ACBL-wide Junior Fund Game

Friday, Jan. 10, 2025 (morning or afternoon)



Analysis by Darwin Li



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Board 1 North Deals None Vul

- ♠ 832 **♥** J 9 4 3 A 5 4 2
- ♣ A 6
- ♠ Q 4 **1087**
- QJ10963
- ♣ K 3
 - ▲ AJ6 AK65 * K 8 ♣ J754
- ♠ K 10 9 7 5
- ♥ Q 2
- 7
- . Q 10 9 8 2

At this vulnerability, North can open a weak 2 ♦. East should overcall 2NT, which ends the auction. Declarer can win any lead made by South or hold up a round if they prefer. The contract has eight top tricks when the ♥Q drops on the second round: one spade, four hearts, two diamonds, and a club.

Board 2 **East Deals** N-S Vul

- **▲** 10 8 **983**
- KQJ654 ***** 73
- ★ K 9
- ▼ AKQ72 10 7
- ♣ A Q 9 5
- ♠ 432 ₩ J 932
- ♣ J 10 8 6 4 2 ♠ AQJ765 **10654**
- * A8
- * K

South opens 1. This auction will change depending on whether West preempts. Normally, West will pass and it will be a constructive 2/1 auction. N/S will easily find their heart fit and, after RKC and specific king ask, should end up in a grand slam, likely 7♥. The distributional hands of N/S and the nine-card fit encourages slam despite the missing ♦ K. Now, If West preempts 3♦ over 1♠, it is still very possible to reach 7♥. North should overcall 3♥ and, after South's raise to 4♥, should begin the RKC and specific king ask sequence that will land them in the grand slam. Any final major suit contract is elementary. There are six easy tricks in spades, five in hearts, one in diamonds and three in clubs for 15 in total.

Board 3 South Deals E-W Vul

- ▲ A 9 8 5 4 2
- ♥ J 10 ♦ K 8
- **4** 10 9 2
- ♠ 10 6
- ▼ AQ652 ♦ J54
- ♣ K 5 3
- **♠** Q 7 3 **♥** 74

♣ J76

- Q 10 9 3 2
- ∧ KJ
- ▼ K 9 8 3
- ♦ A 7 6
- AQ84

South opens 1NT. With a weak spade suit and 8 points, West should pass. Then, North will transfer to hearts and bid 3NT, allowing South to choose between 3NT or 4♥. With a nine-card fit, South will choose 4♥. In 4♥, there are 10 top tricks: five hearts, one diamond and four clubs when the suit splits 3-3. An 11th trick can be won by guessing spades correctly.

Board 4 West Deals Both Vul

- ★ K98 ♥ Q754
- ***** 65 *****8532
- ♠ AJ63 ▼ K 8 3 AK92 **4** 10 4
 - ♠ Q 10 2 **♥** A J 6 W • Q 10 8 7 3 **♣** J 7
- **↑** 754 **1092** ♦ J 4
- AKQ96

This is another relatively straightforward auction to game for N/S. North will open 1NT and South will drive to 3NT. East's diamond lead will give either the ♦ J or ♦ 9 a trick. This will allow North to make 3NT because the \$_1\$ is onside and dropping doubleton. On a black suit lead, declarer can make a ninth trick for themselves. in both diamonds and hearts. They can run both the ♥10 and ♥9 into West, who can't attack spades effectively, or play a small diamond the ♦ J.

Board 5 North Deals N-S Vul

- ♠ A Q 10 4
- **₩** 4
- 10 8 ♣ KQ10976
- ★ K87
- A 10 8 6 3
- 543
- ♣ A 4
- W
- **♠** 9 ▼ KQ752 * AK96
- ♣ J 5 3
- ♠ J6532 **♥** J9
- QJ72 *****82

North opens 1♥ and East passes. After South responds 1♠, West should overcall 2. with their distributional hand and semi-solid suit. North may make a support double over 2. Then, East should make a cuebid showing a limit raise in clubs. West will probably try to sign off in 3. but East should continue, either with another forcing bid or going to 54 directly. East can also make a stopperasking bid in spades in case they want to play in 3NT (5 still probably better with a nine-card fit). In 5. West has one heart and one club loser. The spades can be ruffed or pitched on the ♥KQ.

