

SOUVENIR BOOK OF HANDS

EPSON[®] WORLD BRIDGE CHAMPIONSHIP

JUNE 14TH, 1986



ONE SESSION SIMULTANEOUS PAIRS

Under the auspices of the World Bridge Federation

COMPERED BY OMAR SHARIF



Welcome to all you competitors
and participants !

It brings us great honor and pleasure to be able to sponsor this Epson World Bridge Championship.

As you are well aware, bridge is one of the most intellectual and logical of games. It is also a game enjoyed among various strata of society, old and young, male and female alike. Recently, in calculating and recording Master Points in bridge games, it is becoming quite common to use computers in the tabulation.

For computer makers it is a source of pride and happiness to know that by putting a computer application to maximum use it has become possible, for the first time, to hold this worldwide simultaneous bridge tournament. In realizing the bridge-player's dream of easily bringing worldwide bridge talent together for competition, this simultaneous world bridge tournament can be considered an epoch-making event. In this respect alone, it can already be said that this will be a very memorable tournament.

I am glad and grateful that you are all participating in this Epson World Bridge Championship. I hope you thoroughly enjoy the contest and I wish you all the best of luck.

A handwritten signature in cursive script, reading "Ichiro Hattori".

Ichiro Hattori
President
Seiko Epson Corporation.



A message to contestants in
**THE FIRST WORLD
SIMULTANEOUS PAIRS**

You have just taken part in a contest which has dramatically widened the horizons of competitive bridge.

All over the world, bridge players have joined in friendly rivalry to overcome not only the impediment of frontiers but also differences of culture and of age and physical handicap.

Bridge is a game that appeals strongly to certain basic human qualities. So do many other games – but bridge is the only one for which it is possible to stage a world-wide contest under such unified conditions. The hands that you have just played have been played at the same time all over the world, and with the same scoring awards.

The contest has brought together a very wide cross-section of those who enjoy this absorbing game: members of the American Contract Bridge League, the world's biggest – some of them, including their President, playing in Beijing with leaders of the Chinese Peoples' Republic. Under-16s in Amsterdam; 'celebrities' in a special heat in Paris; enthusiasts on ships at sea; officials at the UN in New York and diplomats in bustling capital cities and isolated posts such as Maseru in Lesotho.

As you open this Souvenir Book of Hands, modern technology enables a worldwide ranking list of the top 1000 pairs to be made available to the world's news media.

This contest, made possible by the Epson Corporation of Japan, is the first-ever world simultaneous pairs. I feel sure that it will not be the last.

I thank you for participating and hope that you thoroughly enjoyed the experience.

Jaime Ortiz-Patino
President of the World Bridge Federation
Geneva

How the Epson World Bridge Championship was organized

Now that you have played in the first-ever world simultaneous pairs, you may have some questions to ask. Where have the deals come from? Were they specially selected? How is it that you already know exactly how many match points you have won?

First, the deals. They are not special in any way. They are ordinary hands from past tournaments. The French Bridge Federation has a large 'bank' of such hands, built up over the years, and I myself took a random selection of hands from it.

Because the deals have already been played, we are able to award match-point scores, based on the actual results.

Using this method, the winners of your local beat have been determined straight away. Big scores – above 65% – should be conveyed to your National Contract Bridge Organization and transmitted to our Paris HQ immediately, where we are fortunate to have the continued assistance and collaboration of Albert Dorner. These results will be included in a ranking list of the top 1000 or so pairs worldwide, to be released to the news media inside 24 hours.

The Souvenir Book of Hands which you are now reading was conceived by Gérard Neuberger and printed by our security printers in Paris after Omar Sharif had analysed the hands. The book was mailed out under seals that were not broken until you finished playing.

Your final question may well be inspired by this very book: 'Just how good a bridge player is Omar Sharif?'

The answer, I can tell you from close personal knowledge, is very, very good. Omar has represented his country in World competition and he created – and played in, with the world's top stars – the famous Omar Sharif Bridge Circus, gaining in the process a quite outstanding knowledge of modern bidding.

Omar's love of bridge is a legend to many millions of his fans who have never played the game – and this is one case where the legend fits the facts. There simply is no more dedicated bridge player than the star of 'D' Zhivago'.

That, and the fact that Omar's personal qualities and memorable portrayals of so many facets of human nature have won him the respect and affection of audiences of every colour, race and religion, explains why the World Bridge Federation regard him as the ideal commentator and compère for this book and for the TV presentations which are due to begin at our Paris HQ just as you read this message.



José Damiani
Chairman of the organizing committee



Pre-set scoring awards A New and Welcome Feature of the Bridge Scene

The use in big simultaneous tournaments of pre-set scoring awards has many attractions for those competing. Here, their use has helped your commentator too!

In most cases it is possible to figure out what the popular contract must have been when the deal was first played. All I have had to do, therefore, is to discuss the 'standard' sequence most likely to lead to this contract, using 5-card majors, a strong no-trump opening, and one or two of the most familiar conventions, such as Blackwood and Stayman.

'Sputnik' (the negative double), and transfer bids, are here to stay and I mention these from time to time, believing that even those who are not regular tournament players will be glad to make their acquaintance.

Bridge is a fascinating game and most of us need no encouragement to play it all we can. But the use of pre-set scoring awards for contests such as the Epson Championship will, I suspect, make these contests more fascinating still.

I hope you enjoyed playing as much as I have enjoyed analysing the hands.

Omar Sharif
Omar Sharif



Vuln.: None
Dealer: North

Board 1

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

Board: 1 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	180	83		13		
900	99		82	- 50	7		
	99	150	71		1		
430	98		60	- 100	1		
	98	130	59		1		
400	93	120	55	- 300	0		
	87	110	36		0		
300	86	100	18				
	85	90	15				
200	85		14				
	85	50	14				

The standard sequence:

South	West	North	East
		1 ♠	pass
1 ♥	pass	3 ♣	All pass

North, with an excellent six-card suit and 15 points in high cards, expresses the quality of his hand by means of a jump rebid. But South can do no more.

On the obvious lead of the king of spades, the defenders take a spade trick, a heart and two diamonds. So North makes his contract - but gets a poor score, 36%.

This is because quite a few players elect to open the North hand with a tactical bid of one no-trump - the call which I myself, I confess, would choose at "pairs".

Here, one no-trump becomes the final contract - and East-West have to defend very accurately to hold declarer to 120, which brings in 55% for North-South. Much more frequently, North will be rewarded with nine tricks and a 71% score.

Vuln.: North-South
Dealer: East

Board 2

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

Board: 2 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	- 140	69		2		
670	99		51	- 800	1		
	99	- 170	33		1		
150	99		15	- 1100	0		
	98	- 200	11		0		
60	96		8				
	93	- 420	6				
- 100	92		4				
- 110	90	- 500	3				
- 120	88		3				
	87	- 570	2				

A common sequence is likely to be this:

South	West	North	East
			1 ♥
pass	1 ♠	pass	2 ♠
pass	pass	3 ♠	3 ♠
All pass			

The early exchanges are routine: North is not strong enough to enter on the first round of bidding and East, on the second round, despite his excellent holdings in the major suits, is content to raise to two spades, which goes round to North.

At pairs, to pass now would be timid, and on the whole, a bid of three clubs is likely to work out better than a takeout double. Even if South happened to have, say, four diamonds and only two clubs, three diamonds would not necessarily be a better contract than three clubs.

Over three clubs, East, who has an attacking-type hand with only limited defensive values, allows himself to be pushed to three spades, and no-one has anything further to say.

The defenders start with a couple of club tricks but when West gets in he soon reels off ten winners, taking the trump finesse on the way and notching up a 67% score. Note that if, on the third round of trumps, South is careless enough to discard a heart, he presents West with an additional 22 match points!

Vuln.: East West
Dealer: South

Board 3

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

Board: 3 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
2800	100	430	94	80	76	300	14
99	99	93	93	75	75	12	12
99	99	90	90	66	66	9	9
1100	98	87	87	57	57	6	6
98	98	86	86	46	46	3	3
800	97	85	85	36	36	2	2
96	96	85	85	28	28	1	1
710	96	85	85	20	20	0	0
95	95	81	81	17	17	0	0
500	95	77	77	15	15		
95	95	90	90	76	76	14	14

The auction is likely to be very brief:

South	West	North	East
1 ♥	pass	pass	pass

As dealer, South has a problem. With 21 HCP and a strong five-card major suit, he may well consider a two-bid; but the unguarded queen of clubs is not counted at full value and the hand lacks intermediate cards, so one heart seems a more prudent choice.

