

Craddock 2, Wednesday 27th May 2015

<p>Board 1 Love all Dealer North</p> <p>♠ AKQ5 ♥ K7 ♦ AK53 ♣ K109</p> <p>♠ 4 ♥ Q542 ♦ 92 ♣ Q85432</p> <p>♠ 10986 ♥ 1098 ♦ Q864 ♣ AJ</p>	<p>♠ J732 ♥ AJ63 ♦ J107 ♣ 76</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>2</td> <td>5</td> <td>5</td> </tr> <tr> <td>S</td> <td>-</td> <td>5</td> <td>2</td> <td>4</td> <td>3</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	-	5	2	5	5	S	-	5	2	4	3	E	1	-	-	-	-	W	1	-	-	-	-	<p>At most tables, North will open 2NT, and the direction of the auction will be in South's hands. With a strong doubleton, he may simply place the contract in 3NT. Now a heart or spade lead gives declarer a tenth trick, and he'll make eleven if he guesses the clubs, as he may well do once he finds that East has only three cards in spades and diamonds together. Even if East leads a passive diamond declarer can get the same count, guess the clubs, and eventually put East in with the fourth rounds of spades to lead away from the ace of hearts.</p> <p>If South does decide to look for a major suit fit, it's better for North-South if they're playing puppet Stayman. In one method, 3♣ asks initially for a 5-card major, North's 3♦ promises a 4-card major, and now South bids 3♥ to show four spades, enabling North to become declarer - 4♠ by North makes the same eleven tricks as 3NT. Against 4♠ by South however, East can lead a heart and the defence takes two hearts and a spade.</p>
	♠	♦	♥	♣	N																											
N	-	5	2	5	5																											
S	-	5	2	4	3																											
E	1	-	-	-	-																											
W	1	-	-	-	-																											
<p>Board 2 NS Game Dealer East</p> <p>♠ J83 ♥ J63 ♦ A976 ♣ Q74</p> <p>♠ K1072 ♥ 10942 ♦ 5 ♣ AK82</p> <p>♠ 654 ♥ A5 ♦ KQJ102 ♣ J93</p>	<p>♠ AQ9 ♥ KQ87 ♦ 843 ♣ 1065</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>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>-</td> <td>5</td> <td>4</td> <td>1</td> </tr> <tr> <td>W</td> <td>3</td> <td>-</td> <td>5</td> <td>4</td> <td>1</td> </tr> </tbody> </table>		♠	♦	♥	♣	N	N	-	1	-	-	-	S	-	1	-	-	-	E	3	-	5	4	1	W	3	-	5	4	1	<p>This deal may be passed out at some tables, since by traditional standards no one has an opening bid. More likely nowadays South will think his strong diamond suit a sufficient reason to open. If he opens 1♦, West may double, and East should get his side to 4♥, starting with a responsive double if North raises diamonds. If South opens 1NT, that's quite likely to buy the contract: barring an unwise low club lead declarer will have six tricks but no more.</p> <p>Defending a heart contract, South will lead a top diamond, and perhaps switch to a club. Declarer will win, cross to ♠A, and ruff a diamond, then lead a trump to his king. If South takes this, eleven tricks are straightforward so long as declarer remembers to ruff his last diamond with ♥10 before taking the heart finesse. Eleven tricks can still be made if South ducks the heart, but a smooth duck would make the position much harder to read.</p>
	♠	♦	♥	♣	N																											
N	-	1	-	-	-																											
S	-	1	-	-	-																											
E	3	-	5	4	1																											
W	3	-	5	4	1																											
<p>Board 3 EW Game Dealer South</p> <p>♠ QJ8742 ♥ K2 ♦ QJ72 ♣ K</p> <p>♠ K965 ♥ QJ95 ♦ 3 ♣ Q532</p> <p>♠ A103 ♥ QJ743 ♦ 10 ♣ J10874</p> <p>♠ A86 ♥ AK98654 ♦ A96</p>	<p>♠ A103 ♥ QJ743 ♦ 10 ♣ J10874</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>7</td> <td>1</td> <td>3</td> <td>5</td> </tr> <tr> <td>S</td> <td>-</td> <td>7</td> <td>1</td> <td>3</td> <td>5</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	-	7	1	3	5	S	-	7	1	3	5	E	-	-	-	-	-	W	-	-	-	-	-	<p>A grand slam in diamonds is easy to play, but not so easy to bid. Not many play a strong 2♦ opening any more, and opening a forcing 2♣ is unattractive when one has to rebid 3♦, so 1♦ will be the usual choice (strong-club players should certainly upgrade to open 1♠ rather than a nebulous diamond). North responds 1♠ and the key is for South to jump to 3NT showing a strong hand based on a diamond suit. North has got a good hand now, and bids 4♦, which is certainly forcing. The partnership is now well placed to cue-bid its way to at least 6♦.