

District 17-wide Charity Pairs — Tues. Aft., March 14, 2006

Bd: 1 ♠ Q 10
 Dir: North ♥ 10 7 6 5
 Vul: None ♦ K 9 7 6
 ♣ A 5 3

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

♠ A K J 9 6
 ♥ A 8 4 2
 ♦ 3
 ♣ K 10 2

East opens 3♦ and South makes a takeout double. North does best to pass, provided the defenders take a second trump trick for +500 — easiest to do when North discards the ♣5 on the third round of spades and later takes a club ruff. North can also do well by bidding 3NT, against which East leads the ♦Q. Suppose West exits with a spade after winning the ♦A. Declarer cashes two spades, ending in dummy, and leads a low heart toward North's ten. West wins's the ♥J and whether he

returns a spade or a club, declarer can take ten tricks. North can take nine tricks in a heart contract too as long as he starts trumps by leading a low card away from South's ace.

Bd: 5 ♠ 6 3
 Dir: North ♥ K Q 8 3
 Vul: N-S ♦ Q 3 2
 ♣ Q 9 6 5

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

♠ Q 9 7 5
 ♥ A J 7
 ♦ A 10 7
 ♣ 10 4 2

East has a full opening bid, so there is little point in preempting; a 1♣ opening and 2♠ rebid over the 1NT response is best. West should bear in mind the precept of keeping low on a misfit and pass (3♦ is down one on routine defense). The bad news for E-W, however, is that even 2♠ can be defeated! Suppose South leads a club, dummy plays low and North's ♣9 forces East's ♣K. Declarer leads a diamond and South rises with the ace then shifts to the ♥A followed by the ♥J. North takes the ♥K Q and plays the last heart. If East ruffs with the ♠10, South

ensures a second trump trick by discarding. So as long as the defenders take the ♦A before playing the fourth heart, they defeat 2♠.

Bd: 2 ♠ K Q 9 8
 Dir: East ♥ J
 Vul: N-S ♦ A J 8
 ♣ 9 8 7 6 3

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

♠ 4
 ♥ A K Q 5 3 2
 ♦ K 9 4
 ♣ A J 10

South opens 1♥ and rebids 3♥ over the 1♠ response. North has an obvious 3NT rebid, which should become the final contract. On a spade lead, declarer takes the ♠J with the ♠K, cashes the ♥J, crosses to table with the ♦K and runs the hearts, throwing clubs from hand. Now declarer plays a diamond to the jack, as the finesse is taken into the safe hand. This gives North nine tricks, and the ♣A and the 1A bring the total to 11. South may play in 4♥ on a spade lead, for example after East opens a cheeky 2♠. He can take 12

tricks by playing low at trick one. East wins the ♠10, but later declarer leads the ♠K from dummy and ruffs the ♠A. A 12th trick comes when the ♠J falls under the ♠Q!

Bd: 6 ♠ 8 5 4 3
 Dir: East ♥ Q J 6 5
 Vul: E-W ♦ A 5 2
 ♣ 5 2

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

♠ J 10
 ♥ A 7 3 2
 ♦ K 9 8
 ♣ A 9 7 4

East opens 1♠ and South may double, even though his hand is rather thin. In any event, West responds 1NT and East rebids 2♠, rather than 2♦ even if that bid is available, for spades is where the strength of the hand lies. South has an awkward lead against 2♠ and may choose a trump, but it matters little. The fall of the ♠J 10 doubleton gives declarer six trump tricks out of the six possible. The defenders can take two diamonds, one heart and one club to hold East to nine tricks. N-S must

not compete to 3♥, for E-W should double. The defenders begin with three top spades and West overruffs dummy. Now, if declarer guesses trumps, he must lose one spade, one club and one diamond for a very poor score.

Bd: 3 ♠ 9 7 5
 Dir: South ♥ K Q J 4
 Vul: E-W ♦ J 9 7 3
 ♣ 6 2

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

♠ A Q 10
 ♥ A 7 6
 ♦ 10 8 5
 ♣ A 8 5 4

A typical auction begins when South opens 1♣. West overcalls 1♠, North uses a negative double to show his hearts and South ends the auction by rebidding 1NT. If West leads a spade, declarer has two tricks in that suit to go along with his four top hearts and the ♣A. Any other lead by West combined with sensible defense thereafter sees declarer held to six tricks. For example, on a heart lead, declarer wins and plays a diamond. Suppose East ducks and West wins the ♦K. Declarer wins the

heart exit with the ace and plays another diamond. Now East wins the ♦Q and shifts to a spade. After West takes the ♠10 with the ♠J and plays a third heart, declarer cashes dummy's heart winners. As long as East keeps four clubs the defenders prevail.

