



Commentary
for the
World Wide Bridge Contest
Organized by the WBF in cooperation with
CCBA & OurGame

Set 8 – Saturday 3rd June 2017

Thank you for joining us for the World Wide Bridge Contest, we do hope you enjoyed the hands. There will be other heats held – a total of 8 in all – giving you the chance to play again and maybe win that great prize of a trip to China for the final ! Full details can be found by [clicking here](#) or on the WBF Website at www.worldbridge.org

Board 1. Love All. Dealer North.

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

If South decides to open 1♦ West overcalls 1♠ and North bids 2♣ when one possibility for East is to jump to 3♠ - a law abiding bid if ever there was one. If you play 3♠ as being purely preemptive then you have to bid 2♦ to show a good raise in spades.

With three diamonds and a club to lose off the top, everything hinges on how declarer tackles the trump suit.

Suppose the defenders start with three rounds of diamonds and South switches to the queen of hearts? Declarer wins and plays a club and North takes the ace and exits with a heart. Declarer wins, ruffs a heart, pitches a heart on the king of clubs and ruffs a club.

At this point North is known to have started with three hearts, two diamonds and five clubs, so it is reasonably clear for declarer to cash the ace of spades and play a spade to the ten.

Board 2. NIS Vul. Dealer East.

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

If West opens 1♣ North can overcall 1NT which might end the auction unless South looks for a major suit fit via 2♣. West will double that and South will then bid 2♥.

If West starts with a Precision style 2♣ North might be tempted to bid 2NT. South could look for a major suit fit via 3♣, but that's an optimistic position to take.

I know some players who might try a tactical 1NT with the West cards. It is unlikely to work well here, as East will transfer to hearts - a poor spot for EW.

If NS play in notrumps and East leads the ten of clubs West can afford to overtake it with the king and continue with the queen, setting up six tricks for the defence. (Funnily enough even if West does not overtake declarer should not take more than seven tricks.)

If South plays in hearts and West leads a high club declarer wins with dummy's ace and does best to play three rounds of spades. West wins and might switch to a diamond, but declarer wins and one way or another will come to eight tricks - sometimes via a spade ruffed high in

dummy, sometimes via a high cross ruff at the end.

Board 3. E/W Vul. Dealer South.

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

If West opens INT North overcalls according to system - after INT-(2♣*) promising hearts and another suit a jump to 3♥ by South will see North go on to game. Even if South only bids 2♥ (which most play as showing at least three hearts) North might try 3♣ when South will jump to game.

If West starts with 1♠ North can bid 2♠ when South might be inclined to bid 4♥.

If West begins with a Strong 1♣ (this hand is worth only 15.15 on the Kaplan-Rubens Hand Evaluator) the standard strategy is for North to pass with a good hand, which will be easier to describe on the next round. After East responds 1♦ and West rebids 1♠ North can bid 2♠ as before.

If North plays in hearts and East leads a spade, West wins and continues the suit, forcing declarer to ruff. A club to the ace is followed by a heart. If declarer puts in the seven there will be eleven tricks. Putting up the ace results in ten.

Board 4. Game All. Dealer West.

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

What should East open third in hand?

The choices are 1♥/2♥ or a Multi 2♦. Players who don't like to open a weak two holding two aces will start with 1♥ and rebid 2♥ over West's 1NT. With a decent hand for hearts West can raise to 3♥, ending the auction. If West passes over 2♥ North might come to life with 2♠ and now NS are going to 'win' the part score battle, but there is a risk that West, facing a one level opening, might double 3♠.

If East starts with 2♥ North might back in with 2♠. Then West will bid 3♥ and South 3♠.

If East opens 2♦ most defences allow South to double (12-15 balanced or various stronger hands) and now NS should find their spade fit and stop at reasonably safe level.

If EW play in hearts there are nine easy tricks.

If NS play in spades the defenders must take a heart and three diamonds and at least one spade, so those who double 3♠ will secure the lion's share of the matchpoints.

Board 5. N/S Vul. Dealer North.

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

The North hand is of the type that is now opened as a matter of routine. After 1♥ East can bid 2♥ when NS will want to have some methods - the most common is for South to bid 2♠ to show at least a limit raise in hearts. If West then jumps to 4♠ South will have a decision to make - my guess is that most will settle for 5♥ although there may be some who make a try with 5♣.

Where North does not open the bidding East might start with 2♠, especially where it promises spades and a minor. If South doubles 2♠ and West jumps to 4♠ North can bid 5♥ (would 4NT in this position be a mild slam try, promising a fit for hearts?).

If North and East both pass and South opens 1♥ North raises according to system - after say 2NT South jumps to 4♥.

How should declarer tackle a heart contract?