Board 6 East Deals

E-W Vul

- ♠ A 9 **♥** 5
- AKQ86542

♣ Q 4

♠ J 6 2

- A 10 8 3 2
- 10 3
- A 10 2
 - ♠ Q 10 ♥ Q9764
 - ***** 7 ♣ J9653
- ★ K87543
- ♥ KJ
- ♦ J 9

♣ K 8 7

Board 7 South Deals Both Vul

- ★ K9854 **♥** J74
- 9
- ♣ K973

۸J ♥ 865

- A 106532
- ♣ J64

Ν S

- ♠ A 6 3 2 ▼ A K 9 2
- Q 7 ♣ A Q 10
- ♠ Q 10 7
- ♥ Q 10 3 KJ84
- *****852

South opens 1 \spadesuit . West has a crazy hand and 3 \spadesuit , 4 \spadesuit , 5 \spadesuit are all possible bids. If West bids 3♦, North can bid 3♠. West should not let N/S declare and bid 4 ♦ in the balancing seat. In any of West's diamond contracts, E/W will get exactly nine tricks, losing a spade, a heart and two clubs.

The auction will pass around to East, who will open 1. West responds 1♠ and East can directly bid 4♠ with four-card support and 19 HCP. In 4 , West will lose one trick in spades, hearts and diamonds.

Board 8 West Deals None Vul

- ★ K943
 - ♥ J 10 9 7 4
 - 9
- **4** 10 9 7
- ♠ A 10 7
- **♥** 5
- AJ862
- ♣ A Q J 4



- ♠ Q 6 ▼ AKQ32
- **103 4**6532
- ♠ J852 **♥** 86
- ♦ KQ754
- ♣ K 8

North opens 1♠, East overcalls 1♥, and South makes a negative double. West should jump to 4♥ here with five-card support and a singleton diamond. This makes it virtually impossible for N/S to find their 5 ♦ game. N/S can do their best to double 4 ♥, which will go down two losing a spade, a diamond and three clubs.

Board 9 North Deals

- E-W Vul
 - **∧** K 10 4 ♥ J 10 5 4
 - * KJ
 - ♣ A J 10 2
- ♠ 853
- **♥** K3
- 1094 ♣ K9653
 - ▲ AJ9762 ♥ Q987
 - 75

 - S **4**
- ♠ Q

W

- ▼ A 6 2
- AQ8632
- ♣ Q 8 7

South opens 1♠. West can make a takeout double on which East bids 2 \((3 \) can be considered as well given East's distribution). After 2♠, West should pass. After 3♠, West can try 4♠. Unless South leads a heart and gives North a ruff, E/W can make 10 tricks losing only two hearts and a diamond. If the defense gets their ruff, E/W will go down one in 4♠ or make 3♠ exactly.

Board 10

East Deals Both Vul

- ★ KJ2 ♥ KQJ
- QJ975
- **4** 4 3
- **♦** 5
- ▼ A 7 4 2
- 3 2
- ♣ AQJ875



- ♠ AQ864 **♥** 65
- ***** 864
- **4** 1062
- ♠ 10973
- 10983 • AK10
- **♣** K 9

This is one of the hands where a game is cold but very hard to reach. West opens 1♦ and North overcalls 2♣. East passes with only 6 HCP and South cuebids 2♦, a forcing bid showing 10+ HCP. North will bid 2♥ over this and, in order to reach 4♥, South must raise their partner's bid to 3♥. North, with a 1-4-2-6 distribution, will have a 4♥ bid. However, South can just as easily pass North's 2♥. N/S are cold for 4♥ losing only a spade and two hearts.

Board 11 South Deals None Vul

- ♠ 9762 ♥ Q 10
- AK962
- ***** 72

- ★ K 10
- **♥** AJ3 Q843
- **4** 10 9 5 4
- Ν W Ε
- ♠ QJ83
- ▼ K8752 ♦ J 10 5
- ***** 6
- A 5 4 ♥ 964
- * 7
- AKQJ83

South opens 1♣, West overcalls 1♠, and North bids 1NT. West raises to 2♦ and North bids a strong noncompetitive 3♣. Good-Bad 2NT is a useful convention here to distinguish between solid and competitive hands. Over 34, North can bid 3NT for a good matchpoints score. In 3NT, North's ♠ Q is a stopper and N/S will take two spades, one heart, one diamond and six clubs for 1430.

