

# ECatsBridge Simultaneous Pairs for Children in Need

Wednesday 9<sup>th</sup> November 2022



**Together we can ...**

... and by competing in this Simultaneous Pairs you have once again certainly shown that **together we can indeed do something to help make a difference** to children who really need our help.

Some of you will have played Face-to-Face and others online but all the results will be included in the overall scoring as usual, so don't worry!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/sims/donations.asp>

and you will see how you can do it – if you haven't already done so of course!

Many thanks indeed to Julian Pottage for writing this set for us – I hope you found it interesting (and accurate!).

*With very best wishes*

*Anna & Mark – the ECatsBridge Team*

## Board 1. None. Dealer North

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

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

After North raise hearts South is worth a try for game, North accepting.

The defenders should get just their two aces, making 450 a common score.

## Board 2. N/S. Dealer East

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

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

North has concerns about 3NT and aims to convey this by go via the fourth suit.

After a spade lead, declarer can win the second round and run the clubs. The defenders can easily stop 11 tricks: West just needs to keep the ♥A and at least one spade (two if the ♠A won trick one), East three or more diamonds.

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

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

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

Other auctions are more effective for North-South (in not deterring a helpful lead) but this is how many, including usual partner and I, would bid.

3NT would make if West leads a heart or if East leads a spade (North declaring) but fails after a safe lead, such as the ♦J West may find on the auction shown.

### Board 4. All. Dealer West

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

West	North	East	South
Pass	1♣	1♥	2♦
Pass	2♠	All Pass	

As South's 2♦ already raised the level, 2♠ is not a reverse and South can pass.

2♠ should make, though it could fail if declarer tries to ruff two clubs in dummy because this would allow the defenders to make an extra trump trick.

### Board 5. N/S. Dealer North

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

West	North	East	South
	Pass	Pass	1♠
Pass	3♠	Pass	4♠
All Pass			

If North raises to only 2♠, South would go on, so all routes lead to 4♠.

With trumps 2-2, you can draw trumps and still take two club ruffs, so making 11 tricks is easy. If East discards a heart on more trumps, a twelfth trick can result.

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

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

West	North	East	South
		Pass	1♠
Pass	2♦	Pass	2♥
Pass	4♠	Pass	5♥
Pass	5♠	All Pass	

North has a tricky hand that is a bit good for 3♠ but a bit light for a splinter.

Making 12 tricks depends upon a winning heart guess – easy if West leads the ♥10 or possible without help if declarer starts hearts low and not with the ♥A.

### Board 7. All. Dealer South

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

West	North	East	South
Pass	1♠	Double	Pass
2♥	3♣	All Pass	INT

East might overcall 2♦, if double then 2♦ over 2♣ would show more than this.

In 4♣ there are just three top losers. With the long diamonds and the ♠A in opposite hands, which protects North from having to ruff twice, 4♠ makes too.

### Board 8. None. Dealer West

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

West	North	East	South
3♦	3♥	All Pass	

With five good hearts, North prefers the 3♥ overcall to doubling.

3♥ makes exactly with two tricks in clubs and one in each pointed suit to lose. You avoid a third club loser by ruffing a club in dummy or two diamonds in hand.

3♦ is makable but not if you make the normal play in the trump suit of leading the queen for a finesse.

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

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

West	North	East	South
Pass	Pass	Pass	1♠
Pass	2♦	Pass	2♠
Pass	3♣	All Pass	

Holding both minors and downgrading the Q-J doubleton, North passes as dealer. The partners then take advantage of North's passed hand status to reach 3♣.

So long as you do not let East ruff the ♦A, 3♣ can make. You may get to choose whether to endplay West and score the ♦J or endplay East and score the ♠10.

### Board 10. All. Dealer East

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

West	North	East	South
Pass	2NT	1♠	2♦
		All Pass	

2NT should make on a spade lead, easily on a low spade lead and with more effort after a spade honour lead. If East instead starts with the ♦K, a switch to the ♣10 overtaken by West will defeat 2NT: if North wins, the defenders score four clubs and two diamonds; if North ducks, West continues clubs. Overtaking in clubs could also be necessary if (unlikely) East leads the ♣10 at trick one.

