

Cradock 4, Wednesday 24th June 2015

<p>Board 1 Love all Dealer North</p> <p>♠ AQ3 ♥ J10832 ♦ ♣ AK964</p> <p>♠ J962 ♥ Q9 ♦ 109842 ♣ 105</p> <p>♠ 75 ♥ AK754 ♦ KQ65 ♣ 32</p> <p>♠ K1084 ♥ 6 ♦ AJ73 ♣ QJ87</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>6</td> <td>1</td> <td>2</td> <td>4</td> <td>3</td> </tr> <tr> <td>S</td> <td>6</td> <td>1</td> <td>2</td> <td>4</td> <td>3</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> </tbody> </table>		♠	♥	♦	♣	N	N	6	1	2	4	3	S	6	1	2	4	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>Today's write-up is by Jonathan Cooke.</p> <p>We start with a low point-count slam. 1♥-1♠-2♣-3♣ is a clear enough start. Now North should try 3♣ rather than a 4♦ splinter, especially at pairs where getting to the highest scoring game is a priority. South has an obvious 3NT bid, and North should insist on clubs, continuing with 4♣. South will cue-bid 4♦, showing the ace here as North is known to be short, and North will not be attracted by the knowledge that partner has the ♦A. If he decides to cue 4♣, which is probably a slight overbid, his partner should bid a slam as he cannot be better. Note that just by playing clubs rather than NT, North-South will score well as 3NT can only make nine tricks.</p>
	♠	♥	♦	♣	N																										
N	6	1	2	4	3																										
S	6	1	2	4	3																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 2 NS Game Dealer East</p> <p>♠ J74 ♥ J952 ♦ AKQ83 ♣ 5</p> <p>♠ Q10952 ♥ KQ1087 ♦ 2 ♣ K6</p> <p>♠ 6 ♥ A ♦ J10654 ♣ Q109742</p> <p>♠ AK83 ♥ 643 ♦ 97 ♣ AJ83</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>2</td> <td>1</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>2</td> <td>1</td> <td>1</td> <td>1</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> </tbody> </table>		♠	♥	♦	♣	N	N	-	2	1	1	2	S	-	2	1	1	1	E	-	-	-	-	-	W	-	-	-	-	-	<p>East might start with an aggressive 3♣ opener, hoping to pre-empt the majors. That will give South a critical choice after P-P-X-P as to whether to try for a vulnerable game or pass, hoping game can't make or the penalty compensates. It may be better to pass on the basis that even if one game makes you may guess to bid the wrong one, whereas if game can't make you will be getting a top.</p> <p>If East reasonably chooses to pass, South will open a weak NT, and West may have a toy to show the majors, say 2♣. If North now doubles to show values East-West will need to pass that out to lose the smallest penalty, but few will have the agreement that East's pass shows so many clubs. If North-South get a free run they will likely play a no-trump part-score. Unless West leads ♦2, 2NT can always be made by endplaying one of the defenders, but the winning line will be difficult to find.</p>
	♠	♥	♦	♣	N																										
N	-	2	1	1	2																										
S	-	2	1	1	1																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 3 EW Game Dealer South</p> <p>♠ AK3 ♥ 864 ♦ Q972 ♣ QJ5</p> <p>♠ Q8 ♥ Q3 ♦ K1054 ♣ K9876</p> <p>♠ 92 ♥ 10752 ♦ AJ863 ♣ A2</p> <p>♠ J107654 ♥ AKJ9 ♦ ♣ 1043</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>4</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>4</td> <td>-</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	-	-	1	4	-	S	-	-	1	4	-	E	-	2	-	-	-	W	-	2	-	-	-	<p>South has only 9 points, but a clear light opener, and North has a game invite. South's hand is improved and is just worth game opposite a strong invite with a fit. If the defence find their club ruff, declarer will go off unless he sees through the cards. If East-West lead diamonds, declarer will make 4♣ as long as they don't draw just one trump before finessing ♥Q, giving the defenders a second chance to find their ruff.</p>
