

<p>Board 1 Love all Dealer North</p> <p>♠ 75 ♥ AKQJ42 ♦ 1084 ♣ 63</p> <p>♠ Q10864 ♥ 10975 ♦ 6 ♣ A54</p> <p>♠ AK3 ♥ 63 ♦ KQJ5 ♣ K1098</p> <p>♠ J92 ♥ 8 ♦ A9732 ♣ QJ72</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>2</td> <td>1</td> <td>-</td> <td>4</td> <td>-</td> </tr> <tr> <td>W</td> <td>2</td> <td>1</td> <td>-</td> <td>4</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	1	-	-	S	-	-	1	-	-	E	2	1	-	4	-	W	2	1	-	4	-	<p>Today's commentary has been written by John Liebeschuetz</p> <p>North should try to be a nuisance by opening 3♥ instead of 1♥ or 2♥. East has an easy take-out double and the spotlight now falls on West. I think, with an eight-loser hand, five spades and length in hearts opposite shortage, it is very reasonable to bid 4♠.</p> <p>The defence will start with three rounds of hearts. Declarer has no option really other than to ruff high, draw trumps in three rounds via the finesse of the ten, and play on diamonds. The trumps lie nicely and South has the ace of diamonds, so that is ten tricks made.</p>
	♠	♥	♦	♣	N																										
N	-	-	1	-	-																										
S	-	-	1	-	-																										
E	2	1	-	4	-																										
W	2	1	-	4	-																										
<p>Board 2 NS Game Dealer East</p> <p>♠ A96543 ♥ 987 ♦ 93 ♣ A8</p> <p>♠ QJ ♥ KQ104 ♦ AJ84 ♣ J43</p> <p>♠ K87 ♥ A3 ♦ KQ1072 ♣ Q96</p> <p>♠ 102 ♥ J652 ♦ 65 ♣ K10752</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>3</td> <td>-</td> <td>4</td> <td>3</td> </tr> <tr> <td>W</td> <td>-</td> <td>3</td> <td>-</td> <td>4</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	-	-	-	-	S	1	-	-	-	-	E	-	3	-	4	3	W	-	3	-	4	3	<p>Often East will open 1NT (12-14), West will transfer with 2♥ and 2♠ by East will be the final contract. If East upgrades his hand on the basis of the good diamonds, opening 1♦ and rebidding 1NT, it is much more likely game will be bid.</p> <p>With trumps 2-2, ten tricks are easy. In fact eleven will often be made. On a spade lead say, Declarer can draw trumps ending in dummy and boldly finesse ♦10, eventually getting the losing club in dummy away on a diamond winner. A heart lead is the only lead that can hold the contract to ten tricks. Declarer, on winning, must preserve ♠K as a quick entry so crosses to ♠A to immediately play to ♦10, ducked by North. When East plays another diamond honour North now wins and can give South a diamond ruff.</p>
	♠	♥	♦	♣	N																										
N	1	-	-	-	-																										
S	1	-	-	-	-																										
E	-	3	-	4	3																										
W	-	3	-	4	3																										
<p>Board 3 EW Game Dealer South</p> <p>♠ AJ975 ♥ J9 ♦ AJ10 ♣ 643</p> <p>♠ K1083 ♥ AK42 ♦ 954 ♣ KJ</p> <p>♠ Q2 ♥ 10865 ♦ K832 ♣ AQ10</p> <p>♠ 64 ♥ Q73 ♦ Q76 ♣ 98752</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>4</td> <td>2</td> <td>3</td> <td>3</td> </tr> <tr> <td>W</td> <td>1</td> <td>4</td> <td>2</td> <td>3</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	1	4	2	3	3	W	1	4	2	3	3	<p>West doesn't really have an opening bid and should pass. If North opens with a weak NT, this is likely to be the final contract. There is no way really to avoid going three off on average defence, so that is +150 to East-West. Should East-West compete in spades they are likely to only score +140, which may not be enough!</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	1	4	2	3	3																										
W	1	4	2	3	3																										
<p>Board 4 Game all Dealer West</p> <p>♠ 96 ♥ 6432 ♦ K5 ♣ J10754</p> <p>♠ 875 ♥ KJ8 ♦ 1084 ♣ A986</p> <p>♠ AK4 ♥ Q75 ♦ AQ762 ♣ KQ</p> <p>♠ QJ1032 ♥ A109 ♦ J93 ♣ 32</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> <tr> <td>W</td> <td>3</td> <td>2</td> <td>2</td> <td>-</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	1	-	S	-	-	-	1	-	E	3	2	2	-	2	W	3	2	2	-	2	<p>East will open the bidding, most usually with a 20-22 2NT. West has just enough to bid Stayman (Standard, 5-card, Puppet .. whatever your poison), and East will end up in 3NT.</p> <p>South will of course lead ♠Q but that is the end of the defence! Declarer can win and play on clubs. North should duck twice to prevent the club suit being established but now the diamonds come in for five tricks. Two club tricks, two spade tricks and five diamonds comes to nine.</p> <p>The killing defence is a diamond lead. Declarer wins in hand and leads ♠K but North wins and returns a second diamond and the club suit in dummy is irretrievably blocked. If your opponents defended like this you need to hold your cards up higher!</p>