And North? At pairs it is often right to pass partner's opening with a moderate five points. Here, game is a long way off, a contract of one heart seems not unsatisfactory, and if the opponents become active, they may be in for a little surprise.

As it happens, if North elects to keep the bidding open with one spade, a catastrophe follows. South continues with three diamonds and, whatever the final contract, it's highly likely to be doubled.

By contrast, if one heart is passed round to East, it is hard for him to do better than to let South play there. And even after a club attack, South makes at least seven tricks, as long as he is not in too much of a hurry to play off the top trumps.

So easy is it to get too high on this deal, reaching a game in either hearts, spades or diamonds, that those who manage to stay in one heart will score 76%, even if they only just make their contract.

Vuln.: All
Dealer: West

Board 4

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

Board: 4 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
660	100	200	35	200	0		
99	99	35	35	0	0		
630	95	180	34				
620	69	170	21				
47	47	9	9				
600	42	150	7				
37	37	140	5				
400	36	5	5				
36	36	100	3				
300	36	1	1				

They are two possible sequences on this deal:

South	West	North	East
	1 ♣	1 ♥	pass
2 ♣	pass	3 ♥	pass
4 ♥	All pass		

or

South	West	North	East
	1 ♣	1 ♥	pass
1 NT	pass	2 ♥	pass
3 ♥	pass	4 ♥	All pass

After North's overcall, there is little difficulty in reaching a game. Vulnerable, North should have a reasonable hand, so purists may select a forcing cue-bid of two clubs with the South cards. When North shows extra strength and a six-card heart suit, South clinches the game.

If South instead responds with one no-trump, which in this sequence is constructive, North, for the moment, can only rebid two hearts. But South, with eleven quite healthy-looking HCP, is worth a further effort, and this time North is happy to bid the game.



At four hearts, North loses a trump trick and a trick in each minor suit. Plus 620 is worth 69%, as some pairs fail to reach game whilst others land in three no-trumps.

At this contract, the club opening lead holds South to nine tricks - unless by some brilliant stroke of inspiration he starts by leading a diamond towards dummy. This has the effect of attacking West's entry card. If West ducks, South switches to hearts for ten tricks. And if West doesn't duck, bang goes the entry for the long clubs.

Plus 630 is worth 95% - but when the sound contract of four hearts yields a trouble-free 69%, *moi*, I prefer not to live so dangerously.

Vuln.: North-South
Dealer: North

Board 5

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

Board: 5 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1540	100	500	43	100	7	1210	0
99	99	40	40	6	6		0
1370	87	300	35	170	5		
75	75	29	29	5	5		
950	73	200	29	450	4		
71	71	28	28	3	3		
620	58	170	27	650	2		
46	46	19	19	1	1		
600	46	11	11	1	1		
45	45	9	9	1	1		

A likely sequence is this:



South	West	North	East
		pass	pass
1 ♣	1 ♥	1 ♠	4 ♥
5 ♣	5 ♥	pass	pass
Dble	All pass		

South is almost worth a two-bid but, if two clubs would be artificial, it is better to open with a natural one club. On this type of unbalanced hand, having with an artificial bid, one tends to be poorly placed if the auction becomes competitive. Here, West overcalls with one heart and North, depending on the partnership's methods, may either bid one spade or double ("Sputnik") to show four spades. For East, at "green" vulnerability, a jump to four hearts is now a good move. This makes it hard for South to reach a slam, and West may succeed in buying the hand at five hearts doubled, down only one trick on the expected lead of a club. Should a timorous East raise only to three hearts, he affords South the chance to express his power: South can either jump to five clubs or he can "reverse" into diamonds. It is now much more likely that West will be obliged to save in six hearts against a club slam - and if South has mentioned diamonds, a lead of that suit by North allows the defenders to rake in four tricks, worth a near-average score. At all events, East-West should not allow opponents to play the hand at the level of game or slam: Even a modest game with an overtrick is worth 58% for North-South.

EPSON PC+

Vuln.: East-West
Dealer: East

Board 6

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

Board: 6 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
300	100	-300	92	-710	49		
99	99	91	91	-720	35		
200	98	-500	91	34	34		
98	98	90	90	-1430	29		
100	96	-600	89	23	23		
94	94	88	88	-1480	13		
100	94	88	88	-1470	2		
93	93	87	87	1	1		
150	83	680	81	-1860	1		
83	83	73	73	0	0		
93	93	68	68				

A good way to reach slam is this:

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

Twelve tricks without a finesse! Whatever the sequence, you can't fail to reach this slam as long as East, at some point, expresses an above-minimum opening, with good three-card support for hearts. In the suggested sequence, East makes a cautious rebid on the second round, but he is able to catch up on the next. Now there is no problem. West denotes a key card in opener's main suit by bidding four clubs, and all that remains is to check up on controls. If North leads a spade, he holds declarer to twelve tricks, but +1430 is still worth 71%. The overwhelming importance, at pairs, of making an extra trick is shown by the fact that a pair that misses the icy slam, but makes thirteen tricks, still scores 51%, whilst a pair scoring only 680 receives 19%. The defenders do best of all when South, on the first round of bidding, scrapes up an overcall of one spade. A save at six spades, if the slam is eventually reached, costs only 700, giving North-South 88%.

A PC WITH
A REAL PLUS

Vuln.: All
Dealer: South

Board 7

<p>♠ 5</p> <p>♥ K 9 5 2</p> <p>♦ J 7 6</p> <p>♣ J 10 5 3 2</p>	<p>♠ Q J 9 8</p> <p>♥ A J 4</p> <p>♦ 9 8 5 3</p> <p>♣ A 6</p>	<p>♠ K 7 6 4 2</p> <p>♥ 10 7 3</p> <p>♦ A 2</p> <p>♣ K 9 4</p>	<p>♠ A 10 3</p> <p>♥ Q 8 6</p> <p>♦ K Q 10 4</p> <p>♣ Q 8 7</p>
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Board: 7 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	120	10				
660	95		10				
	91	-100	7				
630	66		3				
	41	-200	2				
600	27		1				
	13	-300	0				
180	13		0				
	12						
150	11						
	11						

The standard sequence:

South	West	North	East
1 ♦	pass	1 ♠	pass
1 NT	pass	3 NT	All pass

There should be no difficulty in reaching this game. Note that North - with 12 HCP, useful intermediates, and four cards in his partner's minor suit - should not be content with a raise to two no-trumps on the second round: he must go all the way to game.

At three no-trumps, West leads a low club and East returns the suit, removing the ace. As the cards lie, South gets home on almost any line of play. Good technique, however, requires that with two suits to establish, spades and diamonds, he should first tackle spades, the suit most likely to remove an entry from West, the dangerous opponent.

Accordingly, the queen of spades is led, South unblocking with the 10. Next comes the jack of spades. With these tricks in the bag, South leads a diamond from dummy and plays high from hand. Now a successful finesse of the heart jack, and another diamond lead from dummy, bring in ten tricks and a 66% score.

If West should happen to start with the jack of clubs, East has the chance for fine play. Knowing that South has the queen, he should duck, intending to unblock with the king under the ace. South may now contrive to hold himself to nine tricks - and a 27% score. South may, for example, decide to lead a high diamond from hand, or he may fear to take the heart finesse.

Vuln.: None
Dealer: West

Board 8

<p>♠ Q J 7</p> <p>♥ 9 6 2</p> <p>♦ 4 3 2</p> <p>♣ K 9 6 5</p>	<p>♠ A K 9 5 4 3</p> <p>♥ 8 3</p> <p>♦ A K 10</p> <p>♣ 10 7</p>	<p>♠ 10</p> <p>♥ J 4</p> <p>♦ 9 8 7 6 5</p> <p>♣ Q J 4 3 2</p>	<p>♠ 8 6 2</p> <p>♥ A K Q 10 7 5</p> <p>♦ Q J</p> <p>♣ A 8</p>
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Board: 8 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	480	27				
1520	100		17				
1510	99	200	17				
	99		17				
1020	98	-50	9				
1010	96		2				
	95	-100	1				
990	90		0				
980	62						
	39						
490	37						

There is a simple sequence to reach this slam:

South	West	North	East
	pass	1 ♠	pass
3 ♥	pass	3 ♦	pass
4 ♦	pass	5 ♦	pass
5 ♥	pass	5 ♦	pass
6 ♦	pass	6 ♦	pass
6 ♦	All pass		

Over North's one spade, nothing less than a jump shift will suffice to express South's powerful one-suited hand. When North repeats his spades, South raises to four spades, completing the description.

