

Summer Instant Matchpoint Game

July 9, 2018- Set 180709



American Contract Bridge League

Analysis by Sylvia Shi and Daniel Korbelt



Dear Bridge Players,

We're excited to be back for another Instant Matchpoint Game! Ever since we started playing bridge, we always loved the Instant Matchpoint Game. There's just something exciting about opening up the booklet and seeing your score immediately, and what you could have or should have done better. This always made it our favorite event on the ACBL club schedule.

Therefore, it's a real privilege for us to be able to be involved in this event. We hope you have as much fun playing the boards and reading our analyses as we did making them. Just like last year, be sure to check out our videos on the ACBL website, as we'll be discussing some of the hands in more detail.

Good luck at the table!

Sylvia Shi started playing bridge in 2011. Since then, she has a meteoric rise to the top. She won her first North American championship, the Lebnar IMP Pairs, in 2015, then quickly followed that up with a win in the Mixed Swiss Teams later that year. She won the Women's USBC in 2016 and 2017, the first win culminating in a Gold medal at the world championships. She has won the Women's Board-a-Match teams and the Women's Open Pairs. In 2017 she placed second in the Blue Ribbon Pairs, one of the most prestigious pairs events on the NABC schedule. She currently lives in Las Vegas and spends her time teaching bridge online and playing bridge at tournaments.

Daniel Korbelt has won the Canadian Championships four times and represented Canada six times in international competition, including a silver medal in the Transnational Mixed teams in 2012. He has won two North American championships and placed second in five others. He is a professional player with 18,000 masterpoints. Daniel has recently migrated from Canada, and now he and Sylvia live in Las Vegas where he doesn't have to worry about shoveling snow!

Board 1		West	North	East	South	Results - Board 1	
North Deals		1NT	Pass	1♠	Pass	SCORE	MPS
None Vul		2NT	Pass	2♣	Pass	100
♠ Q 9 4	♠ A K J 6 2			3NT	All Pass	-110	99
♥ 10 7 6 3	♥ A					-120	97
♦ 10 2	♦ 5 4 3					-140	95
♣ A J 5 3	♣ Q 8 7 4					-150	91
♠ 8 3	♠ 10 7 5					-170	85
♥ J 8 5 4 2	♥ K Q 9					-200	74
♦ A K Q 9 6	♦ J 8 7					-230	61
♣ 9	♣ K 10 6 2					-240	55
						-400	52
						-420	48
						-430	44
						-440	40
						-460	24
						-480	6
						-490	3
						0

In 2/1 game forcing methods, West is forced to respond a forcing 1NT to East's 1♠ opening. Over East's 2♣ rebid, West will likely try a slightly aggressive 2NT, which East will be happy to raise to game. If West takes a conservative route and simply preferences to 2♠, the auction will likely end there. Worst of all could be if

West chooses to introduce his five-card heart suit; this may lead to an ugly 2♥ contract that will score very poorly.

North will very likely lead a heart against the recommended auction, which will allow West to make a hair-raising 11 tricks in 3NT for a satisfying +460 and a 76% score.

If E/W stay low in 2♠, on days where the ♠Q is offside they would be rewarded, but today they will get only 26% for +200.

Bridge can be a fickle game.

Board 2East Deals
N-S Vul

♠ A J 6
♥ J 6
♦ J 6 3 2
♣ A J 8 2

♠ K 9 8 7 5 2
♥ 9 4 2
♦ K
♣ 10 6 5



♠ 10 3
♥ 10 5
♦ Q 9 8 7 5 4
♣ K Q 7

♠ Q 4
♥ A K Q 8 7 3
♦ A 10
♣ 9 4 3

West	North	East	South
3♦	3♥	2♦	2♥
All Pass		Pass	4♥

Although E/W can take four tricks against a heart contract, the odds of them finding a club lead seems very low as long as South is declarer. At most tables, a diamond will be led, allowing South to draw trumps and discard a club from the dummy, making 10 tricks.

Although game is not a good contract

and N/S do not have the values to reach it, we feel this game will be bid at many tables, as the effect of E/W's preemption will make it difficult for N/S to gauge as accurately as they might have otherwise.

Bidding and making 4♥ is worth 84% to N/S, while stopping short will lead to an average board (but a pat on the back for accuracy). Any E/W that sacrifices in 5♦ will get a below average board for their troubles, while any E/W that holds a heart contract to nine tricks will get a sensational result.