	♠	♥	♦	♣	N																										
N	-	-	1	4	-																										
S	-	-	1	4	-																										
E	-	2	-	-	-																										
W	-	2	-	-	-																										
<p>Board 4 Game all Dealer West</p> <p>♠ AQ2 ♥ K74 ♦ K9632 ♣ K3</p> <p>♠ 10985 ♥ Q10832 ♦ 7 ♣ 1084</p> <p>♠ J64 ♥ AJ965 ♦ 105 ♣ AQ7</p> <p>♠ K73 ♥ ♦ AQJ84 ♣ J9652</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>4</td> <td>5</td> <td>-</td> <td>1</td> <td>3</td> </tr> <tr> <td>S</td> <td>4</td> <td>5</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	4	5	-	1	3	S	4	5	-	1	-	E	-	-	2	-	-	W	-	-	2	-	-	<p>After 1♦ from North and a 1♥ overall, South can try a 3♥ splinter if it's part of the system. North will probably try 3NT over that, protecting the ♥K. South may pull 3NT to 5♦, which is a little safer, but today both contracts score the same.</p>
	♠	♥	♦	♣	N																										
N	4	5	-	1	3																										
S	4	5	-	1	-																										
E	-	-	2	-	-																										
W	-	-	2	-	-																										
<p>Board 5 NS Game Dealer North</p> <p>♠ A32 ♥ A64 ♦ A9842 ♣ 74</p> <p>♠ J9764 ♥ KQJ7 ♦ K7 ♣ 106</p> <p>♠ K85 ♥ 10832 ♦ J63 ♣ 932</p> <p>♠ Q10 ♥ 95 ♦ Q105 ♣ AKQJ85</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>5</td> <td>-</td> <td>1</td> <td>4</td> </tr> <tr> <td>S</td> <td>5</td> <td>5</td> <td>-</td> <td>1</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> </tbody> </table>		♠	♥	♦	♣	N	N	5	5	-	1	4	S	5	5	-	1	4	E	-	-	1	-	-	W	-	-	1	-	-	<p>After 1NT-3NT, East has no reason to lead anything other than a heart. Declarer has 9 top tricks, of course, but a good matchpoint score will require 10 tricks. Declarer needs to duck at least one heart and cash the club suit. Let's assume declarer takes the third heart, so after the clubs are gone, everyone will be down to four cards. Declarer keeps Ax opposite Q10 in both pointed suits and can either endplay East with ♠A and other, or run the ♦Q pinning the ♦J, depending on what East keeps. Declarer will probably be able to tell that hearts are 4-4, especially if the opening lead was a fourth-best ♥2, and West may give away the spade count, but the position of the honours will still be unclear. Well done to a declarer who gets this ending right.</p>
	♠	♥	♦	♣	N																										
N	5	5	-	1	4																										
S	5	5	-	1	4																										
E	-	-	1	-	-																										
W	-	-	1	-	-																										
<p>Board 6 EW Game Dealer East</p> <p>♠ Q7653 ♥ K103 ♦ AQ74 ♣ 7</p> <p>♠ AJ84 ♥ 74 ♦ 10932 ♣ KQ10</p> <p>♠ K2 ♥ QJ862 ♦ K65 ♣ AJ8</p> <p>♠ 109 ♥ A95 ♦ J8 ♣ 965432</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>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>1</td> <td>1</td> <td>-</td> <td>3</td> </tr> <tr> <td>W</td> <td>2</td> <td>2</td> <td>1</td> <td>-</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	1	-	S	-	-	-	-	-	E	1	1	1	-	3	W	2	2	1	-	2	<p>14 points and five hearts. Since there is no good rebid after 1♥-1♠, East may choose to open 1NT, West will pass, and North will likely enter the fray with a spades-and-another convention if available - that will work OK on this lie of the cards as North-South can make seven tricks in spades by threatening to ruff cards in the dummy, thus forcing the defenders to draw trumps; then declarer can make ♠Q by force, take two club ruffs in hand, and scramble four red tricks for a slightly lucky one off. Even if doubled that will beat pairs defending no-trump part-scores.</p> <p>If East opens 1♥ it is possible that East-West will get to the 24-high 3NT which makes by leading twice towards the heart honours unless North can find a diamond lead at trick one.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	1	-																										