There follows a cue-bidding sequence: preferable to Blackwood, as from North's angle a slam could still be there even if the ace of clubs were missing.

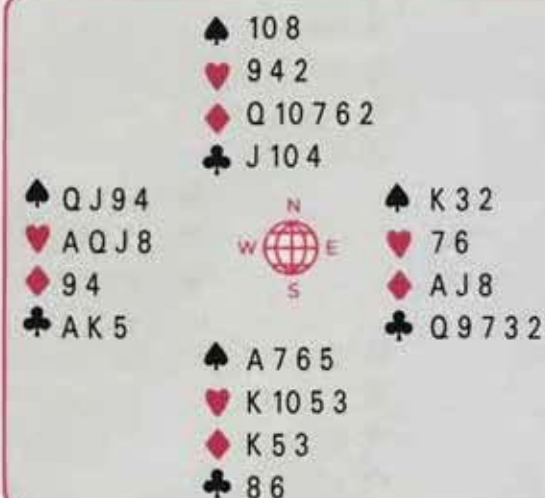
As it is, all the control are soon identified, but over six diamonds South, despite his fine heart suit, contents himself with six spades. South reasons that if North has A-K-Q of spades, in addition to A-K of diamonds, he can bid the grand slam himself.

At six spades, there is a technical point to the play. The club lead is won and two top trumps are laid down. Now North may play either hearts or diamonds, to get rid of a club loser. He should play diamonds, of course, for then only a 7-1 break will endanger the contract.

No-trump fans, justly or not, are highly rewarded on this deal, as they can make twelve tricks without bringing in the spades. Plus 990 is worth 90%.

Vuln.: East-West
Dealer: North

Board 9



Board: 9 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	92	92	41	41		
690	98	210	92	690	21		
	97		91		1		
100	96	240	91	900	1		
	95		90		0		
-110	95	-600	89				
	95		89				
-140	94	-630	86				
-150	93		84				
	93	-650	84				
-180	92	-660	62				

For pairs playing a strong no-trump, the route to game is clearly sign-posted:

South	West	North	East
		pass	pass
pass	1 NT	pass	3 NT
All pass			

But whatever West opens, game is reached, and if West is declarer, the opening lead is equally automatic - a low diamond.

This gives West the chance to display his knowledge of percentages. If North is leading from the K-Q, it will be right to play the jack; if North has led from K-10 or Q-10, which is a better percentage chance, the 8 will be the winning play.

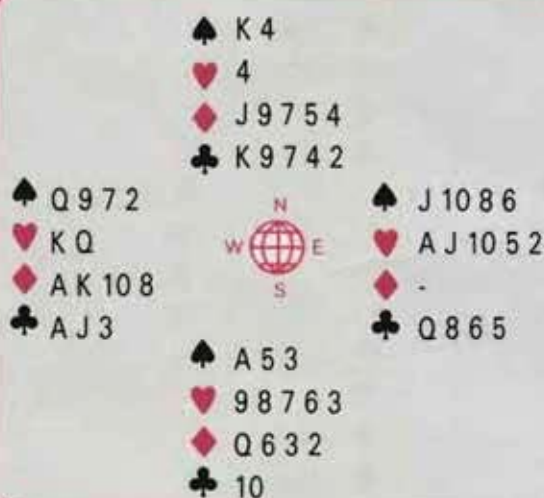
Here, virtue is rewarded when the 8 draws the king, the defenders thereafter taking only the ace of spades. Moreover, declarer has eleven tricks without risking the heart finesse: by careful management, he can take advantage of the fall of the 10 of spades.

+660, however, is worth no more than 38%. At some tables twelve tricks are made when North leads a diamond and South returns a heart, won by the queen. When South proceeds to duck the first round of spades, West switches to the minor suits and squeezes South in the majors.

It is a whole lot easier to make twelve tricks at those tables where East is declarer and South doesn't lead a diamond. But, whatever the route to the extra trick, it boosts the score to 79%!

Vuln.: All
Dealer: East

Board 10



Board: 10 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	68	68	32	32		
800	100	67	67	10	10		
	99		67		0		
400	98		67				
	96	-500	66				
300	93		66				
	90	600	66				
200	86		65				
	83	-620	61				
100	75	-630	50				
	68		43				

One of several possible auctions is this:

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

On the second round West has a wide choice - one spade or two spades, two no-trumps or three no-trumps. To me, one spade seems preferable - if only because East will occasionally pass, and one spade will turn out to be the best contract!

Here, where East raises to three spades, West's thoughts may lightly turn to thoughts of a slam, but the poor quality of West's trump holding should put a damper on his ambitions. If West does launch a slam try - for example, by cue-bidding four clubs - it will be East's turn to back-pedal, as he has a void in his partner's first suit, diamonds.

At four spades, West wins the heart lead and returns a low trump. Much more often than not, North goes in with the king - eleven tricks made. If North ducks, however, and South returns a club, West is held to his contract - and if he elects to finesse the club, is actually defeated. Thus his score seesaws between 25%, 39% and 75%, according to whether he succeeds in making nine, ten or eleven tricks.

If East is declarer a club is led and the contract is soon kaput unless the ace is put on and two quick discards taken on the top diamonds.

At some tables West seeks out a no-trump contract, his score depending on the opening lead. A club yields eleven tricks and 90%; a diamond holds West to 630 and an exact "average".

Vuln.: None
Dealer: South

Board 11

<p>♠ A Q 9 ♥ 9 ♦ A 10 8 3 ♣ Q J 6 3 2</p>		<p>♠ 10 8 ♥ A K J 6 5 3 2 ♦ J 4 ♣ 10 4</p>	<p>♠ K J 6 4 3 2 ♥ - ♦ K Q 9 2 ♣ K 7 5</p>
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Board: 11 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	-230	95	-900	34		
100	100	-300	95	-900	31		
50	99	-450	94	-920	28		
50	99	-450	94	-920	27		
100	98	-480	93	-980	26		
100	98	-480	93	-980	14		
150	97	-500	86	-1210	2		
150	97	-500	39	-1210	1		
200	96	-700	38		0		
200	96	-700	37		0		
	95		35				

A lively auction may go like this:

South	West	North	East
pass	1 ♣	3 ♥	3 ♦
6 ♥	pass	pass	6 ♦
pass	pass	7 ♥	Dble
All pass			

South passes to start with, and when the bidding comes back to him the threat of a slam is obvious, as North has indicated a seven-card suit with little or nothing outside. South's best move, therefore, is to go straight to six hearts - likely to be cheap, and possibly making life difficult for opponents. West now has a problem. He has a minimum opening, but his hand is well suited to a high-level spade contract. The way to convey this is by a forcing pass, which invites East to either bid a slam or double the opponents. Here, East, with a void in the opponents' suit, and a number of key cards, is able to bid six spades despite having no aces. The best North-South can do now is to save in seven hearts, costing 700. This is worth only 35%, largely because a number of East-West pairs have stopped in game.