Results - Board 2

SCORE	MPS
.....	100
690	99
680	98
650	96
620	84
500	70
300	66
230	62
170	48
150	35
140	31
110	27
100	22
50	13
-100	7
-130	4
-200	2
.....	0

Board 3South Deals
E-W Vul

♠ 6
♥ K Q J 10
♦ J 7
♣ K Q 10 8 3 2

♠ K 10 9 8
♥ 9 8 3
♦ K Q 8 3 2
♣ 5



♠ A J 5 3
♥ A 6 5 4 2
♦ 10 9
♣ 9 6

♠ Q 7 4 2
♥ 7
♦ A 6 5 4
♣ A J 7 4

West	North	East	South
2♣	Dbl	2♥	1♦
3♥	3♠	All Pass	2♠

If South opens 1♦ in keeping with the modern game, this will make it more difficult for E/W to find their heart fit. Chances are that E/W will sell out to 3♠ by N/S which should make despite the 4-1 break for +140.

If South chooses not to open the bidding, E/W will have a much easier time finding hearts. It may also be tougher for N/S to

diagnose that they should be competing to 3♠.

The battle may then become whether or not N/S find their club ruff to hold hearts to nine tricks. Anyone recording +140 E/W will enjoy an 81% board; any N/S pair recording +140 in their direction will score slightly above average.

Results - Board 3

SCORE	MPS
.....	100
590	93
550	82
530	76
500	74
470	73
300	72
200	68
170	64
150	60
140	53
110	48
100	42
-50	35
-100	27
-110	20
-140	19
-150	17
-170	14
-300	11
-380	7
-500	4
-620	2
-650	1
.....	0

Board 4West Deals
Both Vul

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

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



West	North	East	South
1NT	2♣ ⁽¹⁾	Dbl ⁽²⁾	Pass
2♠	Pass	2NT	All Pass

1. Majors
2. Styaman

West will open a notrump at most tables, and in our view North has a plenty good enough hand to show the majors, even vulnerable. Depending on what that bid is may affect East's ability to bid as accurately as he would like (see our video for more

detail). In any case, if E/W reach a notrump contract, the spotlight turns to North, who in our view should lead the ♥J, not the ♥6. The ♥J holds E/W to eight tricks, while on the ♥6 lead, West will take at least nine tricks in notrump with a chance for more - as long as he remembers to put up the ♥9 from the dummy at trick 1.

Stopping in 2NT and making it is worth a 66% board for E/W, while reaching 3NT and going down is a 70% board for N/S.

Results - Board 4

SCORE	MPS
.....	100
300	99
200	96
110	92
100	70
-100	47
-110	42
-120	34
-130	29
-140	28
-150	26
-180	25
-500	24
-600	16
-630	4
.....	0

Board 5North Deals
N-S Vul

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

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



West	North	East	South
Pass	Pass	1♦	Pass
Pass	Dbl	Pass	1NT
All Pass			

West has a close decision whether or not to respond to a 1♦ opening bid. In our view, at this vulnerability, we might try a shaded 1♥ response, hoping for something good to happen. However, we believe that most players will pass 1♦, and now North should certainly reopen the bidding. Doubling has the slight risk of partner bidding clubs, but even when partner chooses that action, he will usually have a five-card suit. In any

case, South has an obvious 1NT response to the balancing double, and depending on the defense, will probably take seven or eight tricks.

Making 1NT is a 66% board for N/S, while being allowed the overtrick will be a sensational 90% board.

Results - Board 5

SCORE	MPS
.....	100
180	99
150	96
120	90
110	85
100	77
90	66
80	62
50	41
PASS	20
-70	19
-80	12
-90	5
-100	3
-110	2
-200	1
.....	0

Board 6East Deals
E-W Vul

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

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



West	North	East	South
1♥	Dbl	1♣	Pass
All Pass		Redbl	2♦

After the routine 1♣ opening and 1♥ response, North must decide between a takeout double and a strong notrump overcall. With four cards in both unbid suits, we much prefer the takeout double. Assuming E/W are playing support doubles and redoubles, East should redouble to show three card heart support.

South could take out the double to 2♦, which may end the auction if neither West nor East can find a bid, but with his terrible hand, South also has the option to pass 1♥ redoubled over to his partner, in case a contract of 1♠ might be better than 2♦. If South chooses to do this (as we would), West should continue with a bid of 1NT, suggesting only a four-card heart suit and around 7-10 HCP. This would likely end the auction and on the ♠J lead, West would likely take between six and nine tricks, depending on how well he guesses. Any plus score for E/W will score very well on this deal, with even +90 in 1NT E/W being worth a 72% board.

If E/W defend a diamond partscore, N/S can take eight tricks by guessing very well, and +90 in 2♦ making would be an average board all around.