After a spade lead taken by the ace declarer draws trumps and plays the queen of clubs, covered by the king and ace. If declarer then crosses with a trump and takes a club finesse the losing spade goes on the jack of clubs. Declarer ruffs a spade and plays a low diamond, putting in the eight and on the forced diamond return emerges with a breathless twelve tricks.

Board 6. E/W Vul. Dealer East.

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

If South opens 1NT West might come in with a bid that shows a single suited overcall (the vulnerability argues against bidding 3♦) - for most that would be 2♣, although it is not particularly popular. (If you would like to know what the experts think have a look at:

<http://www.clairebridge.com/en/defenses-against-1nt/>)

As in all situations where the opponents intervene after your 1NT NS will need some firm agreements. One popular method (well, it is with me) is to use transfers at the three level, so here North bids 3♥ to show at least invitational values with spades. If South then bids 4♦ (agrees spades, denies a club control) North can bid 4♥ (Last Train - see https://en.wikipedia.org/wiki/Last_Train) when South is probably worth 5♥, making it easy for North to bid 6♠.

If West passes over 1NT North transfer with 2♥ and then bid 3♣. If South then jumps to 4♠ North can continue with 5♦ and 6♠ should be reached.

If South opens 1♥ West might, despite the vulnerability, bid 3♦. If North bids 3♠ South can cue bid 4♦ and then North's 4♥ is as before.

If South begins with a Strong 1♣ West may ignore the vulnerability and jump to 3♦. North bids 3♠ when South might try 4♦ as a cue bid agreeing spades. If North then bids 4♥ (or 5♣ for those not playing Last Train) South will have enough to push on to the spade slam.

If a diamond is lead against a spade contract declarer will win, draw trumps, and play a heart to the ace - the eight is best - and advance the queen of clubs. When West covers, declarer wins with the ace, returns to hand with the jack and plays a heart to the ten. East can win with the queen, but declarer now has a marked finesse in hearts, making the club position irrelevant.

With the club king behaving you can take twelve tricks in notrumps, but at first glance it is not obvious how you achieve that number in hearts. On a diamond lead declarer wins and cashes the ace of hearts. When West's jack appears declarer can unblock dummy's eight (not essential) ruff a diamond with the ten of hearts and then play a heart intending to cover East's card. Interestingly this means that declarer no longer needs the club finesse, so perhaps 6♥ is better than 6♠.

Board 7. Game All. Dealer South.

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

West opens 1♥ and jumps to game over East's raise to 2♥.

If West starts with a Strong 1♣ East responds 1♦ and West's 1♥ (unless a relay) will get us back to square one with 4♥ being reached.

The lack of entries to dummy mean that declarer will lose two diamonds and a club unless North leads a trump or a club.

Board 8. Love All. Dealer West.

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

If West opens 1♣ North is stymied and East responds 1♥, West raising to 2♥ (whether or not South bids 2♦). Where South has bid North has an awkward hand to express. If North starts with 3♣ South bids 3♦ and then bids 3♠ over North's 3♥. If North's next bid is 4♣ South might work out what type of hand North has and bid 5♦, but the situation is far from clear.

If South has passed North might try 3♣, which may work out well if South bids 3♦ - North can continue with 3♥ and then bid 4♦ over South's 3♠.

If West opens 1♦ Precision style North overcalls 2♣. East would be really stretching to make a negative double, but there may be those who risk it. Its very hard to predict what will happen if the auction starts like this (even if East passes over 2♣) but my guess is that South will bid 2♦ and after West bids 2♥ North will choose between 3♣ and 3♦. In either case it's unlikely that a minor suit game will be attempted.

If West passes North opens 1♣ and rebids 2♣ over South's 1♦ response. (A rebid of 3♣ is not out of the question because of the diamond fit, but is a little short on playing strength.)

South will then have to choose between passing, bidding 2♠ or raising to 3♣. In the latter case North might bid 3NT. Over 2♠ North can bid 3♦ when either minor suit game will be in the picture.

If North starts with a Precision style 2♣ South responds 2♦, looking for a spade fit. North rebids 3♣ and if South then makes a move with 3♦ North might try 3NT.

If NS reach 3NT a heart lead gives the defenders the first five tricks.

If NS reach 5♦ and West has bid 1♣ declarer will have a vital clue as to how to tackle the club suit. Declarer might also draw the right inference if West has opened 1♦ (especially if East has joined in with a negative double).

Where West remains silent declarer is unlikely to find the play of finessing the ten of clubs on the second round of the suit.

Board 9. E/W Vul. Dealer North.

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

If North opens 1NT and East overcalls 2♠ South might make a value showing double that North, with an eye to the vulnerability, might elect to pass.

If East comes in with the increasingly popular Multilandy 2♦ and South doubles West bids a pass or correct 2♠. If South elects to double again we are back where we started.