Vuln.: North-South
Dealer: West

Board 12

<p>♠ 4 ♥ J 10 9 7 ♦ A K J 7 ♣ K 10 8 7</p>		<p>♠ A J 10 9 7 2 ♥ A 4 ♦ 10 5 ♣ Q 4 3</p>	<p>♠ Q 8 ♥ Q 3 2 ♦ 9 8 6 4 3 2 ♣ A 2</p>
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Board: 12 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
870	100	140	78	-110	23		
730	99	120	75	-130	22		
730	99	110	74	-130	14		
620	99	100	74	-200	7		
620	96	50	64	-200	4		
300	94	50	55	-500	1		
300	90	0	42	-500	1		
170	87	0	30		0		
	84	-100	29				
	81	-100	26				

After West has opened, North may get to game with this sequence:

South	West	North	East
	1 ♦	2 ♦	3 ♦
4 ♦	All pass		

The jump overall shows, in principle, a useful six-card suit in a hand of somewhat less than opening strength - about the equivalent of a weak two. Here, North, vulnerable against not, has a maximum. South, for his part, has four trumps and a singleton and should go straight to game. Either there will be a good chance of making the contract, or the opponents may feel constrained to save in five diamonds. Four spades, in practice, is likely to close the auction. West has no grounds for proceeding further and East, who holds useful defensive values, can see that five diamonds is unlikely to make. At four spades, the defenders can cash four tricks: a diamond, two clubs and a club ruff. Even if they fail to take these tricks quickly, the contract still fails, as declarer loses three club tricks by normal play. It takes a very inspired North to start by leading towards the club jack and ducking from each hand on the next round. If East-West decide to save in five diamonds, North can start with the ace of spades and switch to hearts to gain a ruff for down two. Doubled, this brings in a juicy 90%; undoubled, it still fetches 64%. Quite a few tables will stop short of a game contract, playing at either three spades or four diamonds.

Vuln.: All
Dealer: North

Board 13

♠ 10 7 5 4 3		
♥ 10 9 8 4		
♦ K		
♣ J 8 5		
♠ J 9 2	♠ 6	
♥ J 6 3	♥ 7 5 2	
♦ Q 10 7 4 3	♦ 9 6	
♣ 9 4	♣ AKQ10732	
	♠ A K Q 8	
	♥ A K Q	
	♦ A J 8 5 2	
	♣ 6	

Board: 13 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1700	100	620	17	-100	9		
	99	500	14		6		
1430	84	230	13	-200	3		
	83		13		3		
800	83	200	12	-300	2		
	58		11	-400	1		
680	33	130	11		0		
	26		11				
650	19	110	10				

Six spades is a fair contract, but it takes good bidding to get there. A possible auction:

South	West	North	East
		pass	1 ♣
Dble	pass	1 ♣	3 ♣
Dble	pass	4 ♥	pass
5 ♣	pass	5 ♦	pass
6 ♣	All pass		

This magnificent club suit is too good for either a pass or a preempt, so unless East's methods permit three no-trumps, he opens with one club. South cannot bid two clubs on his rockcrusher, as most players treat this as natural. So South doubles - and doubles again if East rebids his clubs. The second double gives North his chance: with an assured fit in one major suit or the other, his hand is not without merit, and the king of diamonds is a key card. North therefore jumps to four hearts, which is all the encouragement South needs. East begins with two top clubs. Declarer comes to hand with the king of diamonds, crosses to a trump, ruffs a diamond and crosses with another trump. If all follow, the slam will be icy. As it is, East shows out, so North ruffs another diamond. Again, if all follow, North can draw a third round of trumps and claim the contract. In the actual case, no problem - cross to a heart in dummy, ruff the last losing diamond and re-enter with a heart. Draw West's last trump and thus complete a neat dummy-reversal. If all this happens, North-South fully earn their 92% score, most pairs failing to progress beyond game.

Vuln.: None
Dealer: East

Board 14

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

Board: 14 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
300	99	-140	71	-420	36		
	99	-150	66	-430	23		
100	95		61	-450	10		
	92	-170	52		7		
50	84		43	-500	5		
	75	-200	41	-590	4		
-50	75		39		3		
	75	-230	38	-900	2		
-100	74		38		1		
-110	72	-300	37		0		

Playing five-card majors, the heart fit could well be 'lost' if the bidding goes like this:

South	West	North	East
			pass
pass	1 ♣	pass	3 ♣
All pass			

The Drury Convention is designed for use by a passed hand. In the next sequence this convention allows East-West to stop in two spades:

South	West	North	East
			pass
pass	1 ♣	pass	2 ♣
pass	2 ♦	pass	2 ♣
All pass			

From East's angle, game may be there if partner has a sound opening, but West may have opened light. Playing 'Drury', two clubs is artificial and a response of two diamonds by opener will indicate a light opening. Now East can sign off at a low level. As it happens, after a club lead from North, ten tricks are there. Cash ace of diamonds, ruff a diamond and lead the heart queen, covered by the K-A. Ruff a diamond, cash the heart jack, ruff a club and ruff the last diamond. West exits with a heart. North returns a top club to shorten West's trumps, but he still makes 170 for a near-average score. Note that North can register 66% for his side by the simple expedient of starting with ace-and-another trump. The pairs most likely to reach game are those playing four-card majors. Rather than raise spades with three-card support, East may decide to respond with a natural bid of two clubs. Now West rebids two hearts, which East may raise to game.

Vuln.: North-South
Dealer: South

Board 15

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

Board: 15 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1860	100	700	63	-500	3		
	100		60		1		
	99	680	59		0		
1470	99		59				
1460	94	650	49				
	90		39				
1430	88	500	37				
	85		35				
900	81	-100	20				
	76		5				
710	71	-200	4				

A standard sequence can enable North-South to avoid climbing too high:

South	West	North	East
1 ♥	pass	2 ♣	pass
3 ♥	pass	3 ♣	pass
4 ♣	pass	5 ♣	pass
5 ♥	pass	5 ♣	All pass

17 HCP and a seven-card suit headed by A-K-Q are more than enough for a jump-shift response to the opening one heart. On the second round South, rather than raise spades, should emphasize the quality of his heart suit. When, later, South raises to four spades, North resists the temptation to use Blackwood, for if South shows one ace it will not be clear whether there are two losing diamonds. Over four spades, therefore, North bids five clubs, a cue-bid. South responds by cue-bidding the ace of hearts, but now it is clear that diamond control is lacking, so North settles for five spades. This revealing sequence enables East to come forth with ace-and-another diamond, holding North to his contract. For North-South, the resulting 49% score is a whole lot better than the 20% gained by those pairs - quite a few - who lose the same tricks at a contract of six spades! If any East player fails to diagnose the diamond lead, he costs his side dear, as North speedily makes thirteen tricks for a 71% score. Devotees of the Unusual No-trump may unmask their favourite weapon with the West cards - but if they save at six clubs over five spades they lose 700 for a below-average score.

Vuln.: East-West
Dealer: West

Board 16

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

Board: 16 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
500	100	180	88	-100	26		1
	99		87		19	-700	0
	99	140	87	-120	18		0
470	98		87		16		
	98	110	85	150	15		
400	97	100	76		15		
	97	90	65	-200	14		
300	95		62		13		
	94	-50	54	-300	8		
200	91		45		3		
	89	-90	39	500	2		

The standard sequence soon comes to an end:

South	West	North	East
	1 ♦	pass	1 NT
2 ♣	All pass		

Playing five-card majors, West opens the longer minor suit. East responds with a routine one no-trump and South's overcall of two clubs is equally well-marked. Two clubs goes round to East, who may consider bidding two diamonds. However, with relatively poor diamonds and three likely defensive tricks against a club contract, the pass is more attractive. With some key cards lying well, an inspired South can overcome the trump break. Win the diamond opening, draw no more than two rounds of trumps, and lead a heart, allowing West to hold the trick if he covers. West cashes a diamond and South ruffs the next diamond. He finesses the heart jack, parks a spade on the ace of hearts, leads a spade and goes boldly in with the king. Eight tricks made, thank you very much! Even seven tricks, a fairly common result in practical play, bring in 54%, but North-South score poorly if they allow East to play in one no-trump and make it. With South leading a club, and North unable to return the suit, this can all-too-easily happen.

Vuln.: None
Dealer: North

Board 17

♠ Q J 10 9 2			
♥ J 6 2			
♦ 10 4			
♣ K 9 6			
♠ K 7 5	N W E S	♠ A 8 6 4 3	
♥ Q 10 8		♥ -	
♦ 9 7 5 2		♦ A K 6 3	
♣ Q J 4		♣ 10 8 7 3	
♠ -		♠ -	
		♥ A K 9 7 5 4 3	
		♦ Q J 8	
		♣ A 5 2	

Board: 17 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
900	100	500	80	200	44	-100	25
700	99	480	76	170	44	-300	13
690	97	450	72	140	43	-470	2
680	94	420	68	100	43		1
650	93	400	60	50	36		0
590	93	300	52		35		0
590	87		48		30		
530	81		45				
530	80						

The standard sequence is both accurate and brief:

South	West	North	East
		pass	1 ♦
4 ♥	All pass		

In theory, South, not vulnerable, is too strong for a barrage bid of four hearts; but in a pairs contest, and with a void in spades, I would select this call as the best tactical move.