### Board 11. None. Dealer South

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

West North East South

1♥ 3NT Pass  
Pass All Pass 2NT Pass

East's 2NT shows a game forcing heart raise and West's 3NT a balanced hand with only four hearts. With poor hearts and no ruffing value East decides to pass.

In no-trumps you can make two tricks in hearts and three in each other suit for 11 in all. Making even 10 tricks in hearts is tricky and may require an endplay, obliging South to lead from the ♦Q or give a ruff and discard.

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

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

West North East South

Pass 1♥ 2♣ 2♦  
3♣ Pass Pass 3♦  
All Pass

West has only 3HCP but the vulnerability is favourable. Stopping the overtrick in 4♦ is difficult, possibly requiring East to underlead the club honours to give West the lead, and this may be impossible if West leads a club.

### Board 13. All. Dealer North

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

West North East South

3NT All Pass Pass INT Pass

I play a jump response to INT as shortage but that is not a common treatment.

If you guess the diamonds correctly, you can make 3NT. If you guess wrong, you are liable to lose two hearts and two aces as well as a diamond.

### Board 14. None. Dealer East

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

West North East South

Pass 3NT 1♣ 3♦  
All Pass

With at least one stopper everywhere and a fitting diamond honour, North applies Hamman's rule and tries 3NT.

When the diamonds do not run 3NT is hopeless.

5♦ makes without the ♥J lead. You can finesse in spades, ruff the suit good and give up a trick to the ♦Q; the ♥A is then the entry for cashing two long spades.

### Board 15. N/S. Dealer South

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

West	North	East	South
			Pass
Pass	1♠	2♦	Pass
2♠	Pass	3♦	All Pass

With the vulnerability favourable, the diamonds good and the spade honours well placed, East should find the 2♦ overcall despite the balanced shape.

The defenders can stop the overtrick in 3♦ via a spade ruff. They can stop the overtrick if East declares 2NT if North ducks the initial spade lead and South plays the ♥A on East's sly ♥J at trick two; an initial club lead would also do it.

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

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

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

West's 2NT shows 18-19. East only just responded and cannot muster a raise.

With diamonds 3-2 and the heart finesse working, you can make an overtrick in 2NT; South might even get squeezed allowing declarer 10 tricks.

### Board 17. None. Dealer North

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

West	North	East	South
	Pass	Pass	Pass
INT	All Pass		

If North leads the ♣A (whatever honour does not ask for an unblock), West's ♣8 becomes valuable and 9 tricks are possible. If North finds the safe lead of major or a low club, the defenders should be able to hold declarer to 8 tricks.

### Board 18. N/S. Dealer East

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

West	North	East	South
Pass	Pass	1♠	Pass
INT	Pass	3♠	Pass
4♠	All Pass		

It is a close decision but with 100 honours in spades East seems just worth a jump rebid.

The layout is really friendly for declarer and you can make 11 tricks in a spade contract without having to find a winning guess in the clubs or the spades. You do not need to guess the clubs because you can discard a club on the ♦K and the spade situation is such that either finessing or playing for the drop works.

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

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

West	North	East	South
			Pass
4♥	5♦	Double	All Pass

West's pre-empt leaves everyone guessing. At favourable vulnerability North overcalls 5♦ even though this is unlikely to make facing a passed partner.

A club ruff for West yields 800 against 5♦ doubled. Bidding and making 6♥ is better: take the ♦A, draw trumps, throw a diamond on a club and concede the ♠A.

### Board 20. All. Dealer West

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

West	North	East	South
Pass	Pass	1♠	Pass
INT	All Pass		

West has just enough to respond, especially if 1♠ might be a 4-2 fit, as here. Those playing a strong-no trump open INT as East and play in 2♥ (doubled).

With both major suit aces onside and the ♦J dropping. INT should scrape home with four tricks in diamonds and one in each other suit.

### Board 21. N/S. Dealer North

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

West	North	East	South
		Pass	INT Pass
2♦	Pass	2♥	Pass
3NT	All Pass		

With a doubleton heart, East passes 3NT when West offers a choice of games.