If North opens 1♣ and East overcalls 1♠ South can raise to 2♣, and then West might join in with 2♥, North competing with 3♣, leaving East to consider the merits of bidding 3♥, risking a possible double.

If South starts with a traditional trump against 2♠ doubled declarer will be in clover, losing at most a spade, a heart, two diamonds and a club. However, if South starts with a top diamond the defenders have a chance to come out on top. Say declarer wins and plays a trump? North must duck, win the next trump and return a diamond. South wins and plays a third diamond, North winning, cashing a top club (you need to be able to get a count card from partner, so many pairs play that the ace asks for encouragement and the king for count) and then plays the thirteenth diamond, promoting South's ♠10.

If NS play in clubs then declarer can win the spade lead, play two rounds of trumps and then attack diamonds. As the cards lie that is virtually certain to result in nine tricks.

If EW play in hearts they are going to lose five tricks, a spade, a heart, two diamonds and a club.

Board 10. Game All. Dealer East.

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

If East opens 1♣ West responds 1♠. Now North might come in with INT. Some players prefer this to show the unbid suits, but in the modern game with its light openings and wafer thin responses it is probably best played as natural.

If East begins with 1♦ North will probably prefer 2♣ to a natural INT.

If East starts with INT West transfers to spades, which might keep North out of the bidding.

If North plays in INT East does best to lead a spade. Declarer wins and forces out the ace of clubs. When East plays a second spade declarer wins and must resist any temptation to take the heart finesse.

If North plays in clubs and East leads a spade declarer wins and plays on trumps, East winning and playing a second spade. Declarer wins in dummy and must reject the heart finesse, playing a heart to the ace, drawing trumps and then giving up a heart for eight tricks.

If declarer takes the heart finesse East wins and plays two rounds of diamonds, West winning, cashing a spade and playing a fourth spade, promoting a trump trick for East.

If EW play in spades a club lead forces declarer to win and play a spade. North wins, cashes

two clubs and then plays two rounds of hearts. Declarer wins with the king, but one way or another the defenders must come to two more tricks.

Board 11. Love All. Dealer South.

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

If South opens 1♦ North responds 1♠ (some players will be able to make a weak jump response of 2♠, but East will bid 3♥ and West will raise to game, perhaps going via a 3♠ cue bid) and East bids 2♥. If South then bids 3♣ West might bid 3♠ on route to the heart game.

There is nothing to the play, declarer losing two diamonds.

Board 12. N/S Vul. Dealer West.

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

If East opens 1♦ and South overcalls 1♠ West can bid 2♥, which will leave East with an interesting decision, to bid 3NT, 4♥ or to mark time with 2♠. The former works well, but so should 2♠, as if West responds 3♠ it will be fairly clear for East to prefer 3NT.

If East starts with a Strong 1♣ and South overcalls 1♠ West can bid 2♥ when we are in a similar situation.

If South leads a top spade against 3NT declarer wins, cashes a top heart, overtakes a heart and

runs the ten of diamonds, which delivers eleven tricks.

If West plays in hearts a spade lead makes life awkward, but if declarer risks ducking then eleven tricks can be made by drawing trumps and playing on diamonds.

Board 13. Game All. Dealer North.

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

If South opens 1♦ West can overcall INT, ending the auction.

If South starts with INT and West doubles for penalties North must choose between passing and bidding 2♥. Facing 12-14 or 13-15 it could easily be right to pass. If North does pass, east will tend to do the same.

INT doubled is virtually impossible to defeat.

If West starts with a low club declarer takes East's queen with the king and plays on hearts. West wins but will find there is no way to prevent declarer from taking eight tricks.

Suppose West leads a spade?

If declarer wins with dummy's king and plays on hearts, West takes the third round of the suit and now does best to switch to a club, declarer taking East's queen with the king. If declarer now tries a low club West must rise with the ace and return a club. Locked in hand declarer is sure to go down.

Declarer does best to play a diamond to the ten at trick two. If West wins and switches to a club declarer takes East's queen with the king and plays on hearts. In this scenario seven tricks are certain and declarer can do even better. For example, if West exits with the ten of spades South wins, cashes the king of diamonds and exits with a spade, making sure that West will have to surrender three tricks to dummy.

If West tries exiting with ace of spades and a spade declarer wins, pitching a heart from dummy, cashes the king of diamonds and plays a low club. If West wins and cashes a spade declarer discards the jack of clubs and dummy takes two of the last three tricks.

Board 14. Love All. Dealer East.

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

If South opens 1♥ North responds 1♠ and then rebids 2♠ over South's 2♦. Then South has an easy raise to 4♠.

If South starts with a Strong 1♣ North and North responds 2♠ Precision style then South has an easy raise to game.