S	-	-	-	-	-																										
E	1	1	1	-	3																										
W	2	2	1	-	2																										

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<p>Board 7 Game all Dealer South</p> <p>♠ 1083 ♥ J6 ♦ QJ1086 ♣ KJ9</p> <p>♠ AQJ7 ♥ K743 ♦ 75 ♣ Q84</p> <p>♠ K95 ♥ A10952 ♦ A4 ♣ A53</p> <p>♠ 642 ♥ Q8 ♦ K932 ♣ 10762</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>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>1</td><td>5</td><td>5</td></tr> <tr><td>W</td><td>3</td><td>1</td><td>5</td><td>5</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	-	-	S	-	-	-	-	E	3	1	5	5	W	3	1	5	5	<p>In practice I expect this to be flat in 4♥ making an overtrick, but there is a little point in the play. Suppose diamonds are led - the ace wins trick one, and declarer draws two rounds of trumps, cashes four spades, throwing a diamond and ruffs a diamond. At single dummy, declarer will probably now play ♣A and a club to ♣Q, but I suppose if North has overcalled 1♦ over a short-club opener it is possible that declarer could be sure enough that North has the ♣K to play a club to the eight, endplaying north to lead away from the ♣K or give a ruff and discard. South can prevent his partner being endplayed by inserting the ♣10 on the second round of the suit.</p> <p>However, if East is declarer that would be a risky play, since it saves declarer a guess if his club holding is A9x, and gives a trick away if it's K9x.</p>
♠	♦	♥	♣	N																						
N	-	-	-	-																						
S	-	-	-	-																						
E	3	1	5	5																						
W	3	1	5	5																						
<p>Board 8 Love all Dealer West</p> <p>♠ AJ4 ♥ A10 ♦ J97532 ♣ Q10</p> <p>♠ K65 ♥ 53 ♦ K1084 ♣ KJ54</p> <p>♠ Q9872 ♥ 97642 ♦ Q ♣ A2</p> <p>♠ 103 ♥ KQJ8 ♦ A6 ♣ 98763</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>2</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>2</td><td>2</td><td>1</td><td>-</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>A love-all pairs battle and East-West own the spade suit. This is the vulnerability where it pays to contest partscores like a madman. At other vulnerabilities it's better to be a little more circumspect as there is always the chance of conceding or collecting 200 which will outscore all making partscores. Non-vulnerable, even two off undoubled is OK if the other side are making 2♥ or above. 1♦ from North and at pairs, NV, East should risk an overcall or Michaels cue-bid showing majors, getting East-West to 2♠. Note that if most of the field is allowed to play quietly in 2♦, East-West will score well going down one in 2♠. For that reason North may gamble to go on to 3♦, which is off on a club ruff, but can make on a spade lead by leading hearts through West rather than drawing trumps directly.</p>
♠	♦	♥	♣	N																						
N	2	2	1	-																						
S	2	2	1	-																						
E	-	-	-	-																						
W	-	-	-	-																						
