lie, it would pay South to open light in fourth seat. A spade contract yields nine tricks if West starts with a trump or switches to one after cashing a top diamond or two. An initial club lead would allow declarer to take the heart finesse, thereafter making two hearts, one club and seven of the eight trumps on a cross-ruff for ten in all.
If E/W play a mini no-trump (and the vulnerability is such that if they do so only at certain vulnerabilities they will be doing so here), West might play in 1NT. The lead of either major against 1NT paves the way to seven defensive tricks – four spades, two hearts and a club. An initial diamond lead would give declarer time to knock out the ♣A and make seven tricks.
If South is the one in 1NT, the lead of either minor beats it.

♠K10953
♥K86
♦3
♣10942

♠AJ7 ♠Q8
♥QJ753 ♥A1092
♦K54 ♦QJ9862
♣K3 ♣5

♠642
♥4
♦A107
♣AQJ876

HCP	
6	
14	9
11	

Makeable contracts	♣	♦	♥	♠	NT
N	3	-	-	1	-
S	3	-	-	1	-
E	-	4	3	-	1
W	-	5	3	-	1

Board 29 : Dealer North : All vulnerable

West	***North***	***East***	***South***
	Pass	Pass[1]	1♣
1♥	1♠	3♦[2]	Pass[3]
4♥[4]	All Pass		

1) Even if a weak-2 is an option, the good 4-card heart suit is a contra-indicator.
2) The jump by a passed hand must show hearts and diamonds and would be fit-showing for many players even by an unpassed hand.
3) Although North has (in most people's methods) shown five spades, South's support is poor and the hand is a minimum opener.
4) With a sound overcall and a partial fit for diamonds, West bids game.

The heart game fails if North leads the singleton diamond; the defenders then score two diamond ruffs and two aces. A club lead and the ♦A switch would give them three tricks (one ruff and two aces). Quite often West will make eleven tricks in a heart contract. A sacrifice in 4♠ doubled would be expensive if East led the ♠Q – down 800 – and is a phantom anyway if North would have found the diamond lead against the heart game.

♠KQ6
♥AJ108
♦10987
♣52

♠10
♥K63
♦A63
♣AKQJ64

♠A982
♥Q742
♦Q5
♣1083

♠J7543
♥95
♦KJ42
♣97

HCP	
10	
17	8
5	

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

Board 30 : Dealer East : Love all

West	***North***	***East***	***South***
		Pass	Pass
1♣	Pass	1♥	Pass
3♣[1]	Pass	3NT[2]	All Pass

1) West is maximum for the non-forcing rebid and does have 3-card heart support. Some will invent a 2♦ reverse.
2) East has a close decision, a) to bid on and b) whether to suggest a stopper in both unbid suits. Since Q-x can benefit from having the lead come up to it and a 3♠ reverse sounds like a 4-5 shape, it is really 3NT or pass. With the partial club fit and a fast winner on the side, the hand is just about worth 3NT.

On a normal spade lead, declarer does best to win the first trick. Ducking would allow an inspired North (maybe not so difficult to find from 10-9-8-7) to switch to a diamond. After taking the first trick, declarer can ensure nine tricks by playing on hearts. The remaining ♠9-8-x guarantee a second stopper and indeed would facilitate an overtrick if the defenders persisted with spades. It might not be so easy for South to deny holding a suit headed by the J-9 or J-8 – perhaps East's failure to hold up is the clue.

♠A82
♥QJ97
♦J764
♣QJ

♠Q76
♥1086542
♦AK
♣K9

♠KJ9543
♥K
♦92
♣8632

♠10
♥A3
♦Q10853
♣A10754

HCP	
11	
12	7
10	

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

Board 31 : Dealer South : NS vulnerable

West	***North***	***East***	***South***
			1♦
1♥	2NT[1]	All Pass[2]	

1) While North could raise diamonds, the double heart stopper and match-point scoring make 2NT attractive.
2) If South bids 3♣, that would be forcing. Maybe it is forcing for one round only, in which case North can give preference to 3♦ and the bidding can end there.

The 6-3 spade split and the lack of entries to the East hand mean that 2NT makes. Indeed, if the defenders start with three rounds of spades, declarer has a shot at nine tricks by means of an endplay against West.
A diamond partial is a more comfortable spot. The defenders will make two trumps as well as a club and, if West leads a heart at trick one, a heart ruff.
3♠ can be beaten by an opening diamond lead followed by the ♠10 switch (ducked by North).

♠J843
♥KQ92
♦85
♣A85

♠1072
♥AJ85
♦Q32
♣976

♠A6
♥107
♦K1076
♣J10432

♠KQ95
♥643
♦AJ94
♣KQ

HCP	
10	
7	8
15	

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

Board 32 : Dealer West : EW vulnerable

West	***North***	***East***	***South***
Pass	Pass	Pass	1♠[1]
Pass	3♠	Pass	4♠
All Pass			

1) Despite the K-Q doubleton, few players will downgrade the hand to a weak 1NT. Some people will open 1♦ or a strong 1NT on the hand.

Most declarers will have the chance to make 4♠ because only a heart lead, with the ace not played on the first trick, would defeat it, East scoring a heart ruff later. On most lines of defence, declarer can draw trumps and lead twice towards dummy's heart honours to make three trumps, two hearts, three clubs, a diamond and a ruff.
With the ♦10 onside, 3NT plays rather well because declarer can make three spades, two hearts, two diamonds and three clubs. It would take an initial low heart lead from West to give the defenders four tricks.