4♠ should not be too difficult, declarer generally losing two clubs and a spade. For example on a diamond lead declarer can win in dummy and run the queen of spades. East wins and can play a second diamond, but declarer has ten tricks after winning and drawing trumps.

Only a trump lead gives a chance of eleven tricks - after winning in hand declarer cashes the ace of spades and plays four rounds of hearts, ruffing the last of them before crossing to dummy with a diamond to throw a third club on the established heart.

Board 15. N/S Vul. Dealer South.

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

Is the South hand worth a weak 2♠? Well, as Professor Joad might have said, 'it all depends on what you mean by weak'.

If South does open 2♠ and West doubles North will raise to 3♠ and East will bid 4♥, ending the auction.

If South starts with a Multi 2♦ and West makes a marginal double East will jump to 4♥.

Where South passes and West opens 1♣ East responds 1♥ and then goes to game over West's 2♥.

If West starts with a 12-14 INT East transfers to hearts and then jumps to 3NT, West converting to 4♥.

If East is declarer in a heart contract and South leads a club declarer might put up dummy's jack, covered by the queen and ace. Now declarer draws trumps and plays a spade to the king, but North wins, cashes a second spade and switches to the jack of diamonds when the best declarer can do is nine tricks.

If West is the declarer and North leads the jack of diamonds declarer will need to take the double club finesse for nine tricks.

Paradoxically West might make nine tricks in notrumps. Say North leads a club? Declarer wins in hand, crosses to dummy with a heart and plays a diamond. If South is sleeping and fails to rise with the ace and play a spade declarer will have stolen a ninth trick. Whether declarer should take the risk is another matter.

Board 16. E/W Vul. Dealer West.

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

If West opens 3♦ South doubles. North has excellent distribution, but is short on high cards. The simplest option is to jump to 4♥. The alternative is to bid 4♦, a cue bid suggesting two places to play, but I'm not sure North has enough to do that.

It is possible that East might raise 3♦ to 4♦. South can still double and North still bids 4♥.

If EW were not vulnerable East might try a tactical 3NT.

If East leads the king of diamonds and West follows with the four it should not be too difficult for East to switch to a club, giving the defenders a second trick via West's ruff.

On this layout there are twelve tricks in clubs, but no obvious route to a club contract, let alone a slam.

Board 17. Love All. Dealer North.

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

If North opens 1♣ East overcalls 1♠, leaving South will no sensible bid. West responds INT which will probably conclude the bidding.

If North starts with 1♦ and East overcalls South can raise diamonds - some will be happy with 2♦, others will try 3♦. Where South raises to

2♦ West can double, promising the unbid suits with spade tolerance leaving East to debate the merits of 2♥ and 2♠.

West might also double if South jumps to 3♦, but with only a small doubleton spade I'm not convinced that hand is worth it.

If North begins with INT East might overcall 2♠, when West will be inclined to pass, probably the right strategy at this form of scoring.

If West plays in INT a top diamond lead gives the defenders a chance to take the first seven tricks. Even if North starts with a passive heart declarer only has six tricks with the aid of the club finesse.

If NS play in diamonds a top heart from either side should see the defenders take the first five tricks.

If East plays in spades and South leads a heart one possibility is for declarer to play four rounds of the suit, South ruffing as declarer pitches a diamond. If South continues with the ace of diamonds and a diamond declarer ruffs, plays a club to the queen, ruffs a diamond, plays a club to the ace and exits with a club. With seven tricks in the bag the ♠QJ8 are sure to provide one more.

2♥ is an unlikely spot, but it should make as long as declarer plays spades at an early stage.

Board 18. N/S Vul. Dealer East.

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

If East opens 2♠ to show that suit and a minor West's natural move is to bid 3NT.

Where East passes initially and West opens INT a transfer to spades can be followed by 3♣ when West will bid 3NT.

If West starts with 1♥ East responds 1♠ and then raises West's 2NT rebid to game.

If West's first bid is a Strong 1♣ then East responds 1♠ and raises the INT rebid to game, probably going via 2♣ in case West has three spades.

If West plays in 3NT the defenders are likely to start with three rounds of diamonds, South doing best to discard a spade. Suppose declarer cross to dummy with a club and plays a heart to the queen? When that holds cashing the ace sees North's jack appear making the position in the suit clear. Declarer cashes the top spades and when the queen does not appear takes three rounds of clubs. Although the suit does not break a fourth club puts South on lead and declarer will score the last trick with the ten of hearts.

Board 19. E/W Vul. Dealer South.

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

When South opens 1♥ West has an awkward hand to express. Too strong for most people's idea of a 2NT overcall and short of spades for a takeout double. However, if West starts with 2♦ the auction is likely to come to a rapid halt.