Bd: 7 ♠ A 10 5 3 2
 Dir: South ♥ 10 6
 Vul: Both ♦ 10 4 2
 ♣ K 10 9

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

♠ K Q J 9 8 4
 ♥ 3
 ♦ K J 6
 ♣ K 8 7

South opens 1♠. If West bids 4♥, North bids 4♠. Then East's void, long suit and three-card support make 5♥ obvious. If N-S defend, West takes 11 tricks on a spade lead (he takes 12 on a diamond lead), so North or South must go on to 5♠, which should be doubled. As long as West does not try for a diamond ruff by underleading his hearts, this fails by one trick if declarer plays West for the ♣J and two tricks otherwise. (On a heart underlead, North's ♥10 wins and declarer is on the club guess

for the contract.) Some Wests may double 1♠ and so may find themselves bidding 5♥ over partner's 5♦, but otherwise the difficulty for N-S of judging to sacrifice in 5♠ remains.

Bd: 4 ♠ K 7
 Dir: West ♥ A 5
 Vul: Both ♦ A K 10 8 7 5
 ♣ 10 3 2

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

♠ Q 6 5 3
 ♥ 9 6 3
 ♦ Q 4 3
 ♣ Q 7 4

As the points are evenly divided and both sides have a good fit, there should be a variety of results. When North opens 1♦ East may venture a 2♣ overcall, forcing South to pass. North rebids 2♦, a contract that makes eight tricks, but West reopens with a double allowing his side to reach their best strain — hearts in which they can take nine tricks. Other possibilities are East passing the 1♦ opening, perhaps a sounder strategy in the long run, and North playing in

2♦. Perhaps the most interesting possibilities occurs when North opens 1NT, not an unreasonable choice. This is held to seven tricks if East leads a low club, for declarer surely plays low from dummy. It is also held to seven tricks with a high club lead, provided East then shifts to hearts.

Bd: 8 ♠ K 10 3
 Dir: West ♥ K Q 3
 Vul: None ♦ 10 5 2
 ♣ A 8 5 2

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

♠ J 7 5 4 2
 ♥ A
 ♦ K Q 8 6 3
 ♣ K 6

North opens 1♣, since he has a good defensive hand. East doubles and, following the modern style, South makes a forcing bid of 1♠. (The alternative of redoubling sees West bidding 1♥ and South 1♠ at his next turn.) After either start, N-S play in game: 3NT or 4♠. Against the former, East leads a heart to the bare ace and declarer plays a spade to the ten and queen. On winning the heart return in hand, declarer leads a low diamond placing East in a Morton's fork — taking

the ♦A gives declarer nine tricks while ducking allows declarer to revert to spades to take nine tricks. The play in 4♠ is trickier if East exits with a club after winning the ♠Q. Then declarer has to guess (effectively) that East has a doubleton ♦A.

Bd: 9 ♠ A K J
 Dir: North ♥ 9 8 4
 Vul: E-W ♦ K 9 6
 ♣ 10 7 3 2
 ♠ Q 10 7 6 4 3 ♠ 9
 ♥ A Q ♥ 10 6 5 2
 ♦ A 7 2 ♦ Q 10 5 4 3
 ♣ K J ♣ 8 5 4
 ♠ 8 5 2
 ♥ K J 7 3
 ♦ J 8
 ♣ A Q 9 6

When South passes, because his HCP plus his spade length is less than 15 (Pearson points), West opens 1♠. After North and East pass, South reopens with a double and West redoubles to show strength. North bids 1NT, a contract that makes seven tricks on the normal lead of the ♠9. Then East bids 2♦, ending the auction for it implies a five-card suit. In 2♦, dummy wins the low heart lead with the ♥Q and declarer calls for a low spade. After North wins the ♠J, he must return a heart to stop declarer from setting up and enjoying

the spades for 10 tricks. When South does open in third seat, West bids 1♠, North bids 1NT and West again doubles allowing his side to reach 2♦. If West rebids 2♠, the defenders prevail if they organize a diamond ruff.