♠ AQ943 Board 12 West Deals ▼ KQJ9542 N-S Vul * Q **↑** 7 **▲** J 5 **₩** 3 ₩ 6 KJ92 • A87543 ♣ Q987653 ♣ A K 10 2 ♠ K 10 8 6 2 ♥ A 10 8 7 **106** ♣ J 4

With a very weak club suit, West's opening bids will vary. Some will pass; others may choose to be more aggressive under this vulnerability and open 3. If West passes, N/S will have an easy constructive auction to reach either 6♥ or 6♠, likely through Exclusion RKC by North. If West bids 3. however, it will be much more difficult. North can start by making a takeout double, planning to rebid hearts. After the double, East should jump into the auction and bid 5. South and West pass and North should continue with their plan, bidding 5♥ in the balancing seat. North's hand is incredibly strong and likely only needs one of the AK. ♥A, or ♦A for 5♥ to have a really good chance (only going down if spades split unfavorably). South, over partner's 5♥ monster bid, should raise to 6♥ with optimal support and the ♠K. The two small diamonds should not be a deterrent since North will not bid 5♥ if they have two diamond losers themselves. N/S will make 6♥ easily losing only the ♠ A.

Board 13 ♠ Q 10 5 North Deals ▼ K 10 9 Both Vul * Q8 ♣ KQJ53 **▲** J 7 ♠ 9642 Ν ♥ AQ765 ♥ 832 W ♦ J76 953 **4** 10 8 4 ♣ 762 ♠ AK83 **♥** J4 A K 10 4 2 ♣ A 9

North opens 1♣, South responds 1♠, and North rebids 1NT. South should bid an artificial 2♠ after as either 2-way NMF or XYZ showing a game-forcing hand. North will likely want to sign off with their near-minimum hand, but South should not stop until 6NT. In 6NT, N/S has 13 straight tricks and will make seven unless E/W takes their ♥A.

```
Board 14
               ♠ KQJ53
East Deals
None Vul
               Q 10 2
               97652
   ▲ A 10 9 8 4 2
                         ♠ 6
   ♥ J9852
                         v 10 7 6 3
   * 6
                         ♦ KJ87543
                         * 4
   * 8
               ↑ 7

▼ AKQ4
               A 9
```

This is another N/S slam board. In the opening seat, East should pass with only 4 HCP, a four-card heart suit, and a very weak diamond suit. South will open an artificial 22+ HCP 2♣, over which West should try interfering to disrupt the auction. If E/W play suction defense over strong openings, West can bid 3♣ showing diamonds or both majors. North should make a negative pass, showing a game-forcing hand. In the balancing seat, South's easiest bid is 5♣, which should be raised to 6♣ by North. 6♣ only loses one spade since South's hearts can pitch North's diamond losers.

```
Board 15
               A Q
South Deals
               ♥ 8754
N-S Vul
               65
               ♣ QJ863
   ♦85
                         ♠ K 10 9 7 6 4 3
   ♥ Q 10 9
                         ♥ KJ2
                     Е
   • AJ10943
                         Q 7
   ♣ A 10
                         * 7
               ♠ J 2
               ▼ A 6 3
```

K82K9542

AKQJ103

South opens 1♣, West overcalls 1♠, and North cuebids 2♠ to show a limit raise in clubs. East bids 2♠ over this and, with only 11 HCP, South passes. West can bid 2NT to show a balanced hand with a club stopper. North will try to compete with 3♣, but East, now knowing partner has at least two spades, will bid 4♠, ending the auction. In 4♠, South will likely lead a club. With both the ♠A and ♠ K onside, E/W will make 5♠ losing only one trick in each major.