	♠	♥	♦	♣	N																										
N	-	-	-	1	-																										
S	-	-	-	1	-																										
E	3	2	2	-	2																										
W	3	2	2	-	2																										
<p>Board 5 NS Game Dealer North</p> <p>♠ 984 ♥ 854 ♦ A953 ♣ J64</p> <p>♠ KQ2 ♥ 10962 ♦ 74 ♣ 9753</p> <p>♠ J3 ♥ KJ7 ♦ KQJ10 ♣ KQ82</p> <p>♠ A10765 ♥ AQ3 ♦ 862 ♣ A10</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>3</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	2	3	2	S	-	-	2	3	2	E	-	2	-	-	-	W	-	2	-	-	-	<p>East may open, in modern style, 1♣. South overcalls 1♠. If North-South play Unassuming Cue Bids (UCB), where a cue bid of opponents' suit, below the two level of our suit, shows a good raise to two of our suit (a Very Useful Convention by the way), then North can scrape up 2♠ to show a bad raise. and this may be enough to prevent further action by East-West. If East-West are able to compete in diamonds, easier if East opens 1♦, then they may do well as 3♦ only goes one off, even on best defence, so long as the club suit is successfully played for only one loser.</p>
	♠	♥	♦	♣	N																										
N	-	-	2	3	2																										
S	-	-	2	3	2																										
E	-	2	-	-	-																										
W	-	2	-	-	-																										
<p>Board 6 EW Game Dealer East</p> <p>♠ Q72 ♥ K10 ♦ 987652 ♣ 97</p> <p>♠ J9 ♥ A974 ♦ QJ4 ♣ A1086</p> <p>♠ 643 ♥ QJ862 ♦ AK10 ♣ J4</p> <p>♠ AK1085 ♥ 53 ♦ 3 ♣ KQ532</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>5</td> <td>-</td> <td>1</td> <td>4</td> <td>2</td> </tr> <tr> <td>S</td> <td>5</td> <td>-</td> <td>1</td> <td>4</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	5	-	1	4	2	S	5	-	1	4	2	E	-	1	-	-	-	W	-	1	-	-	-	<p>3NT by North is likely to be the most common contract (e.g. via 1♠-2♣, 3♣-3NT) but it is not as safe as 5♣, which is easy as the cards lie.</p> <p>Against 3NT, if East starts with a small heart the defence should prevail. Eventually the spade finesse will be lost to West and at least four red suit tricks can be cashed. If East follows the dictum that you should always lead an AK if so blessed, the contract may make, even if followed immediately by a heart switch, as Declarer can win the heart, blocking the suit, and then establish a ninth trick in diamonds.</p>
	♠	♥	♦	♣	N																										
N	5	-	1	4	2																										
S	5	-	1	4	2																										
E	-	1	-	-	-																										
W	-	1	-	-	-																										

<p>Board 7 Game all Dealer South</p> <p>♠ 64 ♥ AJ2 ♦ AQ10952 ♣ 75</p> <p>♠ K532 ♥ 83 ♦ 863 ♣ A1098</p> <p>♠ Q7 ♥ 96 ♦ K74 ♣ KQJ432</p> <p>♠ AJ1098 ♥ KQ10754 ♦ J ♣ 6</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>3</td><td>6</td><td>4</td></tr> <tr><td>S</td><td>-</td><td>3</td><td>6</td><td>4</td></tr> <tr><td>E</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♦	♥	♣	N	N	-	3	6	4	S	-	3	6	4	E	1	-	-	-	W	1	-	-	-	<p>The South hand is problematic. You'd like to open 1♥ and rebid 2♠ but this would be a Reverse and therefore requires more high card strength than you have. If instead you rebid 2♥ there is a danger of a 5-3 spade fit being lost. One solution is to blind yourself to the extra heart and open 1♠. The bidding will likely progress 1♠-2♦, 2♥-3♦, 3♥-4♥.</p> <p>Twelve tricks can be made via the ruffing diamond finesse but slam requires too much to be a good contract.</p>
♠	♦	♥	♣	N																						
N	-	3	6	4																						
S	-	3	6	4																						
E	1	-	-	-																						
W	1	-	-	-																						