Bd: 10 ♠ Q 3
 Dir: East ♥ 10 7 4
 Vul: Both ♦ K 10 7
 ♣ A K 8 6 5
 ♠ 9 8 7 ♠ K 5 4 2
 ♥ 6 3 ♥ K 9 8 2
 ♦ Q 9 6 4 2 ♦ 5 3
 ♣ 10 9 3 ♣ Q J 4
 ♠ A J 10 6
 ♥ A Q J 5
 ♦ A J 8
 ♣ 7 2

South opens a heavy 15 to 17 point 1NT and North bids 3NT. Suppose West leads the ♠9. Dummy plays the ♠Q and East has a slight problem. It is wrong to cover if West has led from a three-card suit. It doesn't matter what East plays if West has led from the 9-8-7-6. Luckily for E-W, it makes no difference. If he does cover, declarer wins the ace, ducks a club and wins the spade return with the jack. Now the normal play is to cash the ♠A K. After noting the suit is 3-3 and that he has ten

top tricks, declarer leads the ♥10 from table. He takes 12 tricks, since the ♥K is onside. Finally if East ducks the ♠Q at trick one, declarer leads a low heart to the queen then ducks a club. Again he takes 12 tricks.

Bd: 11 ♠ K 6
 Dir: South ♥ Q 10 9 7
 Vul: None ♦ 9 7 3
 ♣ 10 7 6 3
 ♠ Q 7 5 4 2 ♠ 10 8 3
 ♥ 3 ♥ A K 6 5 4
 ♦ J 10 ♦ 8 6 4 2
 ♣ A Q J 8 4 ♣ 9
 ♠ A J 9
 ♥ J 8 2
 ♦ A K Q 5
 ♣ K 5 2

South opens 1♦. If West passes, North responds 1♥ then passes South's 2NT rebid. When West overcalls 1♠, East raises to 2♠ and South ends the auction with a natural 2NT. Bidding 2NT is better for N-S since West takes at least seven tricks in spades. Suppose West leads a low spade against 2NT. Declarer wins the jack and leads a low heart to the ten. Easy takes the ♥K and returns a spade to dummy's king (only a club shift genuinely holds declarer to eight tricks). However,

declarer is unlikely to take nine tricks by cashing the ♦A K 9 and leading the ♣10 from dummy. Rather he is likely to call for another heart. Then, East must rise with the ♥A and return a spade to hold declarer to eight tricks; otherwise West can be endplayed to surrender an overtrick.

Bd: 12 ♠ Q J
 Dir: West ♥ 2
 Vul: N-S ♦ K Q 8 6 3 2
 ♣ A 8 6 4
 ♠ K 9 6 ♠ A 8 5 4 2
 ♥ Q J 10 7 4 3 ♥ 8 6 5
 ♦ A J ♦ 9 7
 ♣ 10 2 ♣ 7 5 3
 ♠ 10 7 3
 ♥ A K 9
 ♦ 10 5 4
 ♣ K Q J 9

West opens 1♥, and North overcalls 2♦. Whether East passes (which he should) or bids 2♥, South concludes the auction with 3NT. On the normal ♥Q lead, declarer wins and plays a diamond. West should play the ♦J hoping to get some information from partner's play in diamonds. Dummy's ♦K scores and a low diamond is led to the ten and ace. When East signals high-low in diamonds this should be read as suggesting values in spades. So West should shift to spades and the defense

cashes the ♠A K but declarer has the rest of the tricks for +430. Note that if West does not shift to spades declarer scores +460. Finally, 3NT can be defeated on an impossible to find low spade — provided East ducks the ♠A at trick one.

Bd: 13 ♠ K 7 5 3
 Dir: North ♥ J 9 8 6
 Vul: Both ♦ K 9
 ♣ J 7 4
 ♠ A Q J 9 8 6 ♠ —
 ♥ A Q 10 5 2 ♥ K 4
 ♦ 2 ♦ Q 10 8 7 6 5 4 3
 ♣ K ♣ 9 3 2
 ♠ 10 4 2
 ♥ 7 3
 ♦ A J
 ♣ A Q 10 8 6 5

Despite the broken suit, East may preempt in diamonds. South can defeat 3♦ by leading the ♣A then cashing the ♦A before playing a second club (or conversely). On a major suit lead, declarer can take ten tricks by taking the ruffing finesse in spades. If East passes, South opens 1♣ and West may overcall either 1♠ or 2♣, the latter showing at least 5-5 in the majors. Suppose North leads a club against a precarious 3♥ and South wins the ♣A then plays a second club. West makes

3♥ by ruffing and leading the ♠Q. If that is not covered, he must play the ♠J. When it is covered, he ruffs in dummy, overtakes the ♥K with the ace and cashes the ♥Q. He runs the spades, conceding two trump tricks and a diamond, but that is all.