<p>Board 9 EW Game Dealer North</p> <p>♠ KQ107 ♥ 964 ♦ 975 ♣ K53</p> <p>♠ J53 ♥ 107 ♦ KQJ3 ♣ A764</p> <p>♠ 984 ♥ KQ53 ♦ 10864 ♣ 98</p> <p>♠ A62 ♥ AJ82 ♦ A2 ♣ QJ102</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>1</td><td>3</td><td>4</td></tr> <tr><td>S</td><td>3</td><td>1</td><td>3</td><td>4</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	3	1	3	4	S	3	1	3	4	E	-	-	-	-	W	-	-	-	-	<p>After the uncontested start P-1♥-1♠-1NT, showing 15-17, North may just pass, but if he invites game, South should certainly accept - it's only 16 points, but the aces and the working jacks and tens make this hand a clear maximum. Today the spades behave and the diamonds are 4-4 so game makes, but another day staying in partscore will be better.</p>
♠	♦	♥	♣	N																						
N	3	1	3	4																						
S	3	1	3	4																						
E	-	-	-	-																						
W	-	-	-	-																						
<p>Board 10 Game all Dealer East</p> <p>♠ J109 ♥ J76 ♦ K3 ♣ QJ954</p> <p>♠ Q32 ♥ KQ10 ♦ J10962 ♣ 108</p> <p>♠ AK5 ♥ 84 ♦ AQ875 ♣ AK7</p> <p>♠ 8764 ♥ A9532 ♦ 4 ♣ 632</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>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>3</td><td>6</td><td>3</td><td>5</td></tr> <tr><td>W</td><td>3</td><td>6</td><td>3</td><td>5</td></tr> </table>	♠	♦	♥	♣	N	N	-	-	-	-	S	-	-	-	-	E	3	6	3	5	W	3	6	3	5	<p>2NT-3NT looks standard. If South leads a normal-looking heart, declarer will probably rise ♥K and take a diamond finesse. If declarer later risks leading towards the ♥Q they will score well for 12 tricks. So, slam can make but shouldn't be bid - it is against the odds, requiring a successful diamond finesse and a successful guess in the heart suit.</p> <p>Note that if North has ♥Axx and South ♥Jxxxx the play at trick one should be the same.</p>
♠	♦	♥	♣	N																						
N	-	-	-	-																						
S	-	-	-	-																						
E	3	6	3	5																						
W	3	6	3	5																						
<p>Board 11 Love all Dealer South</p> <p>♠ KQ2 ♥ 632 ♦ KJ ♣ QJ1032</p> <p>♠ A54 ♥ KJ10 ♦ 5432 ♣ 976</p> <p>♠ J86 ♥ A85 ♦ 10986 ♣ A54</p> <p>♠ 10973 ♥ Q974 ♦ AQ7 ♣ K8</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>1</td><td>2</td><td>2</td></tr> <tr><td>S</td><td>2</td><td>1</td><td>2</td><td>2</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	1	2	2	S	2	1	2	2	E	-	-	-	-	W	-	-	-	-	<p>That South hand has lots of points in its short suits and shouldn't be upgraded to a 12-14 NT. If it is, North will bid game and go off. If South passes or has a way to show a balanced 11, North-South should be able to stay in 1 or 2 NT making 8 tricks.</p>
♠	♦	♥	♣	N																						
N	2	1	2	2																						
S	2	1	2	2																						
E	-	-	-	-																						
W	-	-	-	-																						
<p>Board 12 NS Game Dealer West</p> <p>♠ 103 ♥ KJ95 ♦ A42 ♣ 10952</p> <p>♠ AQ64 ♥ 1043 ♦ K109 ♣ K43</p> <p>♠ K87 ♥ Q872 ♦ QJ85 ♣ Q6</p> <p>♠ J952 ♥ A6 ♦ 763 ♣ AJ87</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>-</td><td>-</td></tr> <tr><td>S</td><td>2</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>1</td><td>1</td><td>2</td></tr> <tr><td>W</td><td>-</td><td>1</td><td>1</td><td>1</td></tr> </table>	♠	♦	♥	♣	N	N	2	-	-	-	S	2	-	-	-	E	-	1	1	2	W	-	1	1	1	<p>West has a weak notrump. I imagine 1NT will end the auction, and a club lead is safer than a heart lead. Here the club lead works well. Declarer plays on diamonds and when North wins the ♦A he will need to find the ♥J switch while he still has communications in clubs. This will not be easy. Note that if declarer touches spades before playing diamonds the ♥J switch will be much clearer.</p>