</p> <p>However, this requires good partnership understanding, so some pairs will come to rest two levels too low in 5♦. 3NT making eleven tricks may score well despite the missed grand slam.</p>
	♠	♦	♥	♣	N																											
N	-	7	1	3	5																											
S	-	7	1	3	5																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 4 Game all Dealer West</p> <p>♠ 873 ♥ J43 ♦ K6 ♣ Q10983</p> <p>♠ 5 ♥ AKQ85 ♦ 1075 ♣ A542</p> <p>♠ AKQ10 ♥ 10962 ♦ J43 ♣ J7</p>	<p>♠ J9642 ♥ 7 ♦ AQ982 ♣ K6</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>3</td> <td>5</td> <td>4</td> <td>2</td> <td>3</td> </tr> <tr> <td>W</td> <td>3</td> <td>5</td> <td>3</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		♠	♦	♥	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	3	5	4	2	3	W	3	5	3	2	2	<p>You might bid this one 1♥-1♠, 2♣-2NT, P. South leads a top spade and switches to clubs, declarer wins in dummy and runs ♦7, making a fortunate nine tricks since North never gets the lead.</p> <p>The double-dummy analysis reveals that the highest-scoring contract would be 4♥ by East - if it's played by West, North can lead a spade and repeated spade leads will force the contract off. Playing from the East side, declarer ruffs the second spade and takes the deep finesse in diamonds, then plays off the top hearts and continues diamonds.</p>
	♠	♦	♥	♣	N																											
N	-	-	-	-	-																											
S	-	-	-	-	-																											
E	3	5	4	2	3																											
W	3	5	3	2	2																											
<p>Board 5 NS Game Dealer North</p> <p>♠ Q9632 ♥ K6 ♦ K7 ♣ J953</p> <p>♠ AKJ ♥ 8 ♦ AJ108643 ♣ A8</p> <p>♠ 87 ♥ AJ9754 ♦ Q5 ♣ KQ7</p>	<p>♠ 1054 ♥ Q1032 ♦ 92 ♣ 10642</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>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>2</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♦	♥	♣	N	N	2	-	2	1	-	S	2	-	2	1	-	E	-	3	-	-	-	W	-	3	-	-	-	<p>If South opens 1♥, West will usually double, because he's too strong for a simple overcall, and will eventually play in 3♦, which makes comfortably. The alternative is to overcall 2♦, planning to double any further heart bids for take-out: that should achieve the same result.</p> <p>It's much harder for West if South can open with a weak 2♥ - opposite a passed partner there's little risk of missing game. Now West doubles and East bids 2NT, Lebensohl showing a weak hand - about seven points is the upper limit. West may now gamble and bid 3NT. The good news for him is that East has got a heart stop, as is quite likely when North hasn't raised hearts. The bad news is that East has nothing else. Nevertheless, the defence has to be quite accurate - after three rounds of hearts South must switch to a club.</p> <p>Curiously, an opening lead of the ♠K or ♣Q beats even 1NT - when North takes ♦K he continues with ♣9, pinning the eight, and the defence makes three club tricks.</p>
	♠	♦	♥	♣	N																											
N	2	-	2	1	-																											
S	2	-	2	1	-																											
E	-	3	-	-	-																											
W	-	3	-	-	-																											