Bd: 14 ♠ K Q 3 2
 Dir: East ♥ J 9
 Vul: None ♦ A K Q 4 2
 ♣ Q 6
 ♠ 7 ♠ A J 10
 ♥ K 8 6 5 ♥ A Q 10 7 4 2
 ♦ J 7 3 ♦ 10
 ♣ A J 10 7 5 ♣ K 3 2
 ♠ 9 8 6 5 4
 ♥ 3
 ♦ 9 8 6 5
 ♣ 9 8 4

East opens 1♥ and West supports with either a heavy limit raise or a light splinter bid of 3♠. In either case East should content himself with 4♥. On a spade lead, declarer takes the ♠Q with the ♠A and draws trumps with the ♥A K. As he can take all 13 tricks if he manages the club suit successfully, declarer has to decide on the best way to play that suit. The fact that South is shorter in trumps makes him a slight favorite to hold the ♣Q. Consequently most declarers will cash

the ♣K then take the losing finesse and take 11 tricks. Some declarers, however, will give up on South having five clubs and hope to induce a cover from North by leading the ♣J from table. Only the scoresheet will reveal whether they are successful.

Bd: 15 ♠ 10 7 2
 Dir: South ♥ K 10 8 5 3
 Vul: N-S ♦ J 9 3
 ♣ A 4
 ♠ K J 6 ♠ A 9 5
 ♥ 9 4 2 ♥ A J 6
 ♦ Q 8 7 ♦ 10 2
 ♣ J 9 6 3 ♣ Q 10 8 7 2
 ♠ Q 8 4 3
 ♥ Q 7
 ♦ A K 6 5 4
 ♣ K 5

South opens 1♦ and rebids 1♠ over the 1♥ response. Usually North ends the auction by rebidding 1NT. East leads a club and declarer may win in hand and try to make his contract when the ♦Q is doubleton by cashing the ♦A K. West wins the third round of diamonds and clears the clubs. As long as East and West both keep two spades the defenders take seven tricks in some comfort. North might instead try to sneak in a heart trick, but as long as East takes the ♥A on the first round of the suit,

the defenders prevail. While E-W can take six tricks against 2♥ by N-S, they can take only five against 2♦. The other making partscores are 2♠ by N-S and 2♣ by E-W. ♦A and leads a second trump, as long as he plays off all his trumps before crossing to dummy with the ♥A to play the ♣K — this squeezes North in the red suits. To take 11 tricks on other leads declarer must avoid a heart ruff and finesse North's ♣J.

Bd: 16 ♠ 7 2
 Dir: West ♥ J 10 9 3
 Vul: E-W ♦ K 10 6
 ♣ J 9 5 3
 ♠ K Q 10 9 5 ♠ 8 6 3
 ♥ K Q 7 6 4 ♥ A 5 2
 ♦ Q ♦ A J 7 2
 ♣ Q 6 ♣ K 10 2
 ♠ A J 4
 ♥ 8
 ♦ 9 8 5 4 3
 ♣ A 8 7 4

West opens 1♠ and plays in 4♠ but needs to score an overtrick to do well. On a low club lead, declarer inserts dummy's ten and South plays the ♣A. On winning the ♣Q, West plays the ♠K. When that holds, declarer leads the ♦Q. If North covers, 11 tricks come routinely. When North refuses to cover, declarer can make the overtrick by running the ♦Q, crossing to the ♥A and discarding low hearts on the dummy's minor suit tops before leading a second trump. Eleven tricks also come if declarer wins the On the ♠A lead

and continuation, South makes 3♦ by playing clubs for two tricks — as the cards lie playing a club to the king and a low club toward the ten wins, and does a low club to the eight after cashing the ♦A K.

Bd: 17 ♠ K Q 4
 Dir: North ♥ A J 8 6
 Vul: None ♦ K 9 7
 ♣ 10 4 2
 ♠ A 10 9 7 6 ♠ J 8 2
 ♥ K 5 2 ♥ Q 10 4 3
 ♦ Q 10 5 ♦ J 6
 ♣ Q 6 ♣ A 9 7 5
 ♠ 5 3
 ♥ 9 7
 ♦ A 8 4 3 2
 ♣ K J 8 3

North opens 1♣ and South responds 1♦. If West passes, North rebids 1NT and takes seven tricks if he takes four diamond tricks. So West must bid 1♠ and East should raise to 2♠. If allowed to play there, West takes seven tricks by finessing North for the ♥J. South may compete to 3♣ over 2♠. As the defense can take five tricks against 3♣ on any lead except the ♥10 and the ♣A, North does best to convert to 3♦. Then only a low heart lead from West genuinely defeats 3♦.