<p>Board 8 Love all Dealer West</p> <p>♠ 87653 ♥ AJ75 ♦ J6 ♣ 62</p> <p>♠ Q ♥ 98 ♦ AK943 ♣ AQ1083</p> <p>♠ 1094 ♥ 1042 ♦ 10752 ♣ KJ5</p> <p>♠ AKJ2 ♥ KQ63 ♦ Q8 ♣ 974</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>3</td><td>3</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>3</td><td>3</td></tr> <tr><td>E</td><td>4</td><td>4</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>4</td><td>4</td><td>-</td><td>-</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	3	3	S	-	-	3	3	E	4	4	-	-	W	4	4	-	-	<p>There is the prospect of a lot competition on this hand West will open 1♦ and East may raise to 2♦ (Those using Inverted Minors will not have this option. However the Jagger team play 2NT here to show a very weak raise to 3 (0-6 pts) and, at love all, this hand is a good candidate for this toy). South will double 2♦ for take out and West should bid 3♣. This alerts East to the existence of the double minor fit and so East should compete to 4♦ over North's likely 3♣ bid. North-South may well end up in four of a major and this is the right thing to do as, even if doubled and one off, it will score better than conceding East-West the minor part score.</p>
♠	♦	♥	♣	N																						
N	-	-	3	3																						
S	-	-	3	3																						
E	4	4	-	-																						
W	4	4	-	-																						
<p>Board 9 EW Game Dealer North</p> <p>♠ KQJ ♥ K75 ♦ 52 ♣ KQJ97</p> <p>♠ 1075 ♥ 32 ♦ K10643 ♣ 653</p> <p>♠ 8642 ♥ AJ98 ♦ AJ ♣ A84</p> <p>♠ A93 ♥ Q1064 ♦ Q987 ♣ 102</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>2</td><td>-</td><td>2</td><td>1</td></tr> <tr><td>S</td><td>2</td><td>-</td><td>2</td><td>1</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♦	♥	♣	N	N	2	-	2	1	S	2	-	2	1	E	-	-	-	-	W	-	-	-	-	<p>North will open 1♠, unless playing a Strong NT. East doesn't really have a suitable hand to enter the auction, so it is likely that North-South will wend their way to 2NT via 1♠-1♥, 1NT-2NT. Some may think the North hand should accept the raise to game and indeed nine tricks can be made so long as, when East eventually cashes ♦A and leads ♦J, Declarer doesn't cover with the queen. If the contract is 2NT, however, this play looks plain weird, so eight tricks are more likely.</p>
♠	♦	♥	♣	N																						
N	2	-	2	1																						
S	2	-	2	1																						
E	-	-	-	-																						
W	-	-	-	-																						
<p>Board 10 Game all Dealer East</p> <p>♠ J863 ♥ K82 ♦ Q73 ♣ J86</p> <p>♠ Q94 ♥ Q103 ♦ K82 ♣ AQ74</p> <p>♠ 2 ♥ A954 ♦ J10954 ♣ 1052</p> <p>♠ AK1075 ♥ J76 ♦ A6 ♣ K93</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>E</td><td>2</td><td>2</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>2</td><td>2</td><td>-</td><td>1</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	-	1	S	-	-	-	2	E	2	2	-	1	W	2	2	-	1	<p>The most likely auction will be 1♠ by South, 2♠ by North all pass. West has a horrible lead problem and is in fact end-played at Trick one! Say West leads a low heart, won by East and a heart returned. This is run round to the king and three rounds of spades led from the top. West gets end-played again! Similar lines of play can be found if a minor suit is led. So perhaps a trump is the best lead. Declarer draws three rounds of trumps, cashes ♦A and leads a diamond up. West wins and exits with a diamond. South needs then to lead to ♣K. West wins but is forced to concede a trick to ♣J (or nine tricks are likely to be scored) and that is the eighth trick.</p>
♠	♦	♥	♣	N																						
N	-	-	-	1																						
S	-	-	-	2																						
E	2	2	-	1																						
W	2	2	-	1																						
<p>Board 11 Love all Dealer South</p> <p>♠ Q1097 ♥ 643 ♦ 108763 ♣ 5</p> <p>♠ K53 ♥ J8 ♦ K92 ♣ QJ1076</p> <p>♠ J84 ♥ 97 ♦ AQ4 ♣ AK832</p> <p>♠ A62 ♥ AKQ1052 ♦ J5 ♣ 94</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>1</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>-</td><td>1</td><td>3</td><td>2</td></tr> <tr><td>E</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>3</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♦	♥	♣	N	N	-	1	3	2	S	-	1	3	2	E	3	-	-	-	W	3	-	-	-	<p>After South opens 1♥, East-West need to be prepared to compete to the four level in clubs. 4♣ is unlikely to be doubled and one off will lead to a good score. It'll only be beaten by those who successfully push North-South to 4♥.</p>