<p>Board 6 EW Game Dealer East</p> <p>♠ 87 ♥ 7 ♦ KQ842 ♣ KQ974</p> <p>♠ K1085 ♥ AJ1096 ♦ J1062</p> <p>♠ KJ10432 ♥ A942 ♦ 5 ♣ A8</p>	<p>♠ AQ965 ♥ QJ63 ♦ 73 ♣ 53</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>-</td> <td>2</td> <td>1</td> </tr> <tr> <td>S</td> <td>3</td> <td>1</td> <td>-</td> <td>3</td> <td>1</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	2	1	-	2	1	S	3	1	-	3	1	E	-	-	1	-	-	W	-	-	1	-	-	<p>Playing Acol, South opens 1♠ and North should respond 2♣. It's normal to start with the higher of two five-card suits, but that applies only when you plan to bid both. Here, you're not going on to the three level to show clubs, so it's better to bid them at the two level, giving partner room to bid diamonds if he's got them.</p> <p>After 1♠-2♣, South rebids 2♥, and North gives preference to 2♠. South passes, and if West is tempted to come in he'll regret it. It's safer for West to double on the first round. Then North redoubles to show at least ten points, and East takes out into 2♥. South doubles, and North reverts to 2♠, though in practice he could score a nervous +200 by passing.</p> <p>What would you lead against 2♥X with the South cards? Either a trump or your singleton diamond would be successful.</p>
	♠	♦	♥	♣	N																											
N	2	1	-	2	1																											
S	3	1	-	3	1																											
E	-	-	1	-	-																											
W	-	-	1	-	-																											

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<p>Board 7 Game all Dealer South</p> <p>♠ A 104 ♥ AJ107 ♦ 3 ♣ Q8764</p> <p>♠ J987 ♥ K954 ♦ A 1097 ♣ J</p> <p>♠ K63 ♥ 32 ♦ KJ842 ♣ 1093</p> <p>♠ Q52 ♥ Q86 ♦ Q65 ♣ AK52</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>3</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>5</td> <td>-</td> <td>3</td> <td>1</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>2</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	5	-	3	1	2	S	5	-	3	1	2	E	-	1	-	-	-	W	-	2	-	-	-	<p>Weak-NT pairs may bid 1NT-2♣, 2♦-3NT. With North having shown interest in the majors, West may choose to lead diamonds, allowing the defence to take the first five tricks, so a less aggressive auction ending in 2NT may be rewarded.</p> <p>Some pairs nowadays play that 1NT-3♦ shows a three-suited hand with short diamonds. That would work well on this hand: South bids 4♣ and is likely to make eleven tricks.</p>
	♠	♥	♦	♣	N																										
N	5	-	3	1	2																										
S	5	-	3	1	2																										
E	-	1	-	-	-																										
W	-	2	-	-	-																										
<p>Board 8 Love all Dealer West</p> <p>♠ AKJ74 ♥ A7542 ♦ 65 ♣ 6</p> <p>♠ 962 ♥ K1083 ♦ KQJ8 ♣ 84</p> <p>♠ Q105 ♥ J ♦ A10973 ♣ J1095</p> <p>♠ 83 ♥ Q96 ♦ 42 ♣ AKQ732</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>3</td> <td>2</td> <td>-</td> </tr> <tr> <td>S</td> <td>3</td> <td>-</td> <td>3</td> <td>2</td> <td>-</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	2	-	3	2	-	S	3	-	3	2	-	E	-	1	-	-	-	W	-	1	-	-	-	<p>A natural auction will start 1♠-2♣, 2♥-3♣. Now there's a lot to be said for a pass by North, which should result in a plus score. If North chooses to continue with 3♥, he'll find the 5-3 fit he was hoping for, but 4♥ is a poor contract. If East has been listening to the auction he'll lead the ace of diamonds and continue the suit, after which declarer is likely to go two off trying to make his contract.</p>
	♠	♥	♦	♣	N																										
N	2	-	3	2	-																										
S	3	-	3	2	-																										
E	-	1	-	-	-																										
W	-	1	-	-	-																										
<p>Board 9 EW Game Dealer North</p> <p>♠ A74 ♥ 42 ♦ K103 ♣ AQ542</p> <p>♠ 63 ♥ AJ1063 ♦ Q94 ♣ 1083</p> <p>♠ Q109 ♥ K987 ♦ A72 ♣ J97</p> <p>♠ KJ852 ♥ Q5 ♦ J865 ♣ K6</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>3</td> <td>1</td> <td>4</td> <td>1</td> </tr> <tr> <td>S</td> <td>4</td> <td>3</td> <td>1</td> <td>4</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	4	3	1	4	1	S	4	3	1	4	1	E	-	-	-	-	-	W	-	-	-	-	-	<p>N-S are likely to play in 2♠, perhaps after a transfer response to 1NT, and can take ten tricks by playing spades normally. If E-W outcompete them in hearts they'll get a poor score, losing seven tricks in the side suits.</p> <p>Which leaves me with some space spare to tell you about this write-up - we'll be aiming to produce one each month. I'm doing the first one myself, and hope to recruit various local experts for future months.</p>