East makes an overtrick. When 1NT is passed out, the defenders take five spade tricks and another in the wash. North may compete over 1NT, however, perhaps by bidding 2♠. E-W can score a near top by doubling any resulting contract.

Bd: 18 ♠ A K 10 6 5
 Dir: East ♥ 8 3 2
 Vul: N-S ♦ K Q 7 4
 ♣ 7
 ♠ 9 2 ♠ J 4 3
 ♥ A ♥ K Q 10 7 5
 ♦ A J 10 9 8 ♦ 5 2
 ♣ Q 6 4 3 2 ♣ A K 10
 ♠ Q 8 7
 ♥ J 9 6 4
 ♦ 6 3
 ♣ J 9 8 5

East opens 1♥ and West responds 1NT when his side is playing two-over-one, possibly the best choice in any event, because of the potential of this deal being a misfit. (Indeed, a two-level response by West is likely to result in E-W getting too high.) When 1NT is forcing and North passes, East rebids 2♣ and West shows a strong raise to 3♣, the contract that East should choose. On a spade lead, the defenders take two spades and one trick in each minor, but otherwise when declarer takes

three diamond tricks. Another possible spot, 4♥ by East fails automatically if South leads a club. On other leads, 4♥ can succeed by playing South for the ♦A but not the ♦J and taking a ruffing finesse against the ♠Q.

Bd: 19 ♠ Q 8 7 4 3
 Dir: South ♥ 10 9 7 2
 Vul: E-W ♦ J 4
 ♣ K 5
 ♠ A K J 10 2 ♠ 9 5
 ♥ Q 6 ♥ A K 8 4 3
 ♦ Q 10 8 7 ♦ K 9 3
 ♣ 7 2 ♣ A 8 3
 ♠ 6
 ♥ J 5
 ♦ A 6 5 2
 ♣ Q J 10 9 6 4

The South hand is too strong for a preempt at this vulnerability, so E-W should have a free run to 3NT. When played by East, South leads the ♣Q. North plays the ♣K, and declarer wins the third club. Since South did not preempt, East may place South with the ♦A. If he does so, he should cash his major suit winners before playing a diamond to the king. This sees him fail by two tricks whereas other plans concede a third undertrick. Played by West on a non-club lead, 3NT succeeds

win the next diamond and give his partner a ruff. If by some chance N-S reach 3NT, declarer takes nine tricks by winning the heart lead, cashing the clubs via a finesse and later taking two diamond tricks (E-W can cash only three hearts).

Bd: 20 ♠ 10 9 6 5 2
 Dir: West ♥ A 7
 Vul: Both ♦ 10 9 4
 ♣ 9 5 2
 ♠ J 8 3 ♠ K Q 7 4
 ♥ K Q 10 4 ♥ J 9 8 3
 ♦ K 8 5 3 ♦ 7 6
 ♣ 8 7 ♣ Q 6 3
 ♠ A
 ♥ 6 5 2
 ♦ A Q J 2
 ♣ A K J 10 4

South opens 1♣, which could be passed out, but more likely either West will double or North will respond 1♠. In either case, South rebids 2♦ and probably finishes in a club partial. On the normal ♥K lead, declarer ducks, wins the heart continuation and then has to decide which minor-suit finesse to take. Best in theory and in practice is to play a club to the ten, ruff a heart and then lead the ♣9 — making five. The danger of playing on diamonds first is that West may duck the ♦K,

If South returns a diamond, declarer cannot take more than 10 tricks. On a club return, declarer makes an overtrick by ruffing and making the anti-percentage play of crossing to dummy with a trump to lead the ♥J.