When four hearts goes round to East, he may put on his thinking cap: after all, he has a 5-4-4-0 distribution, and he has ace-king and an ace. Against that, he has already opened with a mere eleven points. A reopening double would in fact be a costly manoeuvre, whether West passes - for minus 590, and only 13% - or whether he reverts to four spades for the loss of a probable 500.

Against four hearts, a club lead would give the defenders the upper hand, but West is more likely to lead his partner's suit. South cashes a top trump and learns the bad news. He leads a diamond to the 10 and East counterattacks - too late - with a club. Another diamond is forced out, establishing a discard for a club from dummy, and a club ruff brings declarer to ten tricks, worth 60%.

Vuln.: North-South
Dealer: East

Board 18

♠ A 8 6 5 3			
♥ 8			
♦ A 7 3 2			
♣ A J 10			
♠ Q	N W E S	♠ K 10 9 4	
♥ A K J 7 5 2		♥ Q 9 4 3	
♦ J 10 9 6		♦ -	
♣ 7 3		♣ Q 9 8 6 4	
♠ J 7 2		♠ -	
♥ 10 6		♥ -	
♦ K Q 8 5 4		♦ -	
♣ K 5 2		♣ -	

Board: 18 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
670	100	-100	85	-420	48	-790	4
420	99	140	82	-450	39	-800	4
140	99	140	79	500	36	-830	2
130	98	-170	79		33		1
100	97	-200	75		30		1
50	93	-300	72		27		0
	88		65		19		
	87		59		10		
			58		8		
			58		7		
			58		5		

The standard competitive sequence:

South	West	North	East
			pass
pass	2 ♥	Dble	4 ♥
Dble	pass	4 ♦	All pass

West's hand is almost too good for a weak two-bid, but the shortage of defensive tricks, and the fact that West is in third position, combine to make this a better tactical move, in my view, than one heart.

North's double is the standard riposte and East's raise to four hearts is equally obvious. After this lively start South has enough to join in the action, but he needs to display good judgment. If he bids five diamonds, West doubles and the contract fails by one or two tricks.

A better move is a "responsive" double, saying, "This is our hand, partner, but I have no convenient natural call to make." Now North-South score their best result when North removes to four spades. One way or another, the defenders make three trump tricks and a heart trick, but down one is worth either 65% or 82% to North-South, depending on whether East does or doesn't double.

If North somehow goes down two tricks, he may be pleasantly surprised to find that minus 500 - normally a catastrophe at this vulnerability - is worth as much as 30%.

But if North, with three aces, thinks it safe to pass a double of four hearts for penalties, he learns otherwise when West wraps up ten tricks for an 81% score.

Vuln.: East-West
Dealer: South

Board 19

♠ Q 7 5
 ♥ A 10 9 7 5 2
 ♦ K J 3
 ♣ 7

♠ 8
 ♥ K J 8 6 4
 ♦ Q 10 9 6
 ♣ J 10 6

♠ A 10 6 4 3
 ♥ Q
 ♦ 8 7 4
 ♣ K Q 5 4

♠ K J 9 2
 ♥ 3
 ♦ A 5 2
 ♣ A 9 8 3 2

Board: 19 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1100	100	430	88	150	78	150	9
99	97	420	85	140	74	150	6
800	96	400	82	120	70	300	2
95	95	300	79	90	52	500	1
660	95	210	78	50	35	700	0
500	92	200	77	100	14		
490	90						
89	89						

If East decides to stay out of the picture, the standard sequence is this:

South	West	North	East
1 ♣	pass	1 ♥	1 ♣
1 ♣	pass	3 ♥	FIN

If East overcalls with one spade, he is likely to play there, doubled, after this sequence:

South	West	North	East
1 ♣	pass	1 ♥	1 ♠
pass	pass	Dble	All pass

The more likely spot is three hearts - a sound contract, defeated by the 5-1 division of the opponents' hearts.

After one club - one heart, is it wise to come in with one spade? Vulnerable against not, and with a decidedly hollow suit, the overcall is risky. Nor is the presence of K-Q-x-x of clubs, the opener's suit, an encouraging feature - a similar combination in the unbid suit, diamonds, would be more attractive. This is a powerful factor and I therefore would prefer to pass.

As it happens, the overcall is disastrous and East could well find himself down four, vulnerable. In this case part of the credit belongs to North, for a well-judged reopening double. This shows at least 10 HCP and invites South to support hearts. With his actual hand, South is delighted to convert for penalty.

The moral of this deal is, don't overcall with a shaky suit when there is nowhere to go if doubled.

Some North-South pairs will land in a no-trump partial, worth eight tricks and a useful 70% score. Even incurable optimists who go overboard in three no-trumps will pick up as many points as those in the much better contract of three hearts. There's no justice!

Vuln.: All
Dealer: West

Board 20

♠ A 6 4 2
 ♥ J 7 3
 ♦ 6 2
 ♣ K 10 7 4

♠ K Q 9 5
 ♥ A K 9 8
 ♦ Q 9 8 7
 ♣ 9

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

♠ J 8
 ♥ 4 2
 ♦ K J 10 5 4
 ♣ A 5 3 2

Board: 20 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
200	100	200	51	800	1		
99	99	48	48	1	1		
100	95	500	46	1100	0		
110	90	45	45				
140	89	600	44				
170	89	42	42				
180	84	620	23				
	80	630	4				
	66	4	4				
	51	650	3				

The standard sequence:

South	West	North	East
	1 ♦	pass	1 ♥
pass	3 ♥	pass	4 ♥
All pass			

After East's one heart, the double raise on West's hand may seem pushful, but it is much closer to the mark than a raise to two hearts. East can just about scrape up the values for game, which he makes, helped by the fall of the jack of spades and the favourable lie of the king of diamonds. Even the eight of spades kindly comes to the rescue of a careless declarer who leads the ten for a finesse instead of following the correct technical play - a low lead twice from the East hand.

Suppose that West raises only to two hearts. Now East passes and South finds himself in the reopening position. A bid of two no-trumps would invite North to bid either one of the minor suits, since West, the opener, may have opened on only three diamonds. But the hand lacks substance, and the manoeuvre is not attractive.

As it happens, if South does venture a bid of two no-trumps, North responds with three clubs and East doubles. If West plucks up his courage and passes, the most likely result is down two for 52% - much more than East-West would have got in a heart partial.

The likely defence to three clubs doubled? West wins the heart lead and returns a trump. East repeats the dose whenever he is in, killing the ruffing power of South's hand and obliging him to play to establish the diamonds.

Vuln.: North-South
Dealer: North

Board 21

<p>♠ 8 4</p> <p>♥ A 10 9 6 3</p> <p>♦ A K</p> <p>♣ Q 9 6 2</p>	<p>♠ J 10 6 3</p> <p>♥ K Q</p> <p>♦ Q 10 7 5</p> <p>♣ 10 8 7</p>	<p>♠ A 7 5 2</p> <p>♥ J 7 5 4</p> <p>♦ J 2</p> <p>♣ A 5 4</p>	<p>♠ K Q 9</p> <p>♥ 8 2</p> <p>♦ 9 8 6 4 3</p> <p>♣ K J 3</p>
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Board: 21 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	-200	58				
98	98		58				
96	96	-420	29				
89	89		1				
81	81	-450	0				
81	81		0				
78	78						
76	76						
67	67						
59	59						

A standard sequence without the Drury Convention:

South	West	North	East
		pass	pass
pass	1 ♥	pass	3 ♥
pass	4 ♥	All pass	

The standard sequence with "Drury":

South	West	North	East
		pass	pass
pass	1 ♥	pass	2 ♣
pass	3 ♣	pass	4 ♥
All pass			

In the first sequence, there is no difficulty in reaching game. In the second, East, over his partner's fourth-hand opening of one heart, bids two clubs to ascertain whether this opening is up to strength.

West's three clubs is a natural bid, confirming that he has at least the values of a normal opening. Now East, faced with a borderline decision, may decide to go straight to game. If, instead, East bids only three hearts, West may still convert to four.