♠	♦	♥	♣	N																						
N	-	1	3	2																						
S	-	1	3	2																						
E	3	-	-	-																						
W	3	-	-	-																						
<p>Board 12 NS Game Dealer West</p> <p>♠ K103 ♥ 9 ♦ AKQJ ♣ AQJ92</p> <p>♠ J987542 ♥ J862 ♦ ♣ 106</p> <p>♠ AQ ♥ Q107 ♦ 10632 ♣ K853</p> <p>♠ 6 ♥ AK543 ♦ 98754 ♣ 74</p> <table border="1"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>3</td><td>5</td><td>3</td><td>-</td></tr> <tr><td>S</td><td>4</td><td>5</td><td>3</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>3</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>3</td></tr> </table>	♠	♦	♥	♣	N	N	3	5	3	-	S	4	5	3	-	E	-	-	-	3	W	-	-	-	3	<p>After 1♠-1♥, 2♦ (Reverse)-3♦ by North-South, North has to decide whether to go beyond 3NT. This would be an easier decision at Teams. If North does cue bid 4♣ say, South will cue bid 4♥, North may cue 4♠ and South probably should just bid 5♦ which will likely end the auction. 5♦ will likely lose points to those in 3NT (though a heart lead against 3NT, will make things interesting). However some may go overboard and bid to 6♦. This is not a terrible crime as the slam needs not much more than the club finesse. But as the cards lie it goes off.</p> <p>To finish, will anyone fancy taking a flier with 3♠ by West first in hand at Green? It is not disciplined and in fact it won't work well, as North-South will probably now play in 3NT for a good score.</p>
♠	♦	♥	♣	N																						
N	3	5	3	-																						
S	4	5	3	-																						
E	-	-	-	3																						
W	-	-	-	3																						

<p>Board 13 Game all Dealer North</p> <p>♠ AQ86 ♥ K8 ♦ QJ8 ♣ KQ84</p> <p>♠ J72 ♥ AJ1075 ♦ K954 ♣ 7</p> <p>♠ 10543 ♥ Q64 ♦ A632 ♣ J3</p> <p>♠ K9 ♥ 932 ♦ 107 ♣ A109652</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>4</td><td>-</td><td>-</td><td>2</td><td>4</td></tr> <tr><td>S</td><td>4</td><td>-</td><td>-</td><td>2</td><td>4</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr> </table>	♠	♣	♥	♦	♠	N	N	4	-	-	2	4	S	4	-	-	2	4	E	-	-	1	-	-	W	-	-	1	-	-	<p>North is likely to declare 3NT via 1♣-3♣, 3NT. The Strong No-Trumpers have more of a problem. North opens 1NT and South knows 3NT may be good if North has three to a top honour in clubs, but not otherwise. Happily, this situation is what four-suit transfers were designed for. South bids 2♣, a transfer to clubs, and North breaks the transfer by bidding 2NT, showing three to a top honour in clubs or better. South is just good enough now to risk 3NT.</p> <p>With the ♥A right sided, nine tricks is a formality. Ten can be made by leading to the ♥K but I don't think I'd be brave enough to risk that. However this might be unnecessary as the reasonable defence of ♦2 lead to the king and a diamond back (perhaps after cashing ♥A) will concede the extra trick.</p>
♠	♣	♥	♦	♠	N																										
N	4	-	-	2	4																										
S	4	-	-	2	4																										
E	-	-	1	-	-																										
W	-	-	1	-	-																										
<p>Board 14 Love all Dealer East</p> <p>♠ Q7 ♥ AJ652 ♦ AQ1092 ♣ 10</p> <p>♠ 10954 ♥ 93 ♦ 43 ♣ AKQ62</p> <p>♠ J83 ♥ K4 ♦ KJ87 ♣ J874</p> <p>♠ AK62 ♥ Q1087 ♦ 65 ♣ 953</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>2</td><td>4</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>2</td><td>4</td><td>1</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♣	♥	♦	♠	N	N	-	2	4	1	-	S	-	2	4	1	-	E	2	-	-	-	-	W	2	-	-	-	-	<p>It is likely to be all pass to North who will open 1♥. After an invitational raise to three by South by the method of your choice, North is likely to bid game. As both red suit finesses are wrong ten tricks are the limit of the hand</p>
♠	♣	♥	♦	♠	N																										
N	-	2	4	1	-																										
S	-	2	4	1	-																										
E	2	-	-	-	-																										
W	2	-	-	-	-																										
