

ACBL-Wide Charity Game #1—Tuesday Afternoon, April 8, 2014—Set 107571

Bd: 1 ♠ A 8 5
 Dlr: North ♥ Q
 Vul: None ♦ 9 7 5 3
 ♣ Q J 7 5 3

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

♠ J 3
 ♥ K 5 2
 ♦ 10 6 4 2
 ♣ A K 6 4

Most Easts will open 1♦ (unless playing a short club) but whatever he bids, West will respond 1♥, and be raised to 2♥. Neither North nor South is likely to balance now. Defending 2♥, North should lead a club to cash his side's two club winners. Then South can shift to ♠J, and North must duck, while encouraging the suit (neither West nor South can have a singleton spade on the bidding and play thus far). Now the defenders get their spade ruff. -110 ought to matchpoint very well for them, since a club loser or the spade ruff could easily get away.

Bd: 5 ♠ Q 10 8
 Dlr: North ♥ 9 8
 Vul: N/S ♦ A Q 8 7 2
 ♣ 10 9 4

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

♠ 7 6 4
 ♥ K 5
 ♦ K J 6
 ♣ A 8 6 3 2

A few pessimistic Wests may respond 1NT to 1♠ and pass their partner's non-forcing 2♥ rebid. Yes the latter call is somewhat limited, but the fifth trump strongly suggests a raise to 3♥, and the result in 4♥ will bear that out. South does best to lead diamonds, but declarer can play to ruff out spades. The favorable trump break might even allow him to find a way to 12 tricks. To be fair, if spades and hearts do not break, game could be in jeopardy; so East may instead try to single in his trumps, and end up with only 10 or 11 tricks.

Bd: 2 ♠ 7
 Dlr: East ♥ K Q 6
 Vul: N/S ♦ K 10 2
 ♣ A 9 8 7 6 5

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

♠ J 9 5
 ♥ 8 7 3
 ♦ J 9 5
 ♣ Q 4 3 2

When East opens 1♠ West can either raise to 2♠ or go through the forcing 1NT. (The side-suit doubleton is attractive, the minor honors are of dubious merit.) Regardless, when North overcalls in clubs, East can either invite or drive to game in spades. Most tables will play 4♠ and struggle to nine tricks. But at double-dummy the only defense to 4♠ is: (drum-roll!) a club lead to the ace and a spade shift. If North continues with a club at trick two, declarer could ruff, take one high trump from hand, then advance the ♥10. That would endplay North to establish a home for a diamond loser.

Bd: 6 ♠ Q 10
 Dlr: East ♥ A 9 7
 Vul: E/W ♦ K 5 2
 ♣ A J 10 5 3

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

♠ 8 7 2
 ♥ J 8 3
 ♦ Q 10 8 4
 ♣ K 9 7

In third seat West has four sensible initial actions — assuming you consider pass an option. A few people will open 1♣ (for the lead); others will pick a major and hope to guess well thereafter. The 1♣ opening should get East to 2♠, where he will have to negotiate trumps to come to his contract. If North elects to stick his neck out by overcalling 2♣ over a major he may end up in 3♣, needing to read the position well to avoid a significant penalty. Any plus score here in excess of 100 for either side ought to matchpoint very nicely.

Bd: 3 ♠ Q 2
 Dlr: South ♥ Q J 10 9 6
 Vul: E/W ♦ 10 4
 ♣ J 8 6 4

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

♠ J 8
 ♥ A 3 2
 ♦ 8 7 6 2
 ♣ Q 7 5 2

East will respond 1♠ to a minor-suit opening, and on receiving a simple raise in spades should do more than jump unimaginatively to game. His hand may be only 14 HCP, but the aces and trump length make this worth at least a 4♥ splinter bid. With a wasted ♥K, West will sign off in 4♠, and East can do no more. With trumps 2-2 and the honors split, 12 tricks are easy, but it is hard to see many Souths letting through the 13th trick by ducking ♥A — though if East has not splintered, that play would be more pardonable.