Bd: 21 ♠ 8 5
 Dir: North ♥ 5 2
 Vul: N-S ♦ K Q 9 3
 ♣ K Q 10 9 7
 ♠ K Q J 10 6 3 2 ♠ A 9 7
 ♥ A 4 3 ♥ J 9 8 7
 ♦ 10 5 ♦ A 8 6
 ♣ A ♣ J 3 2
 ♠ 4
 ♥ K Q 10 6
 ♦ J 7 4 2
 ♣ 8 6 5 4

After three passes West usually opens 1♠, even though 4♠ has some merit. East raises, either directly or by using Drury. In all cases West should finish in 4♠ on the ♣K lead. Declarer wins the ace, draws trumps with the ♠A K and leads a low heart. He hopes that North has a doubleton ♥10 in which case he picks up the suit by playing dummy's nine then running the jack on the next round of the suit. Alas, South takes dummy's ♥9 with the ♥10, so that hope disappears. West does

bid 4♥ immediately, North may double, forgetting it is for takeout. South will remove to 4♠, which fails, so the trick will be to wriggle into five of a minor.

Bd: 22 ♠ A 5
 Dir: East ♥ 3 2
 Vul: E-W ♦ A Q 10 5 2
 ♣ A Q J 5
 ♠ Q J 4 ♠ K 9 7
 ♥ K J 8 4 ♥ A Q 10 9 6 5
 ♦ J ♦ 7 6 3
 ♣ K 7 6 4 2 ♣ 9
 ♠ 10 8 6 3 2
 ♥ 7
 ♦ K 9 8 4
 ♣ 10 8 3

East begins with a perfect weak 2♥ and West raises, perhaps to the unbeatable 4♥ — East loses a trick in each side suit and ruffs two diamonds in dummy for 10 tricks. If West does not bid 4♥ immediately, North will introduce diamonds. Then if East or West bids again, North may bid clubs or double to show extras. Either action should convince South to bid game in a minor. In 5♣ or 5♦ declarer loses a heart and a spade but takes 11 tricks on the club finesse. When If N-S then stop in 2♥, East or West may balance into 2♠. The latter makes eight tricks as long as declarer relies on the diamonds being 3-3.

Bd: 23 ♠ Q 7 2
 Dir: South ♥ 7 6 5
 Vul: Both ♦ A K 8
 ♣ Q 6 5 2
 ♠ K 10 8 6 ♠ 9 5 4 3
 ♥ 9 3 2 ♥ A 10
 ♦ J 9 ♦ Q 10 7 6 2
 ♣ 10 9 8 4 ♣ A K
 ♠ A J
 ♥ K Q J 8 4
 ♦ 5 4 3
 ♣ J 7 3

When South opens 1♥, he should declarer 3♥. West leads the ♣10. East wins the ♣A and cashes the ♣K to indicate a doubleton. West should show that a spade entry by following with the ♣9, so East shifts to a spade. South might as well play the ♠J, but West surprises no one by winning the ♠K and playing another club. East ruffs and the ♥A is the fifth defensive trick. Some may suggest that South got too high by opening light. If South doesn't open, then East opens 1♦.

Bd: 24 ♠ 8 6 2
 Dir: West ♥ Q J 4
 Vul: None ♦ Q J 6 3
 ♣ 5 4 3
 ♠ A 3 ♠ K Q J 10 9 4
 ♥ 9 7 5 3 ♥ K 6 2
 ♦ 10 4 ♦ A K 8
 ♣ A K J 9 7 ♣ Q
 ♠ 7 5
 ♥ A 10 8
 ♦ 9 7 5 2
 ♣ 10 8 6 2

West opens 1♣. Whether East responds 1♠ (because his partnership uses weak jumps shifts) or makes a strong jump shift to 2♠, he extracts a belated preference for spades from West before driving to 6♠. If South leads a diamond, declarer takes the ♦A K, ruffs the ♦8 with the ♠A then runs his six-card trump suit from the top. The last of spade reduces everyone to four cards. As South cannot then keep four clubs and the ♥A, declarer must now take all of the tricks. On other leads, declarer takes 12 tricks by cashing three club winners and ruffing a diamond before drawing a second round of trumps. Any East who plays 6NT takes 13 tricks unless South leads the ♥A. Of course 6NT by West fails by two tricks if North leads a heart honor.