♠	♦	♥	♣	N																						
N	2	-	-	-																						
S	2	-	-	-																						
E	-	1	1	2																						
W	-	1	1	1																						

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<p>Board 13 Game all Dealer North</p> <p>♠ AQJ1065 ♥ J74 ♦ 92 ♣ Q2</p> <p>♠ 832 ♥ K10863 ♦ J876 ♣ J</p> <p>♠ K974 ♥ 95 ♦ KQ104 ♣ A74</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>-</td><td>3</td><td>1</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>3</td><td>1</td></tr> <tr><td>E</td><td>3</td><td>2</td><td>4</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>3</td><td>1</td><td>3</td><td>-</td><td>-</td></tr> </table>	♠	♣	♦	♥	♠	N	N	-	-	-	3	1	S	-	-	-	3	1	E	3	2	4	-	-	W	3	1	3	-	-	<p>Vulnerable, North has a maximum weak two in spades and South has a choice of how to respond. The choices are 3♣ to try to buy the contract, 4♠ hoping to make, 2NT to invite a game, or a diamond bid to ensure the right lead against a heart contract. In any case West is likely to bid clubs and go minus.</p>
♠	♣	♦	♥	♠	N																										
N	-	-	-	3	1																										
S	-	-	-	3	1																										
E	3	2	4	-	-																										
W	3	1	3	-	-																										
<p>Board 14 Love all Dealer East</p> <p>♠ 653 ♥ 962 ♦ K752 ♣ A74</p> <p>♠ QJ42 ♥ Q7 ♦ QJ64 ♣ QJ2</p> <p>♠ A987 ♥ A1053 ♦ 109 ♣ K109</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>-</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>2</td><td>1</td><td>1</td><td>2</td></tr> <tr><td>W</td><td>1</td><td>2</td><td>1</td><td>1</td><td>2</td></tr> </table>	♠	♣	♦	♥	♠	N	N	-	-	-	-	-	S	-	-	-	-	-	E	1	2	1	1	2	W	1	2	1	1	2	<p>All pass looks likely. South or West may open, in which case it's East who finds partner at home, and East-West will likely go plus defending or playing a NT partscore.</p> <p>At this vulnerability, going one or two off in 1NT undoubled scores better than conceding the same number of tricks defending 1NT.</p>
♠	♣	♦	♥	♠	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	1	2	1	1	2																										
W	1	2	1	1	2																										
<p>Board 15 NS Game Dealer South</p> <p>♠ KQ32 ♥ KQ1082 ♦ 83 ♣ K7</p> <p>♠ 1097 ♥ 73 ♦ QJ1052 ♣ 1084</p> <p>♠ J864 ♥ 54 ♦ A974 ♣ AQ6</p> <p>♠ A5 ♥ AJ96 ♦ K6 ♣ J9532</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>1</td><td>4</td><td>3</td><td>3</td></tr> <tr><td>S</td><td>4</td><td>1</td><td>4</td><td>3</td><td>3</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	4	1	4	3	3	S	4	1	4	3	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>Since that South hand is too weak to reverse into 2♥ opposite a 1♠ response, it is much better opened a weak NT than 1♣ - rebidding a Jxxxx suit is very undesirable. It's not important today - after a 1NT or 1♣ start North-South should bid to 4♥ and make it.</p>
♠	♣	♦	♥	♠	N																										
N	4	1	4	3	3																										
S	4	1	4	3	3																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 16 EW Game Dealer West</p> <p>♠ AK96 ♥ 654 ♦ KQ3 ♣ A43</p> <p>♠ 105 ♥ K103 ♦ A96 ♣ QJ765</p> <p>♠ J874 ♥ Q2 ♦ 10754 ♣ 1092</p> <p>♠ Q32 ♥ AJ987 ♦ J82 ♣ K8</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>4</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>3</td><td>4</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	4	3	2	S	1	3	4	3	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>This is a choice of game hand - 3NT or 4♥. When choosing between a 5-3 fit or a 3NT contract you need to consider whether you make be able to take a ruff in the short hand and whether you will need the trump suit to control the opponent's suit while you go about your business. It's a tough one here - after 1♣-2♥ most pairs will bid to 4♥, but after 1♣-1♥-1NT, pairs playing 5-card majors may just try 3NT. That will work well on a diamond lead and poorly on a club lead. 4♥ makes 10, 3NT makes 8 or 10 depending on the lead.</p>