	♠	♥	♦	♣	N																										
N	4	3	1	4	1																										
S	4	3	1	4	1																										
E	-	-	-	-	-																										
W	-	-	-	-	-																										
<p>Board 10 Game all Dealer East</p> <p>♠ J873 ♥ Q103 ♦ KQJ65 ♣ K</p> <p>♠ AK5 ♥ K942 ♦ 2 ♣ Q10843</p> <p>♠ Q64 ♥ A ♦ 1073 ♣ AJ9765</p> <p>♠ 1092 ♥ J8765 ♦ A984 ♣ 2</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>6</td> <td>-</td> <td>2</td> <td>2</td> <td>2</td> </tr> <tr> <td>W</td> <td>6</td> <td>-</td> <td>2</td> <td>2</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	6	-	2	2	2	W	6	-	2	2	2	<p>1♣-1♥, 2♣-3♦ is a good start to the auction. 2♦ would be forcing here, so 3♦ is a splinter. The bidding might continue 3♥-3♣, 4♣-5♣. If either player takes a more optimistic view, slam will be reached, and declarer will find he can't go wrong.</p> <p>North can make things more difficult by sticking in a 2♦ bid - there's some risk attached, but it's usually worth bidding a suit you know you want partner to lead. East passes, and South joins in with a raise to 3♦. West's simplest course now is to bid 5♣.</p> <p>It's more difficult again if the 1♣ opening doesn't actually promise clubs. Now if the bidding reaches 3♦, West has nothing better than a take-out double, hoping not to hear three of a major from East. All should be well this time: either East will bid clubs, or he'll view to pass, scoring +800 if the defence takes all its tricks including a heart ruff.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	-	-																										
S	-	-	-	-	-																										
E	6	-	2	2	2																										
W	6	-	2	2	2																										
<p>Board 11 Love all Dealer South</p> <p>♠ Q9842 ♥ 1084 ♦ A98 ♣ 65</p> <p>♠ A103 ♥ J ♦ KJ753 ♣ AK107</p> <p>♠ 65 ♥ Q762 ♦ Q42 ♣ J942</p> <p>♠ KJ7 ♥ AK953 ♦ 106 ♣ Q83</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>2</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>4</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>4</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	2	2	-	S	-	-	2	2	-	E	4	3	-	-	-	W	4	3	-	-	-	<p>How do you handle the South hand? Playing weak no-trump you might open 1NT, describing your hand quite well but sometimes missing a heart fit. But with a good three-card spade suit it's probably better to open 1♥ planning to raise partner's 1♠ response.</p> <p>This time West makes a take-out double of 1♥. North can bid 1♠ anyway, which South should certainly raise. E-W will find out now whether they agree about the meaning of double from one or other of them. Certainly they shouldn't pass out 2♠ at love all, which is the best vulnerability for competing the part score.</p> <p>A 1NT opening may work out better for N-S. West doubles, North removes to 2♠, and now unless they have the agreement that East can double for take-out, it's difficult for E-W to get to clubs.</p>
	♠	♥	♦	♣	N																										
N	-	-	2	2	-																										
S	-	-	2	2	-																										
E	4	3	-	-	-																										
W	4	3	-	-	-																										