Bd: 25 ♠ J 8
 Dir: North ♥ K J 5 4 3
 Vul: E-W ♠ Q
 ♣ K 10 6 5 4
 ♠ K 10 9 2 ♠ A 6 5 4
 ♥ 9 6 ♥ A 8 2
 ♦ K 9 7 4 3 ♦ 8 6
 ♣ A 8 ♣ Q J 7 3
 ♠ Q 7 3
 ♥ Q 10 7
 ♦ A J 10 5 2
 ♣ 9 2

Passing this deal out is sure to be the most common result. Any North who opens 2♥ may buy the contract, but only careful play brings in eight tricks. For example, to make sure of eight tricks on a low trump lead declarer must start by playing the ♥10 or the ♥Q from dummy at trick one, then lead a low diamond at trick two! Those using sound opening bids in first or second seat may open the West hand, reaching a spade partial after North overcalls in hearts. On a heart lead, declarer ducks, wins the

next heart, ruffs a heart, cashes the ♠A K then plays the ♣A and another club. If North takes the ♣K, declarer has nine tricks (with the ♦A onside). If North ducks, dummy's ♣Q scores. If South then takes the ♦A when a diamond is led, declarer has the spots to take two diamond tricks, for a total of nine. If South ducks the diamond lead, declarer must also play low to endplay North into leading a heart or a club. If declarer plays the king when South ducks the diamond, he can take only eight tricks.

Bd: 26 ♠ A J 10 2
 Dir: East ♥ A Q 8 3
 Vul: Both ♦ 7 5
 ♣ 7 3 2
 ♠ 9 6 3 ♠ 8 7 5 4
 ♥ 10 6 ♥ K J 7
 ♦ A 6 4 2 ♦ Q 10
 ♣ K 10 6 5 ♣ A Q J 9
 ♠ K Q
 ♥ 9 5 4 2
 ♦ K J 9 8 3
 ♣ 8 4

East opens 1♣ and West responds either 1♦ or 1NT. If North passes, then either East or West will play 1NT. On a diamond lead from South, East makes an overtrick whereas North's diamond lead (or the ♠A then a diamond shift) defeats 1NT. Otherwise a non-diamond lead gives declarer five tricks in the minors and he can take two in hearts by finessing North's ♥Q. When North doubles either 1♦ or 1NT his side should play in 2♥ but may defend 3♣ and defeat it by one trick. In 2♥,

declarer has to play East for the ♦Q to take eight tricks. If the defenders don't cash two club winners before losing the lead, however, declarer can take nine tricks by guessing the diamonds.

Bd: 27 ♠ J 9 6 4 3
 Dir: South ♥ 10 6
 Vul: None ♦ 8 5 4
 ♣ A 7 3
 ♠ A K Q 7 ♠ 10 2
 ♥ A 2 ♥ J 8 5 4
 ♦ 10 7 ♦ J 9 6 3 2
 ♣ K Q 9 5 4 ♣ J 6
 ♠ 8 5
 ♥ K Q 9 7 3
 ♦ A K Q
 ♣ 10 8 2

South opens 1♥ at most tables, and West doubles as other choices are unpalatable. When North bids 1♠, South rebids 1NT. West should defend because the defenders have eight sure tricks on a low club lead. Should West decide to act over 1NT, his best choice is 2♣ — he takes eight tricks as long as he does not try to ruff a spade. When North passes the double, East bids 2♦ and West rebids 3♣ or 2NT, which fails by three tricks compared to down one in 2♦ or 3♣. Other possibilities include N-S declaring a spade or a heart partial. In the former declarer takes only six tricks while the latter can yield an extra trick. The best hope for each side is to hope that their opponents declare a contract that fails.

include N-S declaring a spade or a heart partial. In the former declarer takes only six tricks while the latter can yield an extra trick. The best hope for each side is to hope that their opponents declare a contract that fails.

Bd: 28 ♠ J
 Dir: West ♥ A Q 10 9 8
 Vul: N-S ♦ 8 5 4
 ♣ K 9 8 7
 ♠ A K Q 10 5 4 3 ♠ 9 6 2
 ♥ J ♥ K 5
 ♦ 10 9 ♦ A K Q 6 2
 ♣ J 6 2 ♣ A Q 3
 ♠ 8 7
 ♥ 7 6 4 3 2
 ♦ J 7 3
 ♣ 10 5 4

Whether West opens 1♠ or 4♠, East should have a slam in mind. Over the former, East sets up a force and inquires for key cards. Over the latter, he just inquires. The best contact is 6♠. On a club lead, declarer rises with the ace, draws trumps and tests the diamonds. As long as the ♠A stands up, 12 tricks are certain by discarding the ♥J on a good diamond. The bonus is an overtrick when the diamonds prove to be 3-3. The outcome is the same unless North leads the ♥A. If East

chooses to bid 6NT to protect his tenaces then only a heart lead prevents him from recording a very lucky 1020.