♠	♣	♦	♥	♠	N																										
N	1	3	4	3	2																										
S	1	3	4	3	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 17 Love all Dealer North</p> <p>♠ K1084 ♥ A8 ♦ J642 ♣ A98</p> <p>♠ 9632 ♥ K2 ♦ 87 ♣ QJ753</p> <p>♠ J7 ♥ Q1053 ♦ AKQ105 ♣ 104</p> <p>♠ AQ5 ♥ J9764 ♦ 93 ♣ K62</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>1</td><td>2</td><td>2</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>-</td><td>1</td><td>2</td><td>1</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	1	2	2	2	S	1	-	1	2	1	E	-	-	-	-	-	W	-	-	-	-	-	<p>If North opens 1NT and East overcalls 2♦, 2♥ or a takeout double are candidates as a 4-3 spade fit may score highly and the hearts are not very strong.</p> <p>Hearts from South on a diamond lead through the jack is a bit messy and can be beaten on a forcing defence of playing diamonds. 2♥ by North makes as the ♦J has enough nuisance value to prevent the defence getting trump control. 2♠ makes from either side.</p>
♠	♣	♦	♥	♠	N																										
N	1	1	2	2	2																										
S	1	-	1	2	1																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 18 NS Game Dealer East</p> <p>♠ A1083 ♥ 109 ♦ K72 ♣ 10854</p> <p>♠ KJ ♥ K7 ♦ Q109864 ♣ A93</p> <p>♠ Q96 ♥ A6542 ♦ ♣ KQJ72</p> <p>♠ 7542 ♥ QJ83 ♦ AJ53 ♣ 6</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>-</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>2</td><td>4</td><td>-</td><td>3</td></tr> <tr><td>W</td><td>4</td><td>2</td><td>3</td><td>-</td><td>3</td></tr> </table>	♠	♣	♦	♥	♠	N	N	-	-	-	-	-	S	-	-	-	-	-	E	4	2	4	-	3	W	4	2	3	-	3	<p>1♥-2♦-2♥-3NT is a reasonable Acol auction and there is nothing to the play - 9 tricks. On this layout the higher-scoring 4♥ contract can also be made, but pass the jack of diamonds to North and it gets forced off on a diamond lead.</p>
♠	♣	♦	♥	♠	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	4	2	4	-	3																										
W	4	2	3	-	3																										

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<p>Board 19 EW Game Dealer South</p> <p>♠ Q95 ♥ AQ32 ♦ Q72 ♣ A92</p> <p>♠ 87 ♥ K9876 ♦ AJ6 ♣ Q84</p> <p>♠ A42 ♥ 1054 ♦ 10853 ♣ K76</p> <p>♠ KJ1063 ♥ J ♦ K94 ♣ J1053</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>2</td><td>1</td><td>1</td><td>2</td><td>1</td></tr> <tr><td>W</td><td>2</td><td>1</td><td>1</td><td>2</td><td>1</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	2	1	1	2	1	W	2	1	1	2	1	<p>East-West will do better bidding here than defending 1NT, since the lie is very fortunate for 2♣ contractors.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	2	1	1	2	1																										
W	2	1	1	2	1																										
<p>Board 20 Game all Dealer West</p> <p>♠ AKQ ♥ 86 ♦ AQ10952 ♣ A10</p> <p>♠ 32 ♥ J5 ♦ J743 ♣ KJ864</p> <p>♠ 10765 ♥ A92 ♦ K86 ♣ Q93</p> <p>♠ J984 ♥ KQ10743 ♦ ♣ 752</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>5</td><td>-</td><td>4</td><td>5</td></tr> <tr><td>S</td><td>-</td><td>5</td><td>-</td><td>4</td><td>5</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> </tbody> </table>		♠	♥	♦	♣	N	N	-	5	-	4	5	S	-	5	-	4	5	E	-	-	1	-	-	W	-	-	1	-	-	<p>After 1♦-(1♥/2♥)-X-P North has little choice but to cue bid. South tries 3NT for want of anything else. 3NT makes its eleven obvious tricks.</p>