At four hearts West finds - luckily, as it turns out - that dummy has only two entries, one of which may be needed to develop the clubs. This may persuade West not to attempt to take two finesses in hearts, which would normally be the correct percentage play, and to lay down the ace instead. He is happy to find the bare K-Q behind him - and happy too with his match-point score, 71%.

This score arises because some pairs fail to reach the game whilst others do not make it, sometimes for no fault of their own. Suppose, for example, that North starts with a club to South's king. Now that the queen of clubs is safely established, declarer may now decide to use both of dummy's entries for the total double-finesse in trumps.

Vuln.: East-West
Dealer: East

Board 22

<p>♠ K J</p> <p>♥ 4</p> <p>♦ A K 8 7 4</p> <p>♣ A K 7 6 4</p>	<p>♠ Q 10 9 6 5 3</p> <p>♥ 8 7 6</p> <p>♦ J 9 5</p> <p>♣ Q</p>	<p>♠ 7 4</p> <p>♥ K Q 10 3</p> <p>♦ Q 10 2</p> <p>♣ 9 8 3 2</p>	<p>♠ A 8 2</p> <p>♥ A J 9 5 2</p> <p>♦ 6 3</p> <p>♣ J 10 5</p>
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Board: 22 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	-130	29			7	
99	99		19			6	
99	99	-150	16			5	
94	94		13			4	
90	90	200	13			2	
70	70		13			1	
51	51	-300	12			0	
47	47		11			0	
43	43	-500	11				
41	41		10				
39	39	-600	8				

North is likely to come forth with a very weak jump overcall:

South	West	North	East
			pass
pass	1 ♦	2 ♣	pass
4 ♣	5 ♣	All pass	

At "green" vulnerability, and opposite a passed partner, a defender is permitted a wide freedom of action - especially when he happens to have the spade suit. In these circumstances it is often sound tactics to force the bidding as high as possible as soon as possible.

Over North's two spades, South can reinforce his partner's preemptive tactics. South has passed with two aces and has good support for North's suit. Maybe four spades will be "cheap", maybe the opponents will go on and be defeated. As South, I would simply bid four spades and let West do the worrying.

As it happens, four spades puts West on the spot. A double would adequately express West's honour strength - but it would also suggest tolerance for hearts. A pass would be timid, though not inconceivable. In practice, West will usually bid five clubs. North and East pass, and South is happy to do the same. 100 in the North-South column is worth a 70% score, a whole lot better than losing 300 or more in four spades doubled.

Vuln.: All
Dealer: South

Board 23

♠ A Q J 10 5 ♥ J 6 5 ♦ K J 4 ♣ 10 4	♠ 9 7 ♥ A Q 10 4 ♦ A 10 7 5 3 ♣ 8 6	♠ 6 ♥ K 8 7 3 ♦ Q 8 6 ♣ K Q 7 5 2	♠ K 8 4 3 2 ♥ 9 2 ♦ 9 2 ♣ A J 9 3
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Board: 23 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
400	100	- 90	49	- 500	6		
300	99	- 100	44	- 800	1		
200	96	- 110	39		0		
100	93	- 120	29				
90	86	- 140	20				
80	79	- 150	18				
70	66	- 170	17				
60	52	- 200	13				
50	52		9				
40	51						

At "pairs", the likely sequence is this:

South	West	North	East
pass	1 ♣	pass	1 NT
All pass			

East, opposite his partner's one-spade opening, has ten points, in high cards and a nice five-card club suit - but he also has a singleton in opener's suit. At duplicate, where the emphasis is on getting a plus score, a response of one no-trump is preferred to two clubs, which could carry the partnership out of its depth. West passes one no-trump and, on the lead of a club, East probably comes home with eight tricks - and a 71% score - as long as he remembers to put up the ten. The best defence is a diamond lead. North holds up the ace and now East is in difficulty. If North does not fancy letting East play in one no-trump, he has to bid two diamonds, as a double would be for penalties. Two diamonds, however, is not recommended in this exposed position. Down one or two tricks, doubled and vulnerable, would leave North facing a 6% or 13% score - and his partner's reproaches. If East-West are playing 4-card majors, West may elect to rebid two spades over one no-trump. If the defence is awake, this normally goes down a trick for a below-average score, 34%.

Vuln.: None
Dealer: West

Board 24

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

Board: 24 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
590	100	100	40	650	4		
450	97	50	32		2		
420	95	- 50	26		0		
200	94	- 50	22				
170	86	- 100	17				
	56	- 420	15				
	55		12				
	55		11				
	51		11				
	48	- 450	7				

The standard competitive sequence:

South	West	North	East
	pass	1 ♣	2 ♥
4 ♣	5 ♥	Double	All pass

Over one spade, a simple overcall of two hearts is the recommended move with East's hand. At equal vulnerability, his hand does not contain enough tricks for a barrage bid of three hearts. South, with five-card trump support and a singleton in the opponents' suit, can go straight to four spades, knowing that this must be the correct tactical move: his hand is almost defenceless, and if four spades is defeated, then the opponents can surely make four hearts. As it happens, four spades is icy - if you are allowed to play there. Unfortunately, West won't let you, as he has the values for a bid of five hearts. Now the spotlight moves to North. A double or his hand is not exactly automatic - but if he is in search of points...? Against five hearts, the defenders have three top winners - and must not fail to cash them. South leads the spade ace and, seeing dummy's fine diamond suit, should have no difficulty in switching to a club; otherwise, East swiftly ditches three clubs on dummy's diamonds. But five hearts, down one, brings North-South only a 40% score, even when doubled. This is because some East-West pairs rather unenterprisingly allow North to play in four spades. Note, by the way, that West has the chance for a very constructive move. Although five hearts is the standard call on his hand, in my opinion a bid of five diamonds is still better. As West has already passed, five diamonds must be lead-directing, based on a fit in hearts.

Vuln.: East-West
Dealer: North

Board 25

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

Board: 25 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1100	100	430	72	200	45	90	24
1000	100	420	67	180	40	-50	24
790	99	400	63	170	37	-100	5
500	99	300	59	150	34	-150	2
490	94	240	58	140	32	-500	2
480	85	230	57	120	29	-500	1
460	79	230	52	110	27	-870	1
450	75		49	100	26		0

There are two possible sequences. If East elects to open with his 11-point hand, the bidding could go like this:

South	West	North	East
		pass	1 ♣
Dble	pass	3 ♥	pass
3 ♣	pass	4 ♥	All pass

If East passes, North-South have the chance for a "transfer" sequence:

South	West	North	East
		pass	pass
1 NT	pass	2 ♦	pass
2 ♥	pass	2 NT	pass
4 ♥	All pass		

In the first auction, North is borderline for the jump response of three hearts. Note that South cannot be sure this denotes a five-card suit, as his double of one spade has suggested support for the unbid major suit. It is therefore a good move to cue-bid three spades, allowing North to clarify his hand.

In the second sequence, where South opens one no-trump North responds two diamonds to show at least five cards in hearts. On the next round, North's bid of two no-trumps is a game invitation and South, with a wealth of top cards, an excellent trump holding, and a possible ruffing value in spades, is happy to convert to four hearts.

With trumps 4-1, the hand has to be played carefully, as South is short of entries to his hand. If West leads a diamond, the best move is to tackle clubs before touching trumps. Now declarer can take advantage of the "magic" club position - Q-9 bare with West - to bring in this suit. As he does not need a spade ruff, he will be able to pick up West's trumps, making game for the loss of two diamonds and a club.

If a diamond is not led, a similar line of play may bring in eleven, or even twelve, tricks. But even if South does no more than to bid and make the game, he is rewarded with a 67% score.

Vuln.: All
Dealer: East

Board 26

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

Board: 26 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1070	100	130	23		0		
690	99	-100	17				
660	99	-200	9				
630	56	-300	5				
600	44	-400	2				
	34	-500	1				
	23		0				

If North-South play two clubs as an artificial forcing bid, the auction could go like this:

South	West	North	East
2 ♣	pass	2 ♦	pass
2 NT	pass	3 ♣	pass
3 ♦	pass	3 NT	All pass

Playing the "forcing two", the bidding would be:

South	West	North	East
2 ♦	pass	2 NT	pass
3 NT	All pass		

In the first sequence South treats his hand as the equivalent of a super-strong two no-trump opening. The sequence suggests 22-23 HCP in a balanced hand, South's fine diamond suit compensating for the slight deficiency of points.