<p>Board 12 NS Game Dealer West</p> <p>♠ AJ9 ♥ 874 ♦ QJ6 ♣ 7542</p> <p>♠ KQ6 ♥ A ♦ 975 ♣ KQ9863</p> <p>♠ 103 ♥ 109652 ♦ A832 ♣ AJ</p> <p>♠ 87542 ♥ KQJ3 ♦ K104 ♣ 10</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>2</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>2</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>2</td> <td>1</td> <td>-</td> <td>3</td> </tr> <tr> <td>W</td> <td>3</td> <td>2</td> <td>1</td> <td>-</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	2	-	S	-	-	-	2	-	E	3	2	1	-	3	W	3	2	1	-	3	<p>West opens 1♣, East responds 1♥, and West rebids 2♣. Now East may recognize that he could have just the right cards to make 3NT opposite a suitable minimum hand. If he takes an optimistic view and bids 2♦, West, who does have a suitable hand, can bid 3NT.</p> <p>Alternatively, if East passes 2♣, South may venture a 2♠ bid (or a double, leaving his partner to guess which is South's 5-card suit), giving E-W another chance to bid game.</p>
	♠	♥	♦	♣	N																										
N	-	-	-	2	-																										
S	-	-	-	2	-																										
E	3	2	1	-	3																										
W	3	2	1	-	3																										

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<p>Board 13 Game all Dealer North</p> <p>♠ AJ2 ♥ J ♦ AQ762 ♣ 7543</p> <p>♠ Q983 ♥ 75 ♦ K109 ♣ J986</p> <p>♠ K1064 ♥ 9432 ♦ J543 ♣ 2</p>	<p>♠ 75 ♥ AKQ1086 ♦ 8 ♣ AKQ10</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>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>4</td> <td>-</td> <td>4</td> <td>-</td> <td>2</td> </tr> <tr> <td>W</td> <td>4</td> <td>-</td> <td>4</td> <td>-</td> <td>3</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	3	-	1	-	S	-	3	-	1	-	E	4	-	4	-	2	W	4	-	4	-	3	<p>North opens 1♦, and East is too strong to overcall 1♥, so he starts with a double. South raises to 2♦ (or even 3♦), and East may simply blast 4♥ when that comes round to him, since he can take ten tricks opposite a mildly suitable yarrowburgh. If instead he contents himself with 3♥, West may choose to bid 3NT, which is an inferior contract in theory but in practice is likely to make eleven tricks.</p>
	♠	♥	♦	♣	N																											
N	-	3	-	1	-																											
S	-	3	-	1	-																											
E	4	-	4	-	2																											
W	4	-	4	-	3																											
<p>Board 14 Love all Dealer East</p> <p>♠ K75 ♥ KQ7 ♦ 1053 ♣ J742</p> <p>♠ A109 ♥ 96432 ♦ A97 ♣ KQ</p> <p>♠ Q83 ♥ A5 ♦ QJ64 ♣ A986</p>	<p>♠ J642 ♥ J108 ♦ K82 ♣ 1053</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>2</td> <td>-</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>3</td> <td>2</td> <td>1</td> <td>1</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	2	2	-	1	2	S	3	2	1	1	2	E	-	-	-	-	-	W	-	-	-	-	-	<p>The auction may start and finish with a 1NT bid by South. West leads hearts, which declarer wins in hand to lead a club. West continues hearts, declarer wins in dummy, and now has to decide how to play the club suit. That's not a simple question: the intermediate-level answer is that Restricted Choice says he should run the jack, succeeding against K10 or Q10 doubleton (two distributions) rather than play the ace, succeeding only against KQ doubleton (one distribution). But expert defenders will sometimes play the 10 on the first round from K10 or Q10, shifting the odds.</p> <p>Today West holds ♣KQ. Running ♣J results in one off, whereas a club to the ace allows declarer to run the suit. And when declarer cashes his club tricks he'll exert a subtle squeeze on West, enabling him to make an overtrick if he reads the discards accurately.</p>
	♠	♥	♦	♣	N																											
N	2	2	-	1	2																											
S	3	2	1	1	2																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 15 NS Game Dealer South</p> <p>♠ 5 ♥ QJ53 ♦ A76 ♣ AQJ52</p> <p>♠ KJ8 ♥ A862 ♦ K2 ♣ 10983</p> <p>♠ AQ102 ♥ K74 ♦ 943 ♣ K64</p>	<p>♠ 97643 ♥ 109 ♦ QJ1085 ♣ 7</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>1</td> <td>3</td> <td>-</td> <td>3</td> </tr> <tr> <td>S</td> <td>4</td> <td>1</td> <td>3</td> <td>-</td> <td>4</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	4	1	3	-	3	S	4	1	3	-	4	E	-	-	-	1	-	W	-	-	-	1	-	<p>N-S should have a straightforward auction to 3NT, against which West may find the safe club lead as attractive as anything. Declarer's first task is to knock out the ace of hearts, ensuring nine tricks. Later if he reads the position he'll be able to strip West's hand and endplay him with the fourth heart to lead into South's spade tenace.</p>