	♠	♥	♦	♣	N																										
N	-	5	-	4	5																										
S	-	5	-	4	5																										
E	-	-	1	-	-																										
W	-	-	1	-	-																										
<p>Board 21 NS Game Dealer North</p> <p>♠ K98 ♥ J84 ♦ KJ86 ♣ K72</p> <p>♠ J72 ♥ A1062 ♦ 972 ♣ Q86</p> <p>♠ A104 ♥ K93 ♦ A1054 ♣ A105</p> <p>♠ Q653 ♥ Q75 ♦ Q3 ♣ J943</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>4</td><td>3</td><td>2</td><td>3</td></tr> <tr><td>S</td><td>3</td><td>4</td><td>3</td><td>2</td><td>3</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> </tbody> </table>		♠	♥	♦	♣	N	N	3	4	3	2	3	S	3	4	3	2	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>1♦-3♦-3NT looks like a normal auction to a normal contract. ♥2 is the normal lead: East has to withhold the queen to avoid giving declarer two tricks in the suit and an easy make even if he misguesses ♦Q.</p> <p>Now declarer, knowing that West has no five-card suit, is likely to misguess, losing the second round of diamonds to East. East's only safe exit is a club. Simplest for declarer is to duck one club, win the continuation, and cash the minor suits. Both defenders have to keep two hearts, and the defence will be thrown in on the third round of spades to concede a black trick.</p>
	♠	♥	♦	♣	N																										
N	3	4	3	2	3																										
S	3	4	3	2	3																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 22 EW Game Dealer East</p> <p>♠ Q93 ♥ AK5 ♦ K542 ♣ J92</p> <p>♠ K6 ♥ 8642 ♦ AJ10 ♣ K763</p> <p>♠ A10842 ♥ 973 ♦ 87 ♣ AQ8</p> <p>♠ J75 ♥ QJ10 ♦ Q963 ♣ 1054</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>1</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>1</td><td>1</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> </tbody> </table>		♠	♥	♦	♣	N	N	-	1	1	3	2	S	1	1	1	3	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>At most tables North will open a weak NT and South will transfer to 2♣. The normal spade line is to take two finesses, starting with ♠Q in case West has a singleton ♠J. Declarer should lose a trick in each suit to make an overtrick.</p>
	♠	♥	♦	♣	N																										
N	-	1	1	3	2																										
S	1	1	1	3	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 23 Game all Dealer South</p> <p>♠ 108 ♥ 10643 ♦ KJ92 ♣ A94</p> <p>♠ Q953 ♥ QJ9 ♦ AQ8 ♣ Q75</p> <p>♠ AJ2 ♥ AK872 ♦ 4 ♣ J832</p> <p>♠ K764 ♥ 5 ♦ 107653 ♣ K106</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>1</td><td>3</td><td>-</td><td>2</td></tr> <tr><td>S</td><td>2</td><td>1</td><td>3</td><td>-</td><td>2</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>-</td></tr> </tbody> </table>		♠	♥	♦	♣	N	N	2	1	3	-	2	S	2	1	3	-	2	E	-	-	-	1	-	W	-	-	-	1	-	<p>1♥-double-3♥-all pass is normal. East may be tempted into bidding 3♣, which is not unreasonable with a singleton heart, but West's defensive hand and the unfortunate lie of the diamonds means 3♣ is an unlucky two down for the kiss-of-death minus 200 on a part-score deal.</p>
	♠	♥	♦	♣	N																										
N	2	1	3	-	2																										
S	2	1	3	-	2																										
E	-	-	-	1	-																										
W	-	-	-	1	-																										