North's hand is fairly balanced, but he still uses the Stayman Convention to see whether South has a four-card heart suit, as 620 may be much better than 600. But the final contract is three no-trumps, and with a spade lead from West, South probably makes eleven tricks for a very nice 78% score.

In the second sequence, by contrast, where East is on lead, the opening salvo is more likely to be a heart. The finesse succeeds, but declarer is still limited to nine tricks - and a mere 34%.

Vuln.: None
Dealer: South

Board 27

♠ A K Q J 8
 ♥ 9 8
 ♦ Q 7 6 4 3
 ♣ 4

♠ 10 7 4 2
 ♥ 4
 ♦ K J 8 5 2
 ♣ 10 5 3

♠ 9 5 3
 ♥ J 7 5
 ♦ A 10
 ♣ K J 7 6 2

♠ 6
 ♥ A K Q 10 6 3 2
 ♦ 9
 ♣ A Q 9 8

Board: 27 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1790	100	510	35				
1770	99	480	28				
1510	97	450	22				
1020	96	50	13				
1010	97		5				
980	98		4				
	99		3				
	97		2				
	77		0				
	58						
	47						

If South decides to take a rosy view of his hand, the bidding may go like this:

South	West	North	East
2 ♥	pass	2 ♦	pass
3 ♦	pass	3 ♦	pass
3 ♥	pass	5 ♥	pass
6 ♥	All pass		

As South needs so little from partner - the king of clubs and an ace will suffice for a slam - he may be willing to treat his hand as worth a game-demand bid. An old-fashioned forcing two works out well, as opener is able to show two suits at a low level.

South	North
2 ♦	2 ♦ (natural) 2 ♦ (positive)
3 ♥	...

But whatever route is chosen, the values are so abundant, and South's suit so strong, that the heart slam should safely be reached. Against six hearts, West loses a lot of points if he fails to lead a diamond, holding South to his contract. As this is the only suit in which the opponents have not shown strength, it shouldn't be too difficult. (In the first of the suggested sequences, three diamonds is "fourth suit forcing", not a natural bid.) It is not very often that a defender can improve his score by as much as 30% (53% instead of 23%) by the simple expedient of leading the unbid suit!

Vuln.: North-South
Dealer: West

Board 28

♠ Q 10 2
 ♥ 9 2
 ♦ A 9 7 4 3 2
 ♣ A 8

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

♠ K J 9 7 3
 ♥ 7 3
 ♦ 6 5
 ♣ 7 5 4 2

♠ 8 6 5
 ♥ Q J 5
 ♦ K J 8
 ♣ K Q J 10

Board: 28 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
660	100	210	76	50	39	300	4
630	92	180	72	80	31	400	3
600	84	150	71	100	30	600	2
500	83	130	70	110	25		1
300	82	110	69	140	17		0
	81	100	66		15		
	81	100	63		13		
	80		62		11		
			54		9		
			47		6		

East-West, with only 17 HCP between them, may steal this hand with this sequence:

South	West	North	East
	1 ♥	pass	1 ♦
pass	2 ♥	All passFIN	


North, at "red" vulnerability, can hardly be blamed for remaining silent. And if he does, South, with a completely flat hand, will surely do the same. At two hearts, West goes down a trick on the lead of a minor suit. On the lead of a major, he can make the contract by taking a finesse in spades. If North, taking his life in his hands, does overcall with his "empty" six-card suit, the outcome is quite different:

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

After this confident-sounding auction, West, sitting under North's diamond call with the doubleton queen of North's suit, will be well advised to lay down a top heart. A sight of the dummy suggests that South will make a lot of tricks when he gets in, so West switches to the ace of spades. Now, a three-trick set brings in a 96% score. Easy, seeing all four hands; not so easy, seeing only two. But West had better catch on to this defence, for otherwise his score sinks into the nether regions.

Vuln.: All
Dealer: North

Board 29

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

Board: 29 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	40	40				
200	94	650	22				
	87	660	2				
100	77		0				
	67						
200	67						
	67						
600	60						
	54						
620	48						
630	41						


The standard sequence:

South	West	North	East
		pass	1 NT
pass	2 ♦	pass	2 ♥
pass	3 ♣	pass	3 ♥
pass	4 ♥	All pass	

With 15 points in high cards, and excellent intermediates, East may be excused for opening with one no-trump, valuing his hand as worth 16 HCP. West's first response, two diamonds, is a transfer for hearts. His rebid of three clubs, a new suit, is forcing to game. The purpose is two-fold: to permit East to bid three no-trumps if he is short of hearts, and to allow for the possibility of a slam if East has a suitable hand. When East can do no more than bid three hearts, West signs off in game. If South leads a spade, declarer swiftly pockets eleven tricks for a 78% score. On any other lead, he eventually has to face up to finding the queen of spades. South, by this time, has shown up with a double trump and North with a doubleton club, so East may have little to guide him. However, as is usually the case, playing in the correct contract is rewarded with at least an average score, East notching up 52% even if he misguesses the spades. This satisfactory result is partly due to a number of three-no-trump enthusiasts who enjoy less than a spectacular success after the opening lead of a diamond!

Vuln.: None
Dealer: East

Board 30

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

Board: 30 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
100	100	45	45	13	13	4	4
500	100	44	44	200	12	630	4
	99	44	11	210	11		3
300	99	43	11			630	3
	98	36	10	250	10		3
150	97	28	9			700	2
	95	26	8	300	8		2
100	89	22	6			900	1
	83	17	6	470	6		0
50	64	16	5				
	46	15	5	500	5		

The most likely contract is two hearts, reached in one of two ways. East may open with a weak two hearts, in which case West should leave him to play there.

South	West	North	East
			2 ♥
All pass			

Alternately, the standard, well-disciplined sequence is this:

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

Whith any lead but a club - with is somewhat unlikely - East assembles eight tricks for a 64% score. This is assuming that the defenders take every opportunity to shorten East's trumps. If they don't, he may make nine tricks, worth 78%. At those tables where West opens one diamond and North elects to overcall with one heart, East-West can grab a "top". East either passes one heart round to West, and converts the reopening double for penalties, or he doubles himself. He opens with the queen of diamonds and switches to the ten of hearts, won by dummy's jack. Dummy's jack of clubs is led and West goes in with the ace. He cashes the top diamonds, East pitching his clubs. Now North is held to three trump tricks and a spade; 500 for East-West, on a part-score hand.

Vuln.: North-South
Dealer: South

Board 31

	♠ K 6 2		
	♥ J 9 8 5		
	♦ Q 10 9 5		
	♣ 10 4		
♠ Q 8 5	N W E S	♠ A J 9	
♥ K 6 4 2		♥ 10	
♦ K J 8 4 3 2		♦ 7 6	
♣ -		♣ A J 9 6 5 3 2	
	♠ 10 7 4 3		
	♥ A Q 7 3		
	♦ A		
	♣ K Q 8 7		

Board: 31 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
900	100	120	88	180	41	9	
900	100	110	85	200	40	500	6
500	99	100	75	200	33	800	2
500	97	90	66	230	26	800	1
300	95	65	65	230	26		0
300	92	50	62	300	25		
200	89	90	59	300	20		
200	88	100	57	400	15		
150	87	100	50	400	14		
150	87	110	43	470	13		
	86	110	42	470	11		

Competitive auctions do not always work out as expected, but a possible sequence is this:

South	West	North	East
1 ♠	1 ♦	1 ♥	pass
3 ♥	All pass		

After West's one-diamond overcall, North may either pass or bid one heart - or he may launch a conventional double. Either way, once the heart fit is discovered, it could be difficult to stop below the level of three hearts. And, unless the defence slips up, three hearts is likely to be one too many. Alternately, East-West - at "green" vulnerability - may decide to become more active. This will seldom be to their advantage. Suppose that East comes in with a barrage bid of three clubs. If South decides to double, suppressing the heart fit, the defenders do not have to exert themselves unduly to collect five tricks - and a 75% score.