Board 16 ♠ AQ532 West Deals **₩** 2 E-W Vul KQJ6 ♣ Q 9 4 ♠ KJ94 **▲** 1087 ♥ Q8 ▼ 1065 W ***** 5 A 8 7 4 2 ♣ AJ8632 ***** 75 **♠** 6 ▼ AKJ9743 1093

West opens 1♣. North overcalls 1♠ and South bids 2♥. Here, with 14 HCP, North can bid 3♦ showing their four-card side suit and denying a heart fit. Over 3♦, South can try 4♥ directly with a semi-solid seven-card suit and 11 HCP. In 4♥, West will lead their singleton diamond and get a diamond ruff. This, however, will give up his ♥Q and declarer (South) will play for the drop by cashing ♥AK. South will lose a diamond, a diamond ruff, and a club for +420.

Board 17 A Q 4 North Deals **v** 10 3 None Vul AKQ62 ♣ A K 3 **♦** K 10 8 ↑ 76 **♥** K85 ♥ AJ9642 W J 10 9 8 7 3 ♣ J9742 ***** 8 ♦ J9532 ♥ Q 7 ***** 54

♣ Q 10 6 5

♣ K 10

North opens an artificial strong 2. with 22 HCP. East should interfere and, again, playing suction, should double to show hearts and clubs. Then, South will bid 2. West will pass followed by North's 3. and South raising to 4. On a diamond lead this contract is quite tragic and can go down two on optimal defense. Because West has heart entries, they can give their partner two ruffs in diamonds. In total, the defense can take one spade, two hearts and two diamond ruffs for down two. On a more likely club lead, South can win in hand and immediately finesse spades and draw trumps. Before conceding a spade trick, South should pitch a heart loser on the Q. In this way, South will lose only a spade and a heart to make an overtrick.

```
Board 18
               A 9 8
East Deals

▼ A 10 9

N-S Vul
               95
               ♣ K8765
   ♠ 3 2
                         ↑ 754
   ♥ 73

▼ KQJ52
   KQ642
                         ♦ J 10 8 7
   A A 10 4 3
                         * 2
               ♠ KQJ106
               864
               ♦ A3
               ♣ Q J 9
```

South opens 1 and North responds a forcing 1NT. Without a side suit, South bids 2 and North jumps to 3 as an invite. South should pass 3 and with seven losers, a balanced hand, and 13 HCP. In 3 and 5, South will lose two hearts, a diamond and a club for just making.

```
Board 19
              ♠ A K 10
South Deals
              ♥ A J
E-W Vul
              A83
              ♣ AJ874
                       ♠ 9654

▲ J 3

   ♥ KQ10943
                       ♥ 76
                W
   10 5 4
                        KJ6
   4 6 5
                       * K Q 10 3
              ♠ Q872
              ♥ 852
              Q972
              92
```

Norths opens 2NT in third seat showing 20–21 balanced. With only two queens, South can pass 2NT. Here, North's 3NT is cold because of the heart split, doubleton \clubsuit J, and East holding all key minor cards. On a club lead, 3NT is easy. On a heart lead, declarer must hold up one round. After winning the \blacktriangledown A (on the second round), they can start setting up diamonds by playing small to the \spadesuit Q. West will be unable to play hearts when they get in with the \spadesuit K. And because diamonds split 3–3, North has three diamond tricks. When the \clubsuit J falls as well, North has four spade tricks and along with the \blacktriangledown A and \clubsuit A, can make 3NT. However, most pairs should be in 2NT.

Board 20 West Deals Both Vul

- ♠ A 3 ▼ K Q 10 9
- ♦ A 9 7 5 ♣ J92
- ♠ K 2 ₩ 6 108632 ♣ AK875
- ♠ QJ10987
- ♥ J72 * KJ4

♠ 654

* Q

♥ A8543

♣ Q 10 4 3

***** 6

West opens 1♠, North overcalls 1♥, and East cuebids 2♥ showing a limit raise. South passes and West rebids 2NT with great stoppers in hearts and 14 HCP. East doesn't want to play in notrump with their distribution and bids 3 ♦. After 3 ♦, West should insist and rebid 3NT, ending the auction. In 3NT, declarer should set up diamonds and win two spades, two hearts, three diamonds and two clubs.