<p>Board 15 NS Game Dealer South</p> <p>♠ AQ3 ♥ AQ62 ♦ Q854 ♣ J8</p> <p>♠ 109862 ♥ 843 ♦ 10763 ♣ 10</p> <p>♠ K4 ♥ KJ97 ♦ A92 ♣ AQ75</p> <p>♠ J75 ♥ 105 ♦ KJ ♣ K96432</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>3</td><td>1</td><td>1</td><td>1</td><td>2</td></tr> <tr><td>S</td><td>3</td><td>-</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♣	♥	♦	♠	N	N	3	1	1	1	2	S	3	-	-	-	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>What do you open third in hand as North? It is a 15-count with no intermediates and a doubleton jack so my choice would be 1NT (12-14). East will double this and, assuming South stands it, West will escape into spades. 2♣ by East-West is likely to generate the dreaded -200. If North-South can double it to boot, all power to them.</p> <p>Should North open 1♦, East will overcall 1NT, South may well now bid a non-forcing 2♣ and East-West are off the hook.</p>
♠	♣	♥	♦	♠	N																										
N	3	1	1	1	2																										
S	3	-	-	-	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 16 EW Game Dealer West</p> <p>♠ KQ932 ♥ J4 ♦ 8743 ♣ K10</p> <p>♠ A75 ♥ 93 ♦ AJ6 ♣ AJ976</p> <p>♠ J104 ♥ A102 ♦ KQ105 ♣ 432</p> <p>♠ 86 ♥ KQ8765 ♦ 92 ♣ Q85</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>2</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>2</td><td>-</td><td>1</td><td>1</td></tr> <tr><td>W</td><td>3</td><td>3</td><td>-</td><td>1</td><td>3</td></tr> </table>	♠	♣	♥	♦	♠	N	N	-	-	2	-	-	S	-	-	2	-	-	E	3	2	-	1	1	W	3	3	-	1	3	<p>Assuming West opens 1NT, does East have enough, ten points and three tens, to invite to 3NT? Possibly the case. If so 3NT by West will be the final contract. There is an interesting Avoidance play on this hand. Against both 1NT or 3NT the ♣3 is the likely lead and Declarer should go up with ♠10 to win in dummy. It is normal now to finesse ♣9. North wins and bangs down a top spade honour. Declarer should probably win this for fear of a heart switch, and bash down ♣A and another club. South wins, but has no more spades and so that will be ten tricks to declarer.</p> <p>If the defence somehow start hearts at trick one, Declarer can duck one round and then take two losing club finesses to North. South's hearts don't then enter the picture.</p> <p>3NT by East can be beaten by two tricks on a spade lead, heart switch, and back to spades.</p>
♠	♣	♥	♦	♠	N																										
N	-	-	2	-	-																										
S	-	-	2	-	-																										
E	3	2	-	1	1																										
W	3	3	-	1	3																										
<p>Board 17 Love all Dealer North</p> <p>♠ Q73 ♥ K106 ♦ Q96 ♣ K964</p> <p>♠ J86 ♥ A973 ♦ A1032 ♣ J3</p> <p>♠ 542 ♥ 542 ♦ J5 ♣ A10872</p> <p>♠ AK109 ♥ QJ8 ♦ K874 ♣ Q5</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>1</td><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♣	♥	♦	♠	N	N	1	3	2	3	2	S	1	3	2	3	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>South may open 1♦, North will bid either 2♣, or perhaps 2NT, if that is your style, and 3NT will end up being the final contract.</p> <p>If South plays 3NT then, warned off a diamond lead, West will lead a low heart. It is likely that Declarer will lose three aces, the long heart and either an additional club or diamond for one off. The Strong No-Trumpers may do better as, after the sequence 1NT-3NT, West may choose to lead a low diamond, which costs a trick. On balance though a heart lead is still probably the thoughtful choice because North elected not to bid Stayman.</p>
♠	♣	♥	♦	♠	N																										
N	1	3	2	3	2																										
S	1	3	2	3	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 18 NS Game Dealer East</p> <p>♠ AJ96 ♥ 3 ♦ AKJ4 ♣ 9763</p> <p>♠ K ♥ Q97652 ♦ 32 ♣ J542</p> <p>♠ Q108542 ♥ K10 ♦ Q106 ♣ 108</p> <p>♠ 73 ♥ AJ84 ♦ 9875 ♣ AKQ</p> <table border="1"> <tr><td>♠</td><td>♣</td><td>♥</td><td>♦</td><td>♠</td><td>N</td></tr> <tr><td>N</td><td>3</td><td>5</td><td>2</td><td>2</td><td>4</td></tr> <tr><td>S</td><td>3</td><td>5</td><td>2</td><td>2</td><td>4</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♣	♥	♦	♠	N	N	3	5	2	2	4	S	3	5	2	2	4	E	-	-	-	-	-	W	-	-	-	-	-	<p>East has a standard weak 2♣ opener and South has to double this for take out, if North-South are to get anything out of the hand. Does North pass the double for penalties or bid 3NT? At this vulnerability I think it is clear-cut to bid 3NT.</p> <p>On a small spade lead to the king and ace, it seems right to cross in clubs and take the diamond finesse (but don't cash a top diamond first, you may need it as an entry later). Unfortunately East wins and safely returns a diamond. Now you might try the clubs to see if they break. When they don't it looks grim but all is not lost as you can cash two diamond tricks and play ♥A and then a low heart. Whether East or West wins this, they are endplayed to give respectively Declarer or Dummy a ninth trick and possibly even a tenth.</p>