	♠	♥	♦	♣	N																											
N	4	1	3	-	3																											
S	4	1	3	-	4																											
E	-	-	-	1	-																											
W	-	-	-	1	-																											
<p>Board 16 EW Game Dealer West</p> <p>♠ K10973 ♥ A97 ♦ 109 ♣ KJ8</p> <p>♠ Q6 ♥ K10632 ♦ K875 ♣ Q2</p> <p>♠ J4 ♥ J854 ♦ J63 ♣ A763</p>	<p>♠ A852 ♥ Q ♦ AQ42 ♣ 10954</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>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>1</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>E</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> <td>1</td> </tr> <tr> <td>W</td> <td>-</td> <td>2</td> <td>1</td> <td>-</td> <td>1</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	1	-	-	1	-	S	1	-	-	1	-	E	-	2	1	-	1	W	-	2	1	-	1	<p>If North opens 1♠, South responds 1NT, and E-W are unlikely to find a bid. Alternatively, North may open 1NT (I would playing 12-14 NT). If West does come in, it will be hard for his side to stop in 2♦.</p> <p>Against 1NT by North, a club lead looks like the best choice (it's rarely necessary to lead away from high honours in empty four-card suits). Declarer beats ♠Q with ♣K, crosses to ♣A, and leads ♠J from dummy, hoping for a favourable lie. That goes to the queen, king and ace, East clears his club trick, and declarer now tries but fails to drop ♠8, settling for one off. Against 1NT by South, West leads a heart. East wins ♥Q and the play may now proceed much as before.</p>
	♠	♥	♦	♣	N																											
N	1	-	-	1	-																											
S	1	-	-	1	-																											
E	-	2	1	-	1																											
W	-	2	1	-	1																											
<p>Board 17 Love all Dealer North</p> <p>♠ A8 ♥ 5 ♦ Q107542 ♣ A1073</p> <p>♠ KQ763 ♥ K96 ♦ ♣ QJ854</p> <p>♠ J9 ♥ Q7432 ♦ KJ86 ♣ K2</p>	<p>♠ 10542 ♥ AJ108 ♦ A93 ♣ 96</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>4</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>4</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	4	-	-	-	S	-	4	-	-	-	E	1	-	1	2	-	W	1	-	1	2	-	<p>North does well to open 1♦, resulting in a competitive auction between the diamond and spade suits.</p> <p>If West plays in spades, North leads his singleton ♥5, and declarer wins and plays a trump. North should now risk playing clubs, and the defence gets both a heart ruff and a club overruff, holding declarer to eight tricks. Spades are likely to play better with East as declarer, since South will probably lead a diamond. After that it takes sharp defence to get the club overruff which limits declarer to nine.</p> <p>If North plays in diamonds, two club ruffs in dummy are needed to take ten tricks, so he should win the spade lead and play a heart to establish communications.</p>
	♠	♥	♦	♣	N																											
N	-	4	-	-	-																											
S	-	4	-	-	-																											
E	1	-	1	2	-																											
W	1	-	1	2	-																											