West could start with 2NT, intending to take another bid over East's response, but given that East might have a worthless hand that is unsound.

The lesser evil is for West to start with a double and hope for the best. When East responds INT West has enough to raise to game.

On this layout 3NT is straightforward - the most the defenders can collect is three hearts and a diamond.

Board 20. Game All. Dealer West.

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

If East opens 1♣ South doubles. West is likely to raise to 2♣, even in the cases where East might hold a 2/3 card suit. If North then bids 2♦ the auction is likely to come to a conclusion.

If East starts with 1♦ South might overcall INT, once again bringing the bidding to an end.

If East opens a 12-14/13-15 INT and South doubles West is likely to bid 2♣. If North doubles that to show some scattered values South might bid 2♠

2♦ is a sound spot for NS. If North is at the helm the defenders have little chance of restricting declarer to eight tricks - to do that East would have to lead a low club and West would then need to switch to a heart.

2♠ is fine, but there is no realistic chance of an overtrick - West starts with a top club and switches to a heart, after which the defenders should score the first five tricks.

INT by NS is very poor. A club lead affords the defenders the opportunity of taking the first nine tricks.

If West plays in clubs a top diamond lead followed by a spade switch should hold declarer to eight tricks.

Board 21. N/S Vul. Dealer North.

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

The vulnerability might deter some from opening the North hand, but after 2♠ (especially the variety that promises spades and a minor) East passes and if South raises to 3♠ West will be on the spot. 3NT is a possibility, but is a real stretch. Double is also possible but that is almost certain to take you beyond 3NT, which might be the best contract your way.

This deal illustrates how difficult bidding becomes when the opponents are hyperactive.

If West does bid 3NT EW should play the same conventions as over a strong 2NT - here East will probably elect to pass, but a bid of 4♦ would be a transfer to hearts.

Where North passes, there will be a few East's who open 1♥. West responds 2♦ and must then make a decision over East's rebid - 3NT or 4♥?

Where East passes and West opens INT East transfers to hearts and then jumps to game leaving West to choose.

I suppose North might come in over INT. That might make it more likely that EW will play in 4♥.

If West is in 3NT and North leads a spade declarer wins in dummy and plays a heart. If North has bid declarer might guess to put in the ten, but even then will need to guess to reject the club finesse, first unblocking the hearts, crossing to dummy with the ♣A, cashing two more hearts and taking the diamond finesse. If declarer manages that North must hang on to a club, otherwise an endplay will secure a tenth trick.

If EW play in hearts ten tricks should always be taken, but declarer will need to avoid a trump

loser to get up to eleven - only remotely possible if North has bid.

Board 22. E/W Vul. Dealer East.

<p>♠ 8 3 2 ♥ 9 6 ♦ 9 5 4 ♣ 7 6 5 4 3</p> <p>♠ A Q J 9 5 ♥ J 8 ♦ 10 8 3 ♣ Q 10 9</p> <p>♠ K 6 ♥ A Q 10 7 5 3 2 ♦ Q J ♣ K J</p>	<p>♠ 10 7 4 ♥ K 4 ♦ A K 7 6 2 ♣ A 8 2</p>
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If East opens 1♦ and South overcalls 1♥ West bids 1♠. If East raises to 2♠ West is at least worth a try (and there are those who would bid a direct 4♠, reasoning that their hand has improved in value once spades have been supported) which East will accept.

If East starts with INT and South overcalls 2♥ West will use whatever methods are to hand - personally I would start with 3♥, a transfer to spades with at least invitational values.

If West is the declarer in a spade contract a heart lead ensures two tricks for the defenders.

If East is declarer then twelve tricks come into the equation.

Board 23. Game All. Dealer South.

<p>♠ J 3 ♥ 3 ♦ K 6 5 4 2 ♣ K 8 5 4 2</p> <p>♠ A 9 2 ♥ K 9 7 5 2 ♦ 9 8 3 ♣ 6 3</p> <p>♠ K Q 10 8 ♥ Q J 6 4 ♦ Q J 10 ♣ A 9</p>	<p>♠ 7 6 5 4 ♥ A 10 8 ♦ A 7 ♣ Q J 10 7</p>
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If South opens INT that should be the only positive bid of the auction unless East takes some action, making a bid (2♦ for example) that shows spades and another suit. In that unlikely scenario West might reply 2♥ over 2♦. Then North might get involved, perhaps bidding 2♠ or 2NT to suggest the minors

If South plays in INT a heart lead, the defenders playing three rounds of the suit, should ensure that declarer takes no more than seven tricks.

2♥ by West has no real chance - the best declarer can hope for is seven tricks.