Board 21 North Deals N-S Vul

- **♠** 2
 - ♥ A 10 7 3 Q743
 - ♣ A 8 6 2
- ♠ K 10 8 4 3
- **♥** J9
- * K6
- QJ93
- W
- **♠** Q96 ▼ K 8 6 5 4
- 1052
- ♣ K 5
- ▲ AJ75
- ♥ Q 2
- AJ98
- **4** 10 7 4

South opens 1♦ in third seat and North responds 1♠. South can show four-card support by raising to 2. but North will have no interest in game opposite a minimum hand. 2 should be the final contract. 2♠ can make nine tricks if declarer guesses spades right and the defense doesn't find their club ruff. Otherwise, 2♠ will make eight tricks.

Board 22 **East Deals** E-W Vul

- ♠ K 10 6 2 **♥** J 4
- ♣ J873
- * QJ2

♠ 987

- ♥ A 10 2 A 7 5 3
- **4** 10 9 5
- ♠ QJ53 ▼ K 9 7 6 3
- ***** 10
- ♣ A 6 2
- A 4 ♥ Q85
- K9864
- ♣ K Q 4

South opens 1♦ and North responds 1NT, ending the auction. East will lead a heart, which is ducked by dummy to West's ♥J and North's ♥A. North should immediately start setting up diamonds. In the end, North will get at least one spade, two hearts, four diamonds. If the defense doesn't attack spades, North can also set up another club trick.

Board 23 South Deals Both Vul

- ♠ KQ972 ♥ A 6 4 3
- ***** 10
- ♣ K 7 6
- ♠ A 10 3 ▼ KJ952
- * K9
- ♣ AJ2
 - **★** 8654 ₩ Q W E A532
- **4** 10 9 4 3 ۸J
- ▼ 1087
- QJ8764
- ♣ Q85

West opens 1 and North overcalls 1NT. East can make a weak jump raise to $3 \spadesuit$, ending the auction. In $3 \spadesuit$, West does best with a crossruff in the red suits, ruffing two hearts in dummy and two diamonds in hand. West can take two spade tricks, one heart trick, one diamond trick and four ruffs. 3 h will go down one for -100.

Board 24 West Deals None Vul

₩ 6

- **∧** K83
- K 10 6K J 9 7 4 2
- **♦** Q 5 **♥** Q 4
- AJ832
- ♣ Q853
- N W E S
- A 10 6 4▼ K J 10 9 3
- Q4

4 10 6

- ♦ J972

 ▼ A8752

 ◆ 975
- ♣ A

This hand can easily be a pass out if North chooses not to bid with their poor 11 HCP hand. Generally in second seat with Q-x in both majors, opening 1♦ is not a good bid. If North does open 1♦, however, East will overcall 1♥, South will negative double, and West 2♣, which should be passed by all players. In 2♣, E/W will lose one spade, one heart, one diamond and two clubs for just making.

Board 25North Deals E-W Vul

- Q 4
- ▼ K J 10 6◆ 10 3
- ♣ AJ872

↑ 10 3 2

- ★ A 9 4★ A 7 4
- **4** 10 9 6 3
- N W E S
- ♠ KJ985
 ♥ Q7
- ★ K 9 2★ K Q 4
- * K Q
- **▲** A 7 6
- ♥ 8532
 ◆ QJ865
- ***** 5

East opens 1♠ and West responds with a forcing 1NT. Without a side suit or extras, East rebids 2♣ and West, without a clear major fit, should sign off in 2♠. In 2♠, South will likely lead their singleton club and upon, winning with the ♠A, reach partner in the red suits for two ruffs. In the end, E/W will lose one spade, two spade ruffs, one heart, and one diamond for 2♠ just making.

Board 26East Deals Both Vul

- **♠** A K 7 5 3
- ▶ A 9 8 5♦ K 10
- ♣ A Q
- **♦** J 6 4
- **♥** K 10 4
- ◆ 9 2♣ J 10 9 8 6
- N W E
- **♦** Q 8 **♥** Q 6 3
- ◆ J875♣ 7543
- **★** 10 9 2
- **♥** J72
- AQ643
- ♣ K 2

West opens 2NT showing 20–21 balanced. East responds $3\clubsuit$ and, regardless of whether regular or puppet Stayman is played, E/W cannot find a major fit and will end up in 3NT. North will lead a club, won by West. Since spades split 3–3, E/W have five spade tricks. If West then plays a small heart to the \P Q in dummy, North will win and continue clubs. This cuts off South, who, upon winning with the \P A, has no more clubs to play. Therefore, West can set up the \P Q and \P K for tricks along with five spades, one heart and two clubs to make 4NT.