If South leads a diamond, declarer needs a strip squeeze just to make 11 tricks: take the ♦A at trick two, cash three rounds of hearts and four of spades, then exit to the now bare ♦K. On a club lead, declarer can make 12 tricks with ease.

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

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

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

With clubs agreed, 3♦ shows a stopper. East does have the spades well held, albeit in a hand that does not look very no-trump orientated.

A diamond lead holds 3NT to 10 tricks. You can make all 13 in a suit contract.

### Board 23. All. Dealer South

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

West	North	East	South
			1♣
Pass	1♥	Pass	INT
Pass	2NT	All Pass	

After South shows 15-17 points, North just about has enough to invite game. 2NT should fail after the lead of either pointed suit since even if declarer guesses well it is hard to make more than one trick in hearts and two tricks in each other suit.

### Board 24. None. Dealer West

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

West	North	East	South
1♥	Pass	2NT	4♠
Pass	Pass	4NT	Pass
5♣	Pass	5♦	Pass
5NT	Pass	6♣	Double
6♥	All Pass		

South's 4♠ overcall of East's game forcing 2NT heart raise has minimal affect. East's other bids are all enquiries: 4NT for key cards, 5♦ for the ♥Q and 6♣ for third-round club control. Whether or not South scores a club ruff at trick one, 12 tricks should be the limit in a heart contract. 6NT would fail on a spade lead.

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

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

West	North	East	South
	Pass	Pass	1♦
2♦	3♦	Pass	All Pass

West's 2♦ Michaels Cue bid shows both majors. South feels tempted to bid 3NT after North raises diamonds, though any diamond finesse is likely to be wrong.

A club lead or a heart lead and a club switch would stop the overtrick in 3♦. You might make an overtrick in 3NT by holding up the ♥A once.

### Board 26. All. Dealer East

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

West	North	East	South
		INT	Double
2♣	Pass	2♦	Pass
Pass	Double	Pass	2♠
All Pass			

After South penalty doubles East's weak INT, I play suit bids as showing the suit plus a higher suit – West might also bid 2♣ if it just showed clubs. A trump lead works best against a spade contract; this ensures four defensive tricks even if declarer takes the winning view in hearts.

### Board 27. None. Dealer South

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

West	North	East	South
Pass	2NT	Pass	Pass
All Pass			3NT

The absence of a ruffing value persuades South simply to raise 2NT to 3NT rather than try looking for a heart fit.

Making 11 tricks should be normal, though some will make 12 if East ducks the first diamond and some will make 10 if declarer tackles and misguesses hearts.

### Board 28. N/S. Dealer West

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

West	North	East	South
Pass	Pass	2NT	Pass
3NT	All Pass		

Looking at a lot soft values West decides not to search for a spade fit. Since no fit is present, 3NT will be the eventual contract if West prefers to investigate.

As on the previous deal, 11 tricks will be the normal amount for declarer, this time the losers being the ♠K and the ♥A.

### Board 29. All. Dealer North

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

West	North	East	South
Pass	Pass	3♠	3NT

All Pass

Lacking four hearts and knowing it will be possible to hold up the ♠A, South prefers 3NT to double – rather to North's disappointment!

With the ♣K onside, 12 tricks are there in 3NT. 3♠ doubled could go for 1100.

### Board 30. None. Dealer East

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

West	North	East	South
2NT	Pass	2♣	Pass
4♥	Pass	3♠	Pass
5♥	Pass	4NT	Pass
6♠	All Pass	5NT	Pass

East-West have plenty of top winners but lack the firepower to make all 13 tricks – there should be no squeeze on the run of the spades because North can keep hearts and South diamonds. Identifying that the partnership can make as many tricks in no-trumps as in spades is tough.



### Board 31. N/S. Dealer South

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

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

Holding only four spades, South's game try is 2NT. Whether or not North should then jump to 4♠ is debatable.

It is quite likely that the defenders take the first three tricks (two top diamonds and a ruff) and declarer the remainder.

### Board 32. E/W. Dealer West

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

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

With a 5-card suit and 17 HCP, West upgrades the hand into the 17-18 range. Holding seven spades East insists on playing in the suit.

At most tables North will score the ♦A as well as the ♣A to hold declarer to 11 tricks.