♠	♣	♥	♦	♠	N																										
N	3	5	2	2	4																										
S	3	5	2	2	4																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										

<p>Board 19 EW Game Dealer South</p> <p>♠ 7 ♥ AQ1062 ♦ J1053 ♣ K104</p> <p>♠ J1042 ♥ K983 ♦ 2 ♣ AQ93</p> <p>♠ K863 ♥ 75 ♦ A876 ♣ J72</p> <p>♠ AQ95 ♥ J4 ♦ KQ94 ♣ 865</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>1</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>1</td> <td>2</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>-</td> <td>1</td> <td>1</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	2	1	-	-	S	1	2	1	-	-	E	-	-	-	1	-	W	-	-	-	1	1	<p>The only bid round the table may be 1NT by East. Should West decide they have enough to bid Stayman, it won't end well. Even 1NT is no picnic, but whilst in theory it should go off (heart lead, ducked by North is the best start), in practice it is quite likely to make.</p>
	♠	♥	♦	♣	N																										
N	1	2	1	-	-																										
S	1	2	1	-	-																										
E	-	-	-	1	-																										
W	-	-	-	1	1																										
<p>Board 20 Game all Dealer West</p> <p>♠ 2 ♥ AKQ ♦ 95 ♣ 10865432</p> <p>♠ KQ8753 ♥ 65 ♦ 76 ♣ KJ9</p> <p>♠ AJ10964 ♥ 73 ♦ 108 ♣ AQ7</p> <p>♠ J109842 ♥ AKQJ432 ♣</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>3</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>4</td> <td>4</td> <td>2</td> <td>2</td> </tr> <tr> <td>W</td> <td>-</td> <td>4</td> <td>4</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	3	-	-	1	-	S	3	-	-	1	-	E	-	4	4	2	2	W	-	4	4	2	2	<p>Fun and games! What a red hand East has got! West will start with a weak 2♠ and it is headaches all round. Should North bid 3♣? Trouble is, partner will expect better values, especially in clubs. Let's assume, for the time being, no. East does best to bid 3♥, forcing, and over partner's 3♠, bid 4♦. West corrects to 4♥. North may even double this and will be very disappointed to find it makes.</p> <p>If North does get into the action with 3♣, South may well be pushed into bidding 5♣. This is very unlucky to go two off but it is a good save nevertheless against 4♥, even when doubled.</p>
	♠	♥	♦	♣	N																										
N	3	-	-	1	-																										
S	3	-	-	1	-																										
E	-	4	4	2	2																										
W	-	4	4	2	2																										
<p>Board 21 NS Game Dealer North</p> <p>♠ 92 ♥ KQ106 ♦ A109 ♣ K974</p> <p>♠ KQJ76 ♥ J84 ♦ 3 ♣ AQ83</p> <p>♠ A103 ♥ A7532 ♦ J72 ♣ 102</p> <p>♠ 854 ♥ 9 ♦ KQ8654 ♣ J65</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>2</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>1</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	3	-	2	S	-	-	3	-	2	E	-	1	-	1	-	W	1	1	-	1	-	<p>North will commonly open 1NT. If South transfers with 2♦, West may well overcall 2♠. North will bid 3♥ and East will be happy to compete with 3♣. South, with a nine-loser hand, shouldn't take the push to 4♥ but may be tempted to make a Pairs Double. The defence needs to be careful though.</p> <p>Against this auction North may well realise that there is a need to cut dummy's ruffing values and start with the best lead of a trump. South does best to duck this. West will try a diamond up but whether North rises with the ace or not, the contract should still go two off, the defence clearing trumps when in with a heart.</p> <p>Should North lead ♥K before switching to trumps it may be another story. If South takes this and leads back a trump, West can win and lead a diamond up. North must refrain from rising with the ace to defeat the contract, but +100 may not score well. Again if South ducks the spade lead in order to keep the communications open, the defence may be easier.</p>