Board 27 South Deals None Vul

- **♦** 864 **♥** Q84 **•** 103
- ♣ KJ1076
- ♦ J9752

 ▼ 1063
- A J 8 7
- AJO1
- N W E S
- ★ K Q 3
 ♥ 9 5 2
- ♣ Q 8
- ♠ A 10
 ♥ A K J 7
- ♥ A K J
- ♣ A 9 5 3 2

South opens 2NT showing 20–21 balanced. North transfers to spades with 3♥ and bids 3NT, offering a choice of game to South. With a doubleton in spades, South should pass and play 3NT. The contract is hard to play as the diamond honors overlap. In order to create another entry to dummy, South should cash a heart, then play the ♥J from hand. If West wins with the ♥Q, then the ♥10 in dummy is an entry. South can cash the ♦KQ, then enter dummy with a small heart to the ♥10 and cash two more diamonds. If West holds up, the ♥Q will drop on the third round, giving declarer an extra heart trick. In either case, declarer will be able to win nine tricks for 3NT making.

Board 28 West Deals N-S Vul

- ♠ A 10 8 6 5
 - **♥** A 3 * KQ8
 - **♣** K 7 2

♠ KQ932 **v** 74 * J6

8654

W

- ♥ KQJ1052
- A 9 7 4 ♣ J 10
- ↑ 74 **986**
- 10532 ♣ A Q 9 3

West opens 1NT. East should try to make a mild slam try with their 12 HCP hand by bidding 2♦ first as a transfer to hearts and then bidding 4♥ after West's 2♥. Here, with six losers, West needs too much from East for slam to make and should pass 4 . The contract 4♥ is easy, losing only one club because the ♣A is onside and one diamond when the suit splits 4-2.

Board 29 North Deals Both Vul

- **★** K Q 3
 - **v** 10 6 * AJ8
- ♣ Q9642

♠ 542

- **₩** 2
- Q9542
- KJ87
- W
- **▲** A96 ♥ QJ9843
- ***** 63
- ♣ A 10
- ♠ J 10 8 7 ▼ AK75
- K 10 7
- ***** 53

East opens 1♥ and West responds 2♣, starting a 2/1 auction. East will rebid 2♥ showing their six-card suit and West, with a minimum 12 HCP, should quickly raise to 4♥. 4♥ goes one down, unfortunately, losing two hearts, a diamond and a club. Both clubs and hearts split poorly so the former cannot be set up to pitch any losers.

Board 30 East Deals None Vul

- ★ KJ74 ▼ KJ3
- ♦ Q 7
- 9652

♠ 96

- **1062** J9653
- KQ3

- ♠ Q 10 8 3 2
- **♥** 94 K 10 8
 - **4** 10 7 4
- A 5
- ▼ A Q 8 7 5
- ♦ A 4 2
- A J 8

South opens 1♥, planning to rebid 2NT showing 18-19 balanced. North responds 2♥, showing a constructive raise. This is enough for South to go game and bid 4♥. This game is also unlucky with both heart honors offside and overlapping club points. In 4♥, N/S will lose one spade, two hearts and two diamonds for down two.

Board 31 South Deals N-S Vul

- ♠ 96 **₩** 7
- ♦ J 10 9 6 2
- ♣ J 10 5 3 2
- ♠ AQ85
- ▼ A K 2 Q53
- ♣ K Q 9
- ♠ J 2 Ν W A K S
 - ♥ Q6543
 - ♣ A 7 6 4
- ♠ K 10 7 4 3 ♥ J 10 9 8
- 874
- ***** 8

North opens 2NT showing 20-21 balanced. West may likely overcall 3♥ with their 14 HCP and five-card suit. Bids after 3♥ will varv depending on system agreements. Generally, bids here are natural and forcing to game with double being takeout. With extremely good distribution and 4 HCP, South can bid 3 h showing their fivecard spade suit, which will be raised by North to 4. East will likely lead a heart, won in dummy. The contract can be made by playing for an endplay. Declarer should draw trumps then play a club to the &K, won by East, whose best play is to return a club. Declarer wins this return and ruffs another club, eliminating the suit. When he ducks a diamond now, West must return a heart or give declarer a ruff and sluff in clubs. In either case, declarer will get rid of a loser and take 10 tricks for 4 making.