<p>Board 18 NS Game Dealer East</p> <p>♠ K10953 ♥ Q109643 ♦ 7 ♣ 10</p> <p>♠ AJ ♥ 5 ♦ QJ10864 ♣ 7642</p> <p>♠ 7 ♥ J2 ♦ AK932 ♣ AQJ95</p>	<p>♠ Q8642 ♥ AK87 ♦ 5 ♣ K83</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>3</td> <td>1</td> <td>-</td> </tr> <tr> <td>S</td> <td>1</td> <td>-</td> <td>3</td> <td>1</td> <td>-</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	1	-	3	1	-	S	1	-	3	1	-	E	-	1	-	-	-	W	-	1	-	-	-	<p>East opens 1♠, South bids 2NT for the minors, West passes, and North has a problem. 3♥ is as good a choice as any, and who could blame South for raising that to game (it's his ethical duty to raise an agonized 3♥).</p> <p>This auction suggests that South will be ruffing spades, so East leads ♥A and continues with ♥K. Now he has to worry about dummy's club suit, so he switches to a diamond to take out the entry to dummy. Dummy wins and leads a spade, but West rises with ♠A leaving declarer with no further play.</p>
	♠	♥	♦	♣	N																											
N	1	-	3	1	-																											
S	1	-	3	1	-																											
E	-	1	-	-	-																											
W	-	1	-	-	-																											

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<p>Board 19 EW Game Dealer South</p> <p>♠ QJ ♥ 109432 ♦ Q5 ♣ AK92</p> <p>♠ 10973 ♥ K ♦ A984 ♣ Q543</p> <p>♠ AK852 ♥ AQJ7 ♦ K3 ♣ J10</p>	<p>♠ 64 ♥ 865 ♦ J10762 ♣ 876</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>6</td> <td>6</td> <td>6</td> </tr> <tr> <td>S</td> <td>6</td> <td>1</td> <td>6</td> <td>6</td> <td>6</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	6	6	6	S	6	1	6	6	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>South opens 1♠, North responds 2♥, and the simple thing is for South to raise to game. If you play a forcing 2NT rebid here, you can distinguish between three and four-card raises to 4♥ by putting the former through 2NT, so if you also play splinters the direct 4♥ shows a good 5422 shape, though it needn't be this good.)</p> <p>North hasn't got enough to bid on over 4♥, which is just as well since it would take a remarkable view in hearts to make a slam.</p>
	♠	♥	♦	♣	N																											
N	6	1	6	6	6																											
S	6	1	6	6	6																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 20 Game all Dealer West</p> <p>♠ Q2 ♥ 10743 ♦ A84 ♣ K765</p> <p>♠ 7654 ♥ K52 ♦ 9762 ♣ 82</p> <p>♠ AK98 ♥ Q6 ♦ J53 ♣ AQ43</p>	<p>♠ J103 ♥ AJ98 ♦ KQ10 ♣ J109</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>1</td> <td>2</td> <td>3</td> <td>3</td> </tr> <tr> <td>S</td> <td>4</td> <td>1</td> <td>2</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> </tbody> </table>		♠	♥	♦	♣	N	N	4	1	2	3	3	S	4	1	2	3	3	E	-	-	-	-	-	W	-	-	-	-	-	<p>If East opens a weak NT in third seat, South doubles. If everyone passes, accurate defence will take nine tricks (including four in each black suit). This time, West does better to run, provided he guesses to reach 2♦. In that case, the best available score for N-S is to take the same nine tricks in 3NT.</p> <p>The same applies if East opens one of a suit. The most difficult opening bid to deal with would be 1♥ - I'd sympathize with a pair who failed to reach the poor game after that.</p>
	♠	♥	♦	♣	N																											
N	4	1	2	3	3																											
S	4	1	2	3	3																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 21 NS Game Dealer North</p> <p>♠ 965 ♥ Q ♦ Q54 ♣ J86542</p> <p>♠ AJ ♥ 10874 ♦ K1098 ♣ KQ9</p> <p>♠ 872 ♥ KJ962 ♦ AJ7 ♣ 107</p>	<p>♠ KQ1043 ♥ A53 ♦ 632 ♣ A3</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>3</td> <td>2</td> <td>4</td> <td>4</td> </tr> <tr> <td>W</td> <td>1</td> <td>3</td> <td>2</td> <td>4</td> <td>4</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	1	3	2	4	4	W	1	3	2	4	4	<p>A routine 3NT - there are nine top tricks, and a tenth by leading a diamond to the king. If East declares on a heart lead, there's some risk attached: I think the best line at pairs is to play a diamond at trick two, hoping that even if the defence is in a position to cash five tricks they won't realise it.</p>
	♠	♥	♦	♣	N																											
N	-	-	-	-	-																											
S	-	-	-	-	-																											
E	1	3	2	4	4																											
W	1	3	2	4	4																											