If NS find a way to play in diamonds there is a way to take ten tricks. Say West leads a trump and East wins and returns the suit. Declarer wins in hand, crosses to dummy with a club and plays a heart. If East goes up with the ace it creates a ruffing finesse position against West. If East ducks West wins and returns a third trump, declarer winning, ruffing a heart and playing the jack of spades. If that holds (yes, declarer might overtake it) declarer has an elegant route to ten tricks, playing a club to the ace, ruffing a heart and then playing on spades. When West wins declarer takes the remainder.

Board 24. Love All. Dealer West.

<p>♠ 7 4 ♥ J 9 6 ♦ Q 10 6 ♣ 10 8 7 5 3</p> <p>♠ 10 8 5 3 2 ♥ 2 ♦ J 8 7 4 ♣ K 6 4</p> <p>♠ K Q J 6 ♥ 10 8 ♦ 9 5 2 ♣ A J 9 2</p>	<p>♠ A 9 ♥ A K Q 7 5 4 3 ♦ A K 3 ♣ Q</p>
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If East opens 2♣ West responds according to system - 2♦ is standard, but using it to show any positive with 2♥ promising 0-3 and 2♠ 4-6 or 9+ balanced is becoming popular.

After 2♣-2♦ East might rebid 3♥, treating the suit as solid. In that scenario West will bid game - I wonder how many would consider bidding 3NT?

Suppose the auction starts 2♣*-2♦*-2♥* where 2♥ is Kokish? West bids 2♠ and if East continues with 3♥ West might try 3NT?!

If East starts with a Strong 1♣ South might come in - after 1♥ showing two suits of the same colour West passes and North bids 2♦, showing better diamonds than hearts and a good fit in a black suit - but nothing is going to stop East bidding game.

With no entry to the West hand declarer has exactly ten tricks - in both hearts and notrumps.

Board 25. E/W Vul. Dealer North.

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

When East opens 1♠ South can overcall INT. If West doubles North will take evasive action - the simplest method is to bid 2♣. Another idea is to use transfers - here North could redouble as a transfer to clubs.

After 1♠-(INT)-Dble-(2♣) EW need both agreements and good judgement. East should be in no rush to double 2♣. When that gets back to West the options are to double for takeout, introduce the heart suit or support spades. If West doubles East should bid 2♥ after which a major suit game should be reached.

Defending 2♣ doubled will not score well, as declarer should secure seven tricks.

Once South has overcalled INT playing in either major will not be complicated and eleven tricks can be taken, although playing in hearts is more comfortable. If East plays in spades and South leads a top diamond and switches to a club declarer wins and must avoid playing the king of spades. Simplest is to play a spade to the jack followed by two rounds of hearts.

Board 26. Game All. Dealer East.

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

If South opens 1♣ there are players who will double with the West hand despite the dreadful shape. If North then bids 1♦ East can jump to 2♠ which might see North try 3♦. In sense that is slightly unlucky, as North expects South to be short in spades, but the void in partner's suit is not an asset and West's double might suggest some length in diamonds.

Where West passes North responds 1♦ and rebids 2♦ over South's 2♣. West will be doing very well to reopen with a double, especially as NS have clearly shown there is no fit.

If South starts with a Precision style 2♣ that might end the auction, leaving NS in a poor spot.

2♠ might turn out to be exciting.

If South leads the queen of diamonds declarer withholds dummy's king and when North follows with the two South switches to the ace of clubs followed by the three. North ruffs and returns a low diamond for South to ruff. After ruffing the club return North plays another diamond and declarer ruffs high, plays a spade to the king, the nine of spades to the queen, a heart to the ten and a spade back to hand to cash the king of clubs and take a second heart finesse.

If South guesses to play a low club at trick two, then after ruffing the third diamond high declarer must immediately play a heart to the ten, only playing trumps after that has held.

If North plays in diamonds and East leads a heart West wins with the ten and might switch to a spade, East winning with the queen and playing a second heart. After winning West must switch to a diamond when it is clear that declarer cannot score more than seven tricks.

2♣ is a sad contract - declarer likely to take only five tricks.

Board 27. Love All. Dealer South.

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

If South opens 1♥ North raises according to system and East bids 2♣. If West raises to 3♠ East, appreciating that with a good hand West would have bid 3♥ should let matters rest.

If South leads a top diamond, takes a second trick in the suit and switches to a heart North wins and does best to return a trump, forcing declarer to make a decision before discovering that North holds the ace of clubs. If declarer finesses the defenders will score an extra trick.

If South has not cashed a second diamond before switching to a heart and North wins and returns a spade declarer will go up with the ace intending to pitch a diamond on the top hearts.

Board 28. NIS Vul. Dealer West.

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

If East opens 1♣ and West responds 1♦ East rebids 1♥. Now West might like to bid a natural 1♠ (a method suggested by Eric Crowhurst in *The Acol Index* - the corollary being that 2♠ becomes fourth suit forcing) when East's simplest action is to raise to whatever level is considered appropriate - 3♠ looks about right, West advancing to game.