<p>Board 24 Love all Dealer West</p> <p>♠ A5 ♥ J7 ♦ QJ9875 ♣ 943</p> <p>♠ J76 ♥ K9853 ♦ 3 ♣ KJ102</p> <p>♠ KQ1093 ♥ AQ64 ♦ 10 ♣ A87</p> <p>♠ 842 ♥ 102 ♦ AK642 ♣ Q65</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>3</td><td>1</td><td>2</td><td>2</td></tr> <tr><td>S</td><td>1</td><td>3</td><td>1</td><td>2</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> </tbody> </table>		♠	♥	♦	♣	N	N	1	3	1	2	2	S	1	3	1	2	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>South will open 1♠, rebid 2♥ and get preference back to spades. 2♠ should make 8 tricks - 5 spades, two hearts and one club. If North chooses to bid 3♦ that will also make for the same score.</p>
	♠	♥	♦	♣	N																										
N	1	3	1	2	2																										
S	1	3	1	2	2																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										

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<p>Board 25 EW Game Dealer North</p> <p>♠ 9762 ♥ 742 ♦ AK9 ♣ K104</p> <p>♠ KJ5 ♥ K6 ♦ Q1084 ♣ AQ96</p> <p>♠ A1083 ♥ 108 ♦ J72 ♣ 8732</p>	<p>♠ Q4 ♥ AQJ953 ♦ 653 ♣ J5</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>2</td> <td>2</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td>W</td> <td>2</td> <td>2</td> <td>3</td> <td>-</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	2	2	3	-	3	W	2	2	3	-	3	<p>Your text goes here</p>
	♠	♥	♦	♣	N																											
N	-	-	-	-	-																											
S	-	-	-	-	-																											
E	2	2	3	-	3																											
W	2	2	3	-	3																											
<p>Board 26 Game all Dealer East</p> <p>♠ 62 ♥ 1086 ♦ AQ1052 ♣ J84</p> <p>♠ J10843 ♥ K ♦ K843 ♣ Q96</p> <p>♠ Q ♥ QJ75432 ♦ 76 ♣ A103</p>	<p>♠ AK975 ♥ A9 ♦ J9 ♣ K752</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>-</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>2</td> <td>-</td> <td>-</td> <td>4</td> <td>2</td> </tr> <tr> <td>W</td> <td>2</td> <td>-</td> <td>-</td> <td>4</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	2	-	-	S	-	-	2	-	-	E	2	-	-	4	2	W	2	-	-	4	2	<p>Your text goes here</p>
	♠	♥	♦	♣	N																											
N	-	-	2	-	-																											
S	-	-	2	-	-																											
E	2	-	-	4	2																											
W	2	-	-	4	2																											
<p>Board 27 Love all Dealer South</p> <p>♠ Q754 ♥ ♦ 743 ♣ QJ10532</p> <p>♠ 1063 ♥ K653 ♦ 10652 ♣ K8</p> <p>♠ KJ92 ♥ AQ82 ♦ AQJ9 ♣ A</p>	<p>♠ A8 ♥ J10974 ♦ K8 ♣ 9764</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>4</td> <td>5</td> <td>1</td> <td>6</td> <td>3</td> </tr> <tr> <td>S</td> <td>4</td> <td>5</td> <td>1</td> <td>6</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> </tbody> </table>		♠	♥	♦	♣	N	N	4	5	1	6	3	S	4	5	1	6	4	E	-	-	-	-	-	W	-	-	-	-	-	<p>Your text goes here</p>
	♠	♥	♦	♣	N																											
N	4	5	1	6	3																											
S	4	5	1	6	4																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 28 NS Game Dealer West</p> <p>♠ 543 ♥ K1084 ♦ 43 ♣ A853</p> <p>♠ A62 ♥ ♦ AQ852 ♣ 107642</p> <p>♠ KQJ107 ♥ QJ72 ♦ J109 ♣ K</p>	<p>♠ 98 ♥ A9653 ♦ K76 ♣ QJ9</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>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>2</td> <td>2</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>4</td> <td>-</td> <td>-</td> <td>1</td> </tr> <tr> <td>W</td> <td>3</td> <td>4</td> <td>-</td> <td>-</td> <td>1</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	1	1	-	S	-	-	2	2	-	E	3	4	-	-	1	W	3	4	-	-	1	<p>Your text goes here</p>
	♠	♥	♦	♣	N																											
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