Bd: 29 ♠ A 6 2
 Dir: North ♥ Q 8 7 4
 Vul: Both ♦ A K 9 8
 ♣ 6 3
 ♠ Q J ♠ 10 9 8 5 4
 ♥ A J 10 9 5 ♥ 3
 ♦ Q 10 ♦ 7 5 4 3 2
 ♣ J 10 8 4 ♣ 9 5
 ♠ K 7 3
 ♥ K 6 2
 ♦ J 6
 ♣ A K Q 7 2

Usually North opens 1♦, South responds 2♣, North rebids 2NT and South closes the bidding with 3NT. On the ♠10 lead, declarer can count seven top tricks with another two or three to come from hearts and clubs. Normal technique is to duck the first spade, win the next spade with the ace and cash the three top clubs. When clubs prove to be 4-2, declarer concedes a club to West. West can see all the jacks, so he knows North started with 13 points. Consequently, he should either cash

the ♥A or lead a diamond. After either, declarer can claim 10 tricks when the diamonds behave so well. Of course, if declarer knew the layout of the cards he could take 11 tricks in a number of ways.

Bd: 30 ♠ —
 Dir: East ♥ 9 7 4
 Vul: None ♦ A K J 10 9 5
 ♣ K Q 9 8
 ♠ A 5 ♠ K Q 6
 ♥ 10 8 6 3 ♥ A Q J
 ♦ 8 6 3 ♦ Q 4 2
 ♣ A J 5 3 ♣ 10 6 4 2
 ♠ J 10 9 8 7 4 3 2
 ♥ K 5 2
 ♦ 7
 ♣ 7

South has the problem of deciding how high to preempt after East opens 1♣. Normally, an eight-card suit indicates going to the four level, but with none of the top three honors, 3♠ is indicated. West must pass as he does not have the high-card strength required for a negative double, 3NT or 4♣. West leads the ♠A against 3♠ and then finds the obvious heart shift. East takes the ♥A and the defenders take three trump tricks in due course for down one. If South passes throughout,

E-W to best to finish in notrumps. They take three spades, three hearts and two tricks in the minors. E-W must not play in clubs, for the defenders will routinely take seven tricks.

Bd: 31 ♠ Q 8 6
 Dir: South ♥ K Q 9 7
 Vul: N-S ♦ 7 3 2
 ♣ A J 3
 ♠ K 10 7 5 ♠ A 3
 ♥ A 4 ♥ 10 8 6 3
 ♦ 6 5 4 ♦ A 9 8
 ♣ K 8 7 6 ♣ Q 10 4 2
 ♠ J 9 4 2
 ♥ J 5 2
 ♦ K Q J 10
 ♣ 9 5

North opens 1♣ and at many tables South responds 1♠. North rebids 1NT, which ends the auction. On the normal heart ♥3 lead, West wins the ♥A and deduces that North has a four-card suit, making it an unlikely source of tricks for the defense. If West shifts to the ♣6, East wins the ♣10 and continues the suit. On winning the ♣A, North attacks diamonds. After East wins the ♦A, he might play the ♣Q and another club. Then, on winning the fourth round of clubs, West might play a heart back for minus 90. Once the

♠J falls, however, East can count North for 3-4-3-3 shape and the ♥K Q. Consequently he needs two spade tricks to defeat 1NT. So he cashes the ♠A before playing the fourth club.

Bd: 32 ♠ K 7 6 5 3
 Dir: West ♥ Q 4 2
 Vul: E-W ♦ J 10 8
 ♣ K 8
 ♠ 10 9 8 2 ♠ Q J
 ♥ A 9 7 ♥ K 10 6
 ♦ A 5 2 ♦ Q 7 3
 ♣ 7 6 2 ♣ A Q J 9 4
 ♠ A 4
 ♥ J 8 5 3
 ♦ K 9 6 4
 ♣ 10 5 3

The doubleton honors in spades take a little away from the East hand, so opening 1♣ is best. After West responds 1♠, East rebids 1NT. On a diamond lead, East wins the queen and plays a spade. South ducks and returns a diamond. Declarer ducks the second diamond and wins the third with the ♦A. After taking the club finesse, he plays a second spade. South wins the ♠A and cashes two diamond tricks to hold declarer to nine tricks. On other leads, declarer can take an extra trick. Suppose South leads a heart.

Dummy plays low and declarer takes the ♥Q with the ♥K and plays a spade. North wins the ♠K and must shift to the ♦J to prevent a second overtrick. Then declarer plays low from hand, wins the ♦A and plays a second club before playing another spade.