Vuln.: East-West
Dealer: West

Board 32

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

Board: 32 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
690	100	420	90	60	28		
670	99	200	89	50	58	300	24
650	99	170	86	100	55	620	20
650	98	170	83	100	49	620	13
590	98	140	81	130	43		7
590	95	140	79	130	43	650	6
500	93	120	78	140	39		6
	92	120	78	170	36	790	3
	91	100	69	200	32		0
					29		
					28		

The auction seems sure to be highly competitive. A good sequence would be this:

South	West	North	East
	pass	pass	1 ♦
1 ♥	1 ♠	3 ♥	3 ♠
4 ♥	4 ♠	All pass	

There are two considerations which may persuade South to overcall with a simple one heart rather than with a weak two hearts. First, at favourable vulnerability, two hearts could suggest a weaker hand. Secondly, South does not wish to suggest that his hand is defenceless, as the A-K-x of spades are a valuable defensive feature.

Over one heart, West may bid one spade or he may equally well double (the redoubtable "Sputnik" convention!), showing precisely four spades. Either way, North, at favourable vulnerability, raises semi-premptively to three hearts. East cannot afford to be shut out and so the final contract is a precarious four spades.

Precarious - but not impossible. North may come forth with the ace of hearts, in which case West has a chance to shine. North switches to a club, a low trump is led from the table, and South, having no entry to his partner's hand, plays low.

Now West may reason: "I can't get home unless North has the king of diamonds. That leaves South with a probable A-K of spades for his overcall." So boldly play the queen of spades, return a spade, and claim the contract on the diamond finesse. If West does all this, he fully earns the resulting 87% score. (97%, if doubled.)

Cautious East-West pairs may allow South to play at four hearts - down one if West starts with the queen of diamonds, made if he doesn't. In this last case, excessive timidity is punished with a 10% score!

Vuln. : Personne
 Donneur : Nord

Donne 33

Vuln. : Nord-Sud
 Donneur : Est

Donne 34



Board: 33 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
300	100	180	18	450	7		
150	99	170	17	480	6		
100	98	200	16	500	6		
50	96	230	16		3		
	81		15		0		
	57	300	15				
	33		14				
	26	420	11				
	19		8				

The bidding is likely to be brief, but very much to the point:

South	West	North	East
1 ♦	4 ♣	All pass	

Alternately, the auction may go like this:

South	West	North	East
1 ♦	Dble	2 ♦	3 ♥
pass	4 ♣	All pass	

Either way, this should, it seems, be a flat board - four spades, down one, at practically every table. But in a pairs tournament, few boards are entirely predictable. Suppose, for example, that South is an aficionado of the weak no-trump. He is doubled by West, and if the double is passed out, loses 500 - worth 3%! Only by grace of the blockage in hearts does South take any tricks at all! Sharing this microscopic score are a handful of diehards whose motto is, "Defend at any price". For when these pairs "save" at five diamonds doubled, they are likewise set three tricks (even if South successfully locates the queen of clubs). West starts with A-K, A-K, then plays a third spade, allowing East to put the king of trumps to good use. It seems mighty hard to stay in two or three spades with the West cards, but any pair that manages to do so will mark up a nice 74% score.



Board: 34 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
790	100	100	86	300	25	590	7
730	99	80	80	240	24	580	6
620	98	75	75	400	24	630	5
500	96	60	68	420	23	650	4
300	95	54	61	440	23	690	4
140	89	48	58	450	19	730	3
	87	41	54	480	15		
		37	48	500	14		
		33	41	570	13		
		29	37		10		
		29	33		8		
		29	29		8		

A competitive sequence may see North use a device that is gaining increasing favour:

South	West	North	East
			1 ♥
2 ♣	2 ♥	Dble	4 ♥
pass	pass	Dble	All pass

In response to South's vulnerable overcall, North has a problem. Two spades is not attractive on such a weak suit, three diamonds would be a wild gamble, and a pass defeatist. The solution, in the modern style, is to double. This is not for penalty, but "competitive", saying "This is our hand", and inviting partner to name a likely spot. Here, East, fortified by "green" vulnerability and by his partner's support, goes straight to four hearts. This time North's double is for penalty, but the cards happen to lie nicely and the contract is hard to beat. To have any chance, South must diagnose North's club shortage - likely, as North did not support clubs - and must start with ace-and-another of this suit. The ten is finessed and North, on ruffing, should note that East is likely to have no losers in the major suits. For his leap to four hearts, East may well have a singleton diamond. In that case the only chance is to find South with the queen. So, underlead the A-K, ruff the club return, and chalk up 100 for a well deserved 80%. Some defenders may gain the same score via a much easier route when East wrecks his chances by putting up dummy's club king at the second trick, or by trying to drop a singleton king of trumps.

Vuln. : Est-Ouest
 Donneur : Sud

Donne 35

♠ 10 7 4 3			
♥ A V 8 4 2			
♦ 10 7			
♣ 9 7			
♠ A R D 8		♠ V 6 5	
♥ R 7 5		♥ 9 3	
♦ R D V 2		♦ 8 4	
♣ A 2		♣ V 10 8 6 5 3	
		♠ 9 2	
		♥ D 10 6	
		♦ A 9 6 5 3	
		♣ R D 4	

Board: 35 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
500	100	90	56	600	3		
	99	100	55		2		
300	99	110	53		1		
	95	120	30	620	0		
200	91	130	9		0		
	86	140	8				
100	81	150	7				
	70		7				
50	59	300	5				
	57		3				
	56	500	3				

The standard sequence:

South	West	North	East
pass	2 NT	All pass	

East-West pairs employing an artificial two-club opening bid adopt this sequence:

South	West	North	East
pass	2 ♣	pass	2 ♦
pass	2 NT	All pass	

Over his partner's two-diamond "relay", West rebids two no-trumps to indicate a "strong" two no-trump opening, 22 to 24 HCP. The sequence distinguishes the slightly less-powerful type of hand, 20-21 points, which is expressed by a direct bid of two no-trumps.

East, on the second round, is faced with a close decision. At "teams", he would probably raise to three no-trumps, hoping to find partner with a club fit. At pairs, a pass is better.

Likewise, if West is playing the "forcing two", he may have to decide whether to open with a forcing-to-game bid or with a slightly "top-weight" two no-trumps, but again he should lean towards the more cautious form of action.

North, for his opening lead, has no reason to look beyond a heart, and West, on winning with the king, simply returns a high diamond to establish eight tricks. Cautious bidding is now rewarded with a 70% score.

Vuln. : Tous

Donne 36

Donneur : Ouest

♠ A V 10 8 4			
♥ R 10 8			
♦ -			
♣ D V 6 3 2			
♠ R D 6 3		♠ 9 7	
♥ A D 4 2		♥ V 7 5	
♦ 6 4		♦ A R D V 9 7	
♣ 8 7 4		♣ A 9	
		♠ 5 2	
		♥ 9 6 3	
		♦ 10 8 5 3 2	
		♣ R 10 5	

Board: 36 (North-South Score [Top = 100])

Score	M.P.	Score	M.P.	Score	M.P.	Score	M.P.
1000	100	200	81	300	35	630	9
	99	100	69		35		3
870	99	110	68	380	34	650	3
	99	100	56		34	660	2
500	99	100	45	500	33	670	1
	98	100	44		32		1
400	97	110	42	580	31	750	0
	96		41		31		
300	95	130	38		31		
	93	170	36	600	22		
					14		

There are two possible sequences:

Sequence 1

South	West	North	East
	pass	1 ♣	2 ♦
pass	2 NT	pass	3 NT
All pass			

Sequence 2

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

North may open with either one club or one spade. Either way, the opponents should reach three no-trumps, but the auction is simplest when North selects one spade. If North opens one club instead, East can do no more than to bid one diamond. West responds with one heart, North shows his spade suit, and East now has to find a way of expressing the fact that his hand is much stronger than it might have been for a simple overcall.

Some modernists would use a double in this situation to convey a special meaning - informative, showing a sound overcall together with three cards in partner's suit. The alternative is for East to jump to three diamonds.

Either way, the final contract will still be three no-trumps. Moreover, no matter how this contract is reached, the outcome depends on North's opening salvo. On the lead of a club, the unfortunate break in diamonds leaves declarer with no chance of getting home.

If North leads a spade, however, West may play to establish the hearts, scraping home with a spade, three hearts, four diamonds and a club.



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