Bd: 7 ♠ A K 2
 Dlr: South ♥ K 9 8 7 3
 Vul: Both ♦ —
 ♣ 9 8 4 3 2

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

♠ Q
 ♥ 10 6 4 2
 ♦ A Q 7 5
 ♣ A Q 7 6

The East hand is one that will divide the world into those who would always overcall with a five-card spade suit and these values, and those who would rather die than introduce an honorless suit. If East passes over North's 1♥ response, then North will surely play 4♥ on a spade lead and come home with 11 tricks. If East overcalls 1♠, then E/W might get themselves into trouble, since even 3♠x can be set 800. I suppose that provides the answer as to why the overcall is so dangerous.

Bd: 4 ♠ 10 9 7 5 3
 Dlr: West ♥ Q J 9 3
 Vul: Both ♦ Q J 8 4
 ♣ 6

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

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

When East opens 1♣ South might pass initially rather than bid diamonds, since a call of 2NT would normally show the red-suits. West will respond 1♥, letting East jump to 3♥ — his singleton ♦K means he is short of the values for a splinter-bid of 4♦. South should come in with 3NT, but may now decide to sell out to 4♥, and concede 620. Equally, he may push on to 5♦ doubled, where a trump lead insures at least +800 on competent defense thereafter — a far better start for the defense than a club lead by West. There will be more 1100s than 500s for E/W here.

Bd: 8 ♠ 4 3
 Dlr: West ♥ Q 7 2
 Vul: None ♦ Q 8
 ♣ 10 9 8 7 6 5

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

♠ A K Q 9 8
 ♥ J 10 6 4
 ♦ J 4
 ♣ K Q

East has neither an inverted nor a preemptive raise of West's 1♦ call. However, relatively few pairs possess a mixed raise to suggest five trumps and in-between values. So East may opt for a 1NT response, and South will probably overcall 2♠, then perhaps double when East competes to 3♦. Now North's winning action is to bid 3♠, since best defense takes only 100 from 3♠x. Meanwhile, 3♦ cannot be defeated, thanks to the favorable lie of the clubs, notwithstanding how balanced the E/W hands are. Quite a few E/W pairs may collect numbers from doubled contracts.

Bd: 9 ♠ 10 8 5
 Dlr: North ♥ Q 10 8 6
 Vul: E/W ♦ A 5
 ♣ Q 8 7 6

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

♠ K 6
 ♥ J 4
 ♦ Q 10 6 4 3 2
 ♣ K J 4

After two passes, South has carte blanche to experiment. Diamond calls are mundane; anyone for a strong no-trump? You'd expect West to double a diamond call and East to invite a spade game or even to bid 4♠, though East might find a penalty pass of 2♦ or 3♦ doubled. The defenders can maneuver seven tricks against a diamond contract by means of club ruffs, but how does 4♠ play? On the routine diamond lead, declarer either goes for a complete cross-ruff or establishes the fifth club for a heart discard. Only an initial heart lead by South prevents this plan.

Bd: 13 ♠ 9 6 4
 Dlr: North ♥ A K J 9 8 7 3 2
 Vul: Both ♦ A
 ♣ 2

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

♠ A Q 10
 ♥ 5 4
 ♦ 9 6 5 2
 ♣ Q J 10 9

The North hand seems far too good for a 4♥ opening bid, even though a 1♥ call might allow the opponents into the auction. And for a 2♣ opening followed by a jump to 4♥, you ought to have more in side defense. As it happens, with both spade honors offside, N/S can take only 10 tricks in hearts (or notrump!) against best defense — which consists of either a spade lead from East, or a club lead and a red-suit shift from West. After any other defense, declarer can strip-squeeze and endplay West for the overtrick.

Bd: 10 ♠ 4 3
 Dlr: East ♥ Q 8
 Vul: Both ♦ Q 7 5 4
 ♣ Q 10 6 5 4

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

♠ A K J 10 9 8 6
 ♥ J 9 7 6
 ♦ —
 ♣ A 9

Some Easts will be lured by their controls into opening a minor. If so, when South jumps to 4♠, West may compete to 5♦ (down 800 or so?) if East opened that suit, or might double 4♠ if East opened 1♣. Assuming East passes initially, then South will surely reach 4♠ one way or another. Declarer's chances may look slim — but his best hope comes if the defenders lead a diamond to the ace. Now South can ruff and draw trumps, then try a low heart toward dummy. The defenders must then be quite careful not to endplay themselves.