If the auction starts 1♣-1♦-1♥-1NT the spade suit is lost unless East 'patterns out' by bidding 2♠ when West's raise to 3♠ makes it possible to go on to 4♠.

Those partnerships using the 'Walsh' style (<https://www.larryco.com/bridge-articles/walsh-style>) will bypass the diamonds and respond 1♠. If the auction continues 2♥-3♣-3♠ West will know East is 3-4-1-5 and has an easy raise to 4♠.

4♠ is not laydown. If North leads a trump declarer wins and must play to knock out the ace of clubs. South does best to duck the first round of the suit, win the next and play a diamond, North winning and returning a club for South to ruff. If South exits with a spade declarer wins and must get the hearts right, playing the ace, king and another.

5♣ is a comfortable contract - but does not score as well as the spade game.

Board 29. Game All. Dealer North.

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

If North opens 1♠ the popular response for South will be 2NT. How the auction develops will depend on agreements. One scheme is as follows:

- A jump to game shows a minimum
- 3NT promises a balanced hand, roughly 15-19
- A new suit shows interest in a slam
- A jump is a splinter
- A simple rebid of the major shows a hand unsuitable for any other descriptive call

You can check out some of the alternatives at: <https://www.larryco.com/bridge-learning-center/detail/45>

Although the North hand is a minimum in terms of high cards, the distribution suggests that it would be wrong to rebid 4♠.

There are many possible sequences, but they should all result in North playing in 6♠ - for example: 1♠-2NT*-3♥-3♠-4♣*-4♦*-4♥*-4♠-5♥*-6♠. In this sequence the exchange of cue bids gets the job done.

There is nothing complicated about the play; dummy's clubs take care of two of declarer's diamonds and although the spade king is offside the heart suit plays for no losers.

Board 30. Love All. Dealer East.

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

If East starts with 1♣ South overcalls 1♠ and West doubles. If North now makes a 'law abiding' raise to 3♠ East might try 3NT when it would not be a big surprise to see South bid 4♠. If West doubles that one option for East that is easily missed is to bid 4NT.

If East begins with 2♣ and South overcalls 2♠ West might bid 2NT. If North then bids 3♠ East can bid 3NT as before, although it will be tempting to introduce the clubs.

If East does bid 4♣ and South bids 4♠ then West will probably double.

An interesting point: should South bid 4♥ as opposed to 4♠? That covers the possibility that EW might play in notrumps. One point to consider is that if West finishes in 6NT and you double, how likely is it that partner will find the right red suit lead?

If East opens with a Strong 1♣ South is sure to overcall - one of many options is to bid 2♥ to show spades or both minors. If West doubles North bids say 3♠ when we are in familiar territory.

This is another deal where the bidding will be the important factor. In the play the key element will be the opening lead - NS need to collect their heart tricks on the go.

Board 31. N/S Vul. Dealer South.

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

If South opens 1♦ and North bids 2♣ the 2/1 brigade will rebid 2NT, which North will raise to game.

If South rebids 2♦ North can continue with 2♥ and then raise South's 2NT to game. An alternative for South is to prefer 2♠ to 2NT, which will make North declarer in a notrump contract.

Where South opens 1NT North will want to have a sequence that shows a powerful hand with clubs and hearts. One possibility would be 1NT-2♠*-3♣*-3♥-3NT, North having promised 5+♣ and 4 hearts and South having shown a top card in clubs.

There are eleven tricks in notrumps, but if North plays in 6♣ the location of the ace of hearts means that declarer has enough entries to establish and enjoy a long diamond to get up to 12 tricks.

Board 32. E/W Vul. Dealer West.

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

When East opens 1♥ South may elect to overcall INT. If West then raises to 2♥ North's alternatives are double, 2♠ and 2NT, although the use of both a double and 2NT may be restricted by conventional agreements.

If South decides to overcall 2♣ and West raises to 2♥ North might double, when South may conclude that bidding 2♠ is the right action.

If NS play in spades eight tricks should not be in doubt - trumps 3-3 and the ace of clubs onside are more than enough to make declarer happy. If East starts with a trump declarer can win and play on clubs, which should lead to an overtrick.

If South plays in notrumps and West leads a heart declarer takes East's queen with the ace and knocks out the ace of spades for a painless eight tricks.

If EW play in hearts declarer needs to exercise a modicum of care in order to take seven tricks. For example if South leads a spade and declarer wins and plays a club, South takes the king and returns a spade. After the defenders cash two tricks in the suit North leads a club and declarer wins with dummy's queen and plays a diamond to the jack and queen. When South exits with a club declarer must pitch a diamond - ruffing allows North to overruff and play a spade after which the defenders must score two more trump tricks. North ruffs and returns a spade, but declarer discards the ace of clubs and loses only one more trump trick.