	♠	♥	♦	♣	N																										
N	-	-	3	-	2																										
S	-	-	3	-	2																										
E	-	1	-	1	-																										
W	1	1	-	1	-																										
<p>Board 22 EW Game Dealer East</p> <p>♠ 109876 ♥ J4 ♦ 10 ♣ AK864</p> <p>♠ J54 ♥ 96532 ♦ QJ982 ♣</p> <p>♠ K2 ♥ Q87 ♦ AK643 ♣ 1093</p> <p>♠ AQ3 ♥ AK10 ♦ 75 ♣ QJ752</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>1</td> </tr> <tr> <td>W</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	2	-	-	-	-	S	2	-	-	1	-	E	-	1	2	-	1	W	-	1	2	-	-	<p>There is likely to be some competitive action here. East may open 1♣, South will overcall 1♦ and West will probably hold counsel for the time being. North will try 1♠ and East may throw in a double, though the shape is not perfect for it. This will allow West to get his hearts into the picture and 2♥ is then likely to be the final contract. Declarer will need to avoid drawing trumps too early but should scramble eight tricks.</p>
	♠	♥	♦	♣	N																										
N	2	-	-	-	-																										
S	2	-	-	1	-																										
E	-	1	2	-	1																										
W	-	1	2	-	-																										
<p>Board 23 Game all Dealer South</p> <p>♠ KJ9652 ♥ 976542 ♦ ♣ Q</p> <p>♠ Q3 ♥ K8 ♦ Q10952 ♣ K653</p> <p>♠ A4 ♥ A10 ♦ AKJ8764 ♣ A7</p> <p>♠ 1087 ♥ QJ3 ♦ 3 ♣ J109842</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>3</td> <td>5</td> <td>5</td> <td>4</td> </tr> <tr> <td>S</td> <td>-</td> <td>3</td> <td>5</td> <td>5</td> <td>4</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	3	5	5	4	S	-	3	5	5	4	E	1	-	-	-	-	W	1	-	-	-	-	<p>3NT will be almost solid for North-South if North has a Yarborough and three diamonds so South should open 2♣. The bidding may well proceed 2♣-2♦, 3♦-3♠, 3NT-4♥, 4♠. At this point North, divining a misfit, may call it a day. Should North make a slam try with 5♣, South, with only two-card support should probably pass, though it will be tempting with all those controls to bid on. Even with the favourable spade lie, 6♠ is doomed by the bad diamond break.</p>
	♠	♥	♦	♣	N																										
N	-	3	5	5	4																										
S	-	3	5	5	4																										
E	1	-	-	-	-																										
W	1	-	-	-	-																										
<p>Board 24 Love all Dealer West</p> <p>♠ KJ1085 ♥ A108 ♦ Q108 ♣ 75</p> <p>♠ Q62 ♥ 632 ♦ AJ54 ♣ 1094</p> <p>♠ A9743 ♥ J975 ♦ K63 ♣ A</p> <table border="1"> <thead> <tr> <th></th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> <th>N</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>-</td> <td>1</td> <td>4</td> <td>5</td> <td>1</td> </tr> <tr> <td>S</td> <td>-</td> <td>2</td> <td>4</td> <td>5</td> <td>1</td> </tr> <tr> <td>E</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	1	4	5	1	S	-	2	4	5	1	E	2	-	-	-	-	W	2	-	-	-	-	<p>West will open the bidding but North-South should have no trouble reaching 4♣. Declarer needs to guess to start trumps with ♠K to make eleven tricks. Some East-Wests may sacrifice in 5♣ but, with ♥A on the wrong side and no joy in diamonds, this goes one too many off.</p>
	♠	♥	♦	♣	N																										
N	-	1	4	5	1																										
S	-	2	4	5	1																										
E	2	-	-	-	-																										
W	2	-	-	-	-																										

<p>Board 25 EW Game Dealer North</p> <p>♠ J1076 ♥ J ♦ AJ63 ♣ J1052</p> <p>♠ K4 ♥ A952 ♦ 72 ♣ K9863</p> <p>♠ 9832 ♥ Q64 ♦ Q109 ♣ AQ4</p> <p>♠ AQ5 ♥ K10873 ♦ K854 ♣ 7</p> <table border="1" style="float: right;"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>3</td><td>1</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>3</td><td>1</td><td>1</td><td>-</td></tr> <tr><td>E</td><td>2</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>W</td><td>2</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> </table>	♠	♦	♥	♣	N	N	-	3	1	1	-	S	-	3	1	1	-	E	2	-	-	-	1	W	2	-	-	-	1	<p>A simple auction for N/S will be Pass-1♥, 1♠-2♦, 3♦ all pass. The auction suggests a trump lead might be the best idea. Declarer does best not to try the free diamond finesse, which is unlikely to work, but to win with A♦ and run J♥. After this start it should be possible to establish the heart suit via ruffs in dummy and just lose one trick in each suit.</p>