Bd: 14 ♠ J 9 3
 Dlr: East ♥ A 5
 Vul: None ♦ J 9 7 5 3
 ♣ K 4 3

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

♠ K Q 6 2
 ♥ K Q 3
 ♦ A 8 6
 ♣ Q 8 2

The straightforward sequence of 1NT-3NT by N/S will see West on lead, and I suspect more players will attack with a spade than a club. After the lead of the ♠5, it may be tempting to put in dummy's nine, but the rule of 11 says you can duck and later play a spade to the nine. With diamonds failing to cooperate, declarer has to work out which defender has the doubleton ♣A to come to nine tricks — far from easy to do. Making 3NT should fetch South a well-deserved share of a top board.

Bd: 11 ♠ Q J 7 3
 Dlr: South ♥ J 5 4
 Vul: None ♦ K J 7
 ♣ 10 9 4

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

♠ 9 4
 ♥ A K 10 6 2
 ♦ 6 4 3
 ♣ Q J 3

E/W rate to bid unopposed: 1♣ - 1♥ - 1♠ - 1NT - Pass. When South leads a heart, declarer will win the first trick in hand, then cross to dummy to play a diamond to the eight. Once this holds, he can cross back to dummy in the other black suit to repeat the diamond finesse, and can rack up nine tricks. While +150 looks an excellent partscore result, Deep Finesse turns up its nose at that, and quietly notes that West can take no fewer than 10 tricks in spades. Strange, but true.

Bd: 15 ♠ K 10 8 6 2
 Dlr: South ♥ —
 Vul: N/S ♦ A Q 9 8 6 2
 ♣ 6 2

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

♠ A Q J 9
 ♥ J 10 4
 ♦ 4
 ♣ K J 9 5 3

When South opens 1♣ and West overcalls 1♦ North may check the backs of the cards surreptitiously, but is likely to respond 1♠, rather than play for penalties. East has enough to join in with 2♥, South can raise to 2♠, and now both sides are off to the races. At this vulnerability East might well save in 5♥ over 4♠; but with both club honors onside, N/S can go almost as high as they dare, and will make whatever they contract for. Plenty of E/W pairs may get out for less than the cost of the N/S vulnerable game.

Bd: 12 ♠ 8 7 2
 Dlr: West ♥ A 5
 Vul: N/S ♦ 7 6 3
 ♣ 10 8 7 6 5

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

♠ Q 5
 ♥ Q J 10 8 4
 ♦ K Q 4 2
 ♣ 9 3

After West opens 1♠, the East hand is on the cusp of a constructive raise to 2♠ and going via a forcing no-trump to 2♠. The constructive raise looks right because of the useful intermediates, but whichever route East chooses you'd expect West simply to jump to 4♠. North will surely go active with the ♥A lead — it is so likely either to be the right lead, or it might help North find the best shift. However, if he does not continue the attack on hearts, South will eventually be squeezed in the red suits. Sharper than a serpent's tooth is an unhelpful partner...

Bd: 16 ♠ 9 6 4 3
 Dlr: West ♥ A 7 5
 Vul: E/W ♦ Q 8 5
 ♣ 9 6 3

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

♠ 10 2
 ♥ 8 6 3
 ♦ K 7 3 2
 ♣ Q 7 5 4

A simple auction (2NT-3NT) will see North lead either a fourth- or a second-highest spade. Declarer can drive out the ♥A, win the spade return and can next lead a diamond to the jack and queen. Then after running the major-suit winners he should probably follow the percentages by playing South for the ♣Q. This is because North has seven major-suit cards to South's five. Anyone who wrong-sides 3NT will take only 10 tricks on a diamond opening lead, for a very unimpressive result.