<p>Board 22 EW Game Dealer East</p> <p>♠ AKQ107 ♥ Q87 ♦ 9 ♣ J1094</p> <p>♠ J965 ♥ 1052 ♦ J642 ♣ 62</p> <p>♠ 3 ♥ AKJ643 ♦ K83 ♣ A75</p>	<p>♠ 842 ♥ 9 ♦ AQ1075 ♣ KQ83</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>1</td> <td>6</td> <td>6</td> <td>6</td> </tr> <tr> <td>S</td> <td>4</td> <td>1</td> <td>6</td> <td>6</td> <td>6</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	1	6	6	6	S	4	1	6	6	6	E	-	-	-	-	-	W	-	-	-	-	-	<p>6♥ is a good enough contract here, but it's hard to see anyone bidding it. A reasonable auction if East declines to open the bidding would be 1♥-1♠, 2♥-4♥.</p> <p>Twelve tricks are easy on a diamond lead by ruffing a diamond in dummy. On a club lead, you might cash two trumps, then ♠A and a spade ruff, cross to ♥Q, cash the spades discarding diamonds, and finally establish a club trick.</p>
	♠	♥	♦	♣	N																											
N	4	1	6	6	6																											
S	4	1	6	6	6																											
E	-	-	-	-	-																											
W	-	-	-	-	-																											
<p>Board 23 Game all Dealer South</p> <p>♠ A ♥ AKJ8765 ♦ 1096 ♣ 107</p> <p>♠ QJ10652 ♥ 109 ♦ 74 ♣ AK4</p> <p>♠ K98743 ♥ Q3 ♦ QJ8 ♣ 83</p>	<p>♠ 42 ♥ AK532 ♦ QJ9652</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>5</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> </tr> <tr> <td>W</td> <td>5</td> <td>3</td> <td>-</td> <td>1</td> <td>-</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	1	-	-	S	-	-	1	-	-	E	5	3	-	1	-	W	5	3	-	1	-	<p>If South opens a weak 2♠, West, having checked that the backs of the cards match, will pass. It's sensible to play 3♥ here by North as forcing, but in any case he should pass too - he really doesn't want to play in hearts opposite a hand like KQJ10xx xx xxx xx. East will bid 3♣ (2NT is natural), and may or may not reach 5♣, which makes easily.</p> <p>If South opens a multi 2♦, West should resist the temptation to overcall 2♠, not so much for fear of finding South with spades too (how often does that happen?) as because passing then bidding 2♠ over the expected 2♥ is a more accurate description of his strength. North should bid 2♠, and if East is unwilling to bid with such modest values, that will end the auction. With best defence - West ruffs the third round of diamonds, cashes the king of clubs on which East plays the queen, and leads a club to East's jack, so that East can lead a fourth diamond allowing West to throw a heart loser - that will go two off.</p>
	♠	♥	♦	♣	N																											
N	-	-	1	-	-																											
S	-	-	1	-	-																											
E	5	3	-	1	-																											
W	5	3	-	1	-																											
<p>Board 24 Love all Dealer West</p> <p>♠ 97 ♥ 8642 ♦ K972 ♣ 863</p> <p>♠ AK86 ♥ KQ93 ♦ Q43 ♣ A10</p> <p>♠ 53 ♥ AJ5 ♦ AJ106 ♣ 9752</p>	<p>♠ QJ1042 ♥ 107 ♦ 85 ♣ KQJ4</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>3</td> <td>1</td> <td>2</td> <td>4</td> <td>2</td> </tr> <tr> <td>W</td> <td>3</td> <td>1</td> <td>2</td> <td>4</td> <td>2</td> </tr> </tbody> </table>		♠	♥	♦	♣	N	N	-	-	-	-	-	S	-	-	-	-	-	E	3	1	2	4	2	W	3	1	2	4	2	<p>4♣ could be played at every table: one possible auction is 1♥-1♠, 3♠-4♣. The defence needs to take its diamond tricks straight away, otherwise declarer will make an overtrick by drawing trumps and discarding two diamonds from dummy on his clubs. Well done to anyone who finds a diamond lead!</p> <p>Thank you for reading this. Feedback is welcome - in particular, please let me know if you'd like to have print-outs of this sort of write-up available as an occasional alternative to the usual hand records.</p> <p>Paul Barden</p>
	♠	♥	♦	♣	N																											
N	-	-	-	-	-																											
S	-	-	-	-	-																											
E	3	1	2	4	2																											
W	3	1	2	4	2																											