♠	♦	♥	♣	N																										
N	-	3	1	1	-																									
S	-	3	1	1	-																									
E	2	-	-	-	1																									
W	2	-	-	-	1																									
<p>Board 26 Game all Dealer East</p> <p>♠ A632 ♥ A65 ♦ K74 ♣ K53</p> <p>♠ 10854 ♥ 742 ♦ 632 ♣ AJ7</p> <p>♠ K ♥ 10 ♦ AQJ1085 ♣ Q10986</p> <p>♠ QJ97 ♥ KQJ983 ♦ 9 ♣ 42</p> <table border="1" style="float: right;"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>4</td><td>4</td><td>4</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>4</td><td>4</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>4</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>4</td><td>4</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	4	4	4	S	-	-	4	4	-	E	4	4	-	-	-	W	4	4	-	-	-	<p>There'll be a lot of bidding here. After a 1♦ opener the auction will probably start 1♦-1♥-P-1♠, 2♣. The question will be whether N/S can quickly get to four of a major before E/W realise the value of their hands in a minor suit contract. If S only bids 2♣ on the second round, W can come in with 3♦ and now a 5♦ sacrifice is very likely.</p> <p>Mind you, letting N/S play in 4♣ may well turn out to be the best action. The trump position is devilish. Declarer has to find the winning action of cashing A♠. This looks to be the safest way to play on trumps but at Pairs Declarer may prefer to play E for 10x in spades and thereby avoid a trump loser altogether. If, however, the defence start with, say, club to the A, Declarer may place E with K♣ for the opening bid and then get the trump suit right.</p>
♠	♦	♥	♣	N																										
N	-	-	4	4	4																									
S	-	-	4	4	-																									
E	4	4	-	-	-																									
W	4	4	-	-	-																									
<p>Board 27 Love all Dealer South</p> <p>♠ 87642 ♥ 4 ♦ AK95 ♣ 1042</p> <p>♠ KJ953 ♥ KJ5 ♦ 1072 ♣ K5</p> <p>♠ A10 ♥ AQ973 ♦ 63 ♣ AQ96</p> <p>♠ Q ♥ 10862 ♦ QJ84 ♣ J873</p> <table border="1" style="float: right;"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>1</td><td>5</td><td>4</td><td>3</td></tr> <tr><td>W</td><td>4</td><td>1</td><td>5</td><td>4</td><td>3</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	4	1	5	4	3	W	4	1	5	4	3	<p>This will be an easy 4H for E/W. The defence will need to take their two diamond tricks straight away as otherwise the kind spade position means E can get rid of both his diamond losers and make 13 tricks.</p>
♠	♦	♥	♣	N																										
N	-	-	-	-	-																									
S	-	-	-	-	-																									
E	4	1	5	4	3																									
W	4	1	5	4	3																									
<p>Board 28 NS Game Dealer West</p> <p>♠ KQ74 ♥ 10654 ♦ 1095 ♣ J8</p> <p>♠ A103 ♥ AKQJ ♦ KQ86 ♣ A4</p> <p>♠ J86 ♥ 93 ♦ A432 ♣ 10975</p> <p>♠ 952 ♥ 872 ♦ J7 ♣ KQ632</p> <table border="1" style="float: right;"> <tr><td>♠</td><td>♦</td><td>♥</td><td>♣</td><td>N</td></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>5</td><td>4</td><td>3</td><td>4</td></tr> <tr><td>W</td><td>3</td><td>5</td><td>5</td><td>3</td><td>5</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	3	5	4	3	4	W	3	5	5	3	5	<p>The common auction will have W open 2♣ and declare 3NT. With all the strength to the right of N, it is easy to see that the standard lead of 4th best spade may well help Declarer. That being so N should choose a safer 10♦ instead. Double dummy it is possible to make eleven tricks: win the diamond in dummy and run 10♣ losing to N, then, on winning the return, cash all winners outside spades before leading a spade up to the J, throwing N in. In reality it will be very hard to find this line unless N/S telegraph their values and distribution.</p>
♠	♦	♥	♣	N																										
N	-	-	-	-	-																									
S	-	-	-	-	-																									
E	3	5	4	3	4																									
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