Bd: 17 ♠ J 8 5
 Dlr: North ♥ A K 8 7
 Vul: None ♦ A Q 10 6 5
 ♣ 7

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

♠ Q 9 6 4 2
 ♥ 10 9 5 3 2
 ♦ 8
 ♣ Q 10

When North opens 1♦ few Souths will pass. While an argument could be made for a 1♥ response, most are going to respond 1♠. After a 2♣ overcall, North can produce a support double, and East will raise clubs to whatever level he considers fit, perhaps via a cuebid raise, or maybe by a jump to 4♣ or 5♣. With eight club tricks and two spade winners, West can easily set up a diamond winner for his 11th trick. I wouldn't be surprised to see quite a few scores of +550 on the traveler.

Bd: 21 ♠ Q J 8
 Dlr: North ♥ K 6
 Vul: N/S ♦ 10 8 2
 ♣ Q J 10 8 5

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

♠ A 2
 ♥ J 9 8 7 5 3
 ♦ A 9
 ♣ A 6 3

In third seat South will surely open 1♥, after which West can hardly do less than bid 4♠ — can he? North will maybe stretch to double — assuming that his partner is full value at this vulnerability, even in third seat. On a top club lead the defenders seem likely to collect just +100. That might seem unsatisfactory, but +300 is available if South shifts to ace and another diamond. Then North can win the first trump and play a third diamond for South to ruff with the ♠A. Note that after a disastrous top heart lead from North, declarer can actually make his game.

Bd: 18 ♠ K 8 7
 Dlr: East ♥ A K J 4 2
 Vul: N/S ♦ Q 9
 ♣ A K 4

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

♠ A 6 5 2
 ♥ 9
 ♦ J 8 5
 ♣ Q 8 6 3 2

A few undisciplined Easts may preempt to 2♠ — and anyone playing two-suited opening bids can produce that call with a clear conscience. If East passes, then West might open 2♥, almost forcing North to jump to 3NT, for want of anything better to do. In 3NT on a heart lead declarer has 10 top winners, but will have to struggle to establish an 11th trick. Yes, a diamond lead makes the task simple. But on any other defense North may have to play on diamonds early — not such an attractive prospect!

Bd: 22 ♠ A Q J 3
 Dlr: East ♥ Q 10 6
 Vul: E/W ♦ Q 7 5 3
 ♣ 9 4

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

♠ 7
 ♥ A K J 9 7 3
 ♦ 10
 ♣ A 10 8 6 3

N/S rate to bid comfortably enough to 4♥, at every table. But the question is whether West will have had enough information from the bidding to find a diamond lead (perhaps if West overcalls and North makes a cuebid via a limit raise, East can take the opportunity to double). Should West lead a top club, after an uninformative auction, South will infer that East has a top diamond. He can then risk the spade finesse to discard his diamond loser, and come to 12 tricks for an excellent result.

Bd: 19 ♠ 8 6 2
 Dlr: South ♥ 6 5
 Vul: E/W ♦ J 9 7 5
 ♣ 10 6 4 3

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

♠ K Q 5 4
 ♥ A 10 9
 ♦ 6 4
 ♣ A Q 9 8

When South opens 1NT, many Wests at unfavorable vulnerability will elect to pass rather than risk coming in to show a one-suiter. (Imagine the East and North hands switched when the penalty would be 1100!). As it is, the bold overcall might work here. I emphasize that it might work since “e.g.” a Woolsey 2♦ call could get you to the best contract of 3NT or 4♥ from the East seat. You can also bring home 3NT by West, but 4♥ is defeated on a club lead and top spade shift. Accordingly, anyone making game here will achieve a splendid matchpoint result.