Board 32 West Deals E-W Vul

> ♦ J97532 **973** * 8

♣ A K 5

4 10 4 2 Ν S

▲ 10 6

♥ A Q 6

KQJ107

AKQ4 w —

9653 ♣ QJ763

8 ♠

▼ KJ 108542

A 4 2

4 98

West has an acceptable 2♠ opening at this vulnerability with the 8 HCP and singleton diamond making up for the extremely weak spade suit. North will overcall 3♦ and it is unrealistic for East to think about slam with only 12 HCP opposite a weak two. E/W should be in a simple 4 . which makes six losing only a diamond because the hands fit together so perfectly. If West had another king instead of the &K or shortness in clubs not diamonds, 4 could even be in jeopardy.

Board 33 North Deals None Vul

> **♦** J 2 **9432** K643

♣ K 6 3

♠ KQ 10 6 3 ♥ AKJ65 Q87

▲ A987 **♥** 10 7 * J952 **4** 10 5 4

♦ 54 ♥ Q8

A 10

♣ AQJ9872

North opens 1♠ and South begins a 2/1 auction with 2♣. North rebids 2♥ showing 5-4 in the majors while South rebids 3♣. North now shows 5-5 by bidding 3♥. At this point, there is clearly a misfit and South should choose to play in 3NT instead of exploring clubs further. In 3NT, the most likely lead is a diamond. South should win and try to set up clubs, given that the suit is only missing the &K and &10. The best play for the defense after winning with the ♣K is to cash their ♠A and ♦K tricks before the declarer wins all the hearts and clubs. 3NT will make four, only losing a spade, diamond and club.

Board 34 **East Deals** N-S Vul

> ♠ AK98 ▼ A K 2 AJ74

***** 74

4 v 10 8 7 3

109832 ♣ Q85

W

▲ 10 7 3 ♥ QJ95 * Q 5

♣ KJ109

♠ QJ652 **₩** 64

* K6 ♣ A 6 3 2 West opens 1♠, East responds 1♥, and South overcalls 1♠. West should bid 2NT, here, showing 18-19 balanced instead of making a support double since they will have more opportunities for showing three-card heart support later. With 9 points and no five-card suit, East simply raises to 3NT. In 3NT, E/W will take two spade tricks, four hearts, and two diamonds (with the finesse onside). Guessing clubs correctly will give West three more tricks in that suit for 11 total tricks and 3NT making five. Note that it is very hard for N/S to attack any suit on defense and West can take advantage of this to set up a 12th trick in spades by double finessing South's AQJ.

Board 35 South Deals E-W Vul

> ♠ QJ98 ♥ Q 10 9 ***** 6

♣ A K J 10 7

★ K 10 2 ♥ J853 KJ932 ***** 3

> ↑ 743 ▼ A 7 6 • Q 10 8 5 ♣ Q65

♠ A 6 5 ▼ K 4 2 A 7 4

W

9842

West opens 1♣, North overcalls 1♠, and East responds 1NT, ending the auction. South's likely diamond lead will give West's ◆Q or ◆10 a trick. Along with this trick in diamonds, South can take one trick in hearts and five tricks in clubs for seven in total. South will be too slow to set up a heart trick with the ♥Q. After the diamond lead, the defense will be able to take four diamond tricks and two spade tricks as soon as they get in for the second time.

Board 36 West Deals Both Vul

> **▲** J87 **v** 10 4 KQ74 ♣ A 6 4 2

♠ 1064 ♥ Q952

1082 ♣ J85

> **♠** 2 Ν **▼** A J 8 7 6 * A 5 3

♣ K Q 10 9 ♠ AKQ953

♥ K 3 J96 ***** 73

East opens 1♥, South overcalls 1♠, passed back to East who reopens with 2. South can continue with 2. but West will now come in with a bid of 34, ending the auction. North should not be bidding with 3 HCP and a 3-4-3-3 hand. 3♣ will make five losing only a spade and a heart, but a minor game is very challenging to find given only a combined 24 HCP for E/W in a competitive auction.