Board 33. Love All. Dealer North.

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

If North opens 1♠ East will have to choose between a simple overcall in hearts and one that shows the two suited nature of the hand. After 1♠-2♥ South knows his side have the values for a game, but which one will be best?

If East overcalls 2♠ to show hearts and another suit South, perhaps worried about the possibility of a diamond lead might prefer 4♠ to 3NT.

If North does not open and East starts with 1♥ and South and West pass North bids 1♠ and East introduces the diamonds - 3♦ look about right. If South bids only 3♠ at this point the auction might end. 3♥ is a better move, showing game interest, when North has enough to jump to 4♠.

It's possible that South might overcall 1♥ with INT - whatever you think of that it is likely to work well.

EW might do better if West responds INT. If East jumps to 3♦ West bids 3♥ and East goes on to game. South will undoubtedly double, but that is unlikely to yield a match point dividend.

There are nine tricks in 3NT, but ten in spades (as long as North is declarer, although West would be doing well to find a club lead). If East starts with a top heart and then plays two rounds of spades declarer wins in hand, plays a diamond to the king and a diamond, hoping to be able to ruff a diamond in dummy.

If EW play in hearts the defenders have to be on their toes to collect five tricks. Suppose South leads a spade and declarer wins and plays two rounds of diamonds. South wins and cashes the queen of spades but must now switch to the queen of hearts. Declarer wins and plays a diamond but South discards and although declarer can ruff there are only eight tricks. If South makes the mistake of playing a third spade declarer ruffs and plays a diamond and must come to nine tricks.

Board 34. NIS Vul. Dealer East.

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

If East opens 1♦ South will probably overcall 1♥ and West will double. If North raises to 2♥ East's 2♠ is likely to end the auction, but there will be tables where further bidding results in contracts of 3♥ or 3♠, the latter quite possibly doubled by North.

If East starts with 1♣ the auction will run along similar lines.

Where East begins with 1NT South might come in with a conventional bid - after say 2♣ to show hearts and another suit West doubles and after North bids 2♥ EW should find their spade fit.

If NS play in hearts and West leads a spade East wins (with the eight if declarer plays low from dummy) and might easily switch to a club. If declarer covers East's card West wins and plays a second spade. Declarer ruffs and plays the queen of hearts, East winning and returning a club (assuming East started with the ♣3) for the ten and ace. Declarer ruffs the spade return, crosses to dummy with a trump, runs the ten of diamonds, draws the outstanding trump and plays on diamonds for nine tricks.

To hold declarer to eight tricks East would need to switch to a red suit at trick two, which is far from obvious. The easier way is for West to find an initial trump lead, East winning and returning a trump. Declarer wins and plays a club. Although the king is the best shot at a ninth trick declarer may put in the eight, West winning with the queen and exiting with a trump. Declarer wins in dummy and plays the queen of diamonds, but as long as East refuses to cover, denying declarer an entry to dummy to play a second club, there will only be eight tricks.

If EW play in spades a heart lead should hold declarer to eight tricks.

Board 35. E/W Vul. Dealer South.

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

If South opens 1♣ West overcalls 1♦ and East bids 2♣ to show a good raise and then rebids in notrumps over West's 2♦. Where East rebids 2NT West has enough to advance to game.

It's possible that North might bid 1♥ over West's intervention. East can still bid 2♣ but if South then raises to 2♥ West might pass (I'm still debating if it would be unsound to bid 2NT) but then East is sure to bid at least 2NT.

If EW play in no trumps and South leads a club declarer wins in dummy, comes to hand with a heart and runs the queen of diamonds. North wins and returns a club and after winning with the queen South must switch to a top spade to hold declarer to nine tricks.

Board 36. Game All. Dealer West.

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

2♠ by North is a possibility where it shows spades and a minor and if East overcalls 3♥ South will be reasonably certain that Christmas has made an early appearance.

Where North does not open East starts with 1♥ and rebids 2♥ over West's 1♠.

You could make a case now for a double by South to be for penalties, but I suspect North

would tend to treat it as takeout - perhaps some 2-2-5-4 shape where South did not want to overcall 2♦. If South passes north might decide to reopen with a double - a great way to end the session.

Say South leads a spade against a heart contract. North wins and switches to a club, South winning and playing a second spade. Declarer win in dummy and plays a club, North winning and returning a spade, ruffed and overruffed by South who exits with a club. Declarer wins in dummy pitching the ace of diamonds, ducks a heart to South, wins the diamond exit and plays two more rounds of the suit, ruffing, and exits with a heart. That ensures that the king of hearts scores at the end, but NS have seven tricks and +500.