Bd: 23 ♠ K 10 4
 Dlr: South ♥ J 6 3
 Vul: Both ♦ A 7 6 4 2
 ♣ 9 8

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

♠ Q J 9 8 2
 ♥ K 10 7 2
 ♦ 3
 ♣ A J 4

Despite the vulnerability, few Souths will be so self-denying as to pass this 11-count. After South opens 1♠ and hears a pushy 2♦ overcall, North rates simply to raise to 2♠ rather than play for penalties. If he does raise spades, then East should double for take-out and West will bid 3♣. Now might North double that? If he does, the defenders can take a trick in every suit plus a diamond ruff for the magic +200. Spade contracts also take only eight tricks, so long as the defenders can maneuver to kill the ruffs in dummy (admittedly, not a very likely occurrence).

Bd: 20 ♠ 7 4 2
 Dlr: West ♥ 8 6
 Vul: Both ♦ A Q 5
 ♣ A J 10 6 2

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

♠ A 6
 ♥ Q 9 5 3 2
 ♦ 9 8 7
 ♣ Q 7 4

Who claims to have an opening bid here? While Meckwell might well open any of the West, North or East cards at the right vulnerability, I'd expect the deal to be passed out quite frequently. That may be the best result N/S can manage, since with the diamond honors outside, West ought to be able to find his way to a making spade partscore. Of course if North gets to open 1♣ his side might compete to 3♣ and escape for down one in that spot, to rescue some matchpoints.

Bd: 24 ♠ 10 8 5 2
 Dlr: West ♥ A 10 9 8
 Vul: None ♦ 7 4 2
 ♣ 10 2

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

♠ A Q
 ♥ J 7
 ♦ A K Q 10 6
 ♣ J 8 4 3

In fourth seat at Pairs, would you open 1NT as South? You are, admittedly, slightly over-strength and a little off-shape. However, the choice might be to open 1♦, planning a jump rebid of 2NT; also by no means ideal. If South does open and close the auction with a call of 1NT, many Wests will go passive with a spade lead. Now declarer's best play is to cash two top diamonds, then run the diamonds before tackling hearts. West must cover the first heart, and East must keep at least three hearts, or South can eke out additional overtricks.

Bd: 25 ♠ K Q 10 8
 Dlr: North ♥ K J 5
 Vul: E/W ♦ 10 9 6
 ♣ Q 9 6

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

♠ A 2
 ♥ Q 8
 ♦ A K J 8 7
 ♣ K 10 7 4

When South picks up a very similar hand to the one he had on deal 24, he can again open 1♦ or 1NT, but this time will finish in 3NT. Could either of the defender's aces get away? West figures to lead a heart against either auction, and declarer should put up dummy's jack, win the heart return in hand, cash one top diamond, then might go all out by using dummy's ♣Q to take the diamond finesse. When it wins, he must take the ♥K, pitching a club, then run the diamonds. In the four-card ending West is squeezed in the black suits, and declarer has 12 tricks.

Bd: 29 ♠ —
 Dlr: North ♥ 8 6 2
 Vul: Both ♦ 10 8 7
 ♣ A Q J 10 9 5 4

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

♠ K J 8 2
 ♥ A Q 10
 ♦ K Q 4
 ♣ 8 7 2

When North opens 3♣ South must gamble out a 3NT bid, expecting to be able to establish clubs easily enough. When West leads a low spade, declarer will win and advance a club, for the king and ace. Now he can afford to try to set up a diamond winner. If he does, East should fly with the ♦A to play the ♠9 through, covered all round, after which West has just two spade winners to cash. If East ducks the ♦A, declarer can win the ♦K and run clubs. He can actually emerge with 12 tricks by reading the position perfectly.

Bd: 26 ♠ 9 7
 Dlr: East ♥ A Q 7 6
 Vul: Both ♦ 8 7 5 4
 ♣ K Q 2

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

♠ Q J 6 5 4 2
 ♥ 4
 ♦ K 9
 ♣ J 10 8 6

When East opens 1♦ South may stretch to jump to 2♠. West will make a negative double, letting East declare 3♥. He should duck the lead of ♣J, win the next club, then run the ♥10. He must next play the low trump from dummy. When North wins the ace and tries a third club, declarer can ruff, cross to the ♠K, without cashing the ♥K, to take the diamond finesse. South can win and tap East again, while letting North pitch his second spade, but declarer ruffs with ♥K and runs the diamonds, dummy taking the ninth winner from the carefully preserved ♥9-8.

Bd: 30 ♠ Q 8 7
 Dlr: East ♥ 9 6 5 4
 Vul: None ♦ 10 8 7 3 2
 ♣ J

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

♠ A 5 4 3
 ♥ Q
 ♦ A K 6
 ♣ A Q 9 4 3

When East passes and South opens 1♣, many Wests may feel compelled to overcall 1♥ — a few desperadoes might even try a weak-jump overcall. Either way, North will pass and East will raise the ante in hearts, while South should either make a take out double of hearts or introduce his spades. The music rates to stop for West in a heart partscore (technically seven tricks are the limit on club ruffs for the defense) or in a spade or diamond partscore for N/S. +110 can be achieved by some accurate card-reading there. Small pluses for N/S look to be the order of the day.

Bd: 27 ♠ Q 10 2
 Dlr: South ♥ 8
 Vul: None ♦ K Q 9 5 2
 ♣ A K 6 2

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

♠ 4 3
 ♥ 7 6 5
 ♦ A J 7 6 3
 ♣ J 7 3

When North opens 1♦ in third seat, East should overcall 1♥. South rates to jump to 3♦, and West now seems to have too much simply to bid 3♥. If he leaps to 4♥ (as many will) declarer is in a contract where he needs some luck in both clubs and spades, and will not receive it. Should South lead a spade to the first trick East may have some hope of sneaking his contract through, but North cannot fail to cash out accurately when in with ♠Q. If N/S push on to 4♦ and escape for -50 or -100 there, they might score respectably against the +140 available for E/W.

Bd: 31 ♠ Q 10 9
 Dlr: South ♥ 10 7 3
 Vul: N/S ♦ 10 8 4
 ♣ K Q 8 3

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

♠ A 7 4 2
 ♥ Q 9 2
 ♦ A Q J 2
 ♣ 10 6

After overcalling 1♥ over 1♦, West will next be faced with a nightmare choice when North passes, and East responds 2♣, constructive but not forcing. The right answer for West is to pass. Nobody has bid spades, so East rates to have at least four of them, and it must be right to stop low on the huge misfit. South has a nasty opening lead problem against 2♣. After a heart lead, declarer will win in dummy and play a spade to the jack, which South might work out to duck. If he wins, his best move is to return a low club (not so easy to do) but East ought still to come to at least eight tricks.

Bd: 28 ♠ A 8 6
 Dlr: West ♥ 6 5
 Vul: N/S ♦ J 10 5
 ♣ Q J 9 8 5

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

♠ K 9 2
 ♥ Q 10 2
 ♦ A Q 4 3 2
 ♣ 7 3

Some will upgrade the West cards to open 1NT, and buy the contract there for +120 or so, on a top club lead. (Yes, an aggressive South might balance to show diamonds and drive West to 2♥). Most Wests are going to open 1♥, and the normal final contract will therefore be 2♥ by one route or another. Declarer will be searching for a ninth trick, and will certainly manage that on a trump lead. Best defense, though, is to start with a diamond to South's ace for a club shift. While few will find that, West will probably tackle trumps from the top anyway, to hold himself to +110.

Bd: 32 ♠ J 9 6 2
 Dlr: West ♥ —
 Vul: E/W ♦ K Q J 4 2
 ♣ Q J 10 3

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

♠ K 8 4
 ♥ Q 8 5 2
 ♦ 8 7
 ♣ A K 9 5

After South opens 1♣ and the next player doubles, some Norths will raise clubs, others will bid either diamonds or spades, or produce a fit-jump in diamonds. East may compete in hearts, but you'd expect South to buy the hand in clubs. Repeated heart leads disrupt the entries to dummy's diamonds, but declarer should ruff the opening lead and play on diamonds. West must win the second, and continue the attack on hearts. That forces dummy to ruff again, and cash two more diamonds. Then South can switch to a partial cross-ruff for nine tricks. 3♥ by East could therefore work out to be a cheap save—unless someone finds a double.