Results - Board 6

SCORE	MPS
.....	100
300	97
200	88
110	78
100	66
90	51
-50	38
-90	28
-100	25
-110	21
-120	16
-150	11
-170	8
-180	6
-200	3
-300	1
.....	0

Board 7

South Deals
Both Vul

♠ A K Q 6	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 2
		N									
W			E								
		S									
♥ J 6 3		♥ A 10 7 4									
♦ A 10 5	♦ J 9 8 7 4 3										
♣ 10 9 8	♣ Q J										
	♠ 7										
	♥ Q 9 8 5										
	♦ Q 6 2										
	♣ A 7 6 5 4										

West	North	East	South
1♣	1♠	Dbl	Pass
1NT	2♠	3♦	Pass
			All Pass

Results - Board 7

SCORE	MPS
.....	100
870	98
800	95
730	93
670	87
500	82
400	81
360	80
300	79
200	76
140	73
110	69
100	61
-90	56
-100	52
-110	43
-120	33
-130	28
-150	25
-180	22
-200	16
-240	11
-500	10
-600	8
-630	4
-670	2
-710	1
.....	0

We think a lot of Norths will jump to 3♠ over West's 1♣ opening bid, but we believe that is too reckless a bid holding three kings on the side for defense and a topless suit - we much prefer 1♠. This allows East an easy negative double, and on the second round of the auction, an easy non-forcing 3♦ call.

3♦ should easily make for an average-plus board to E/W.

If North chooses to jump to 3♠, the spotlight shifts to East. If East passes, 3♠ will drift down one trick for a dead average board.

If East dredges up a negative double, E/W are guaranteed a great score, as West will either pass the double for +200, or try 3NT which should be made in practice, although a club lead ducked by South will lead to defeat. Either result would leave E/W collecting almost all of the matchpoints.

Board 8

West Deals
None Vul

♠ A J 3	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 2
		N									
W			E								
		S									
♥ A K Q 7 4		♥ J 10 9 2									
♦ Q 9 8	♦ J 10 5 4 3										
♣ 8 4	♣ J 2										
	♠ Q 9 5										
	♥ 8 5										
	♦ K 7 6										
	♣ K 10 9 7 3										

West	North	East	South
1NT	2♠ ⁽¹⁾	All Pass	

Results - Board 8

SCORE	MPS
.....	100
630	99
590	98
500	97
420	94
300	90
200	89
170	77
140	58
130	49
110	46
100	40
50	23
-50	9
-90	5
-100	4
-110	3
-140	2
-170	1
.....	0

1. Spades and a minor

West has a typical 1NT opening bid, and North should certainly compete with his shapely hand. Those using Cappeletti will bid 2♠, spades and a minor, and that will likely end the auction.

Those using DONT will have to bid 2♣, which South will raise to 3♣, also likely ending the auction. If North tries again over 3♣ by bidding 3♠, South will raise and the

lucky game will have been reached.

Getting to spades and finding the ♠J for +170 is worth a 75% board to N/S; languishing in 3♣ gives both sides an average. If N/S have an accident and defend a heart contract E/W will get a very nice score indeed.

Board 9North Deals
E-W Vul

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

West	North	East	South
	1♦	Pass	1♠
Pass	2NT	Pass	6♦
All Pass			

Results - Board 9

SCORE	MPS
.....	100
1440	95
1020	86
1010	80
990	77
940	45
920	14
520	9
490	4
440	3
240	2
-50	1
.....	0

Even though the hand record says a grand slam can be made, this is only because the ♠Q is onside, and a small slam is the correct contract.

Some Souths will try Gerber over their partner's 2NT bid just to make sure they have enough aces, but we like a practical and direct leap to 6♦. Unfortunately, most

players will not have the tools to investigate for a grand slam.

Those in a lucky grand slam will score a near top for making, and those in a slightly lucky 6NT will score 86% of the matchpoints. A prosaic 6♦ is worth an average board, but not making the overtrick is very costly, leaving N/S with only 14% of the matchpoints.

Board 10East Deals
Both Vul

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

West	North	East	South
1♠	2♣	Pass	Pass
4♠	All Pass	2♠	4♣

Results - Board 10

SCORE	MPS
.....	100
130	99
110	97
-100	94
-170	91
-200	85
-230	81
-500	77
-620	59
-650	27
-680	7
-790	2
-800	1
.....	0

After West opens 1♠, North will overcall 2♣, and East should raise partner to 2♠, adding some value to his hand based on the club void.

South has a dilemma on how high to raise partner. We like the compromise bid of 4♣, leaving the five-level decision to partner. South has some defensive potential, holding an ace and a king, and

is also very balanced.

Over West's automatic 4♠ call, North has a decision whether to sacrifice or not; we would not sacrifice at equal vulnerability, worrying that 5♣ could be more expensive than the opponents' game.

If N/S do find a 5♣ sacrifice, then West has an interesting decision. West can deduce that East holds at most one club based on the bidding, and may decide that 5♠ is a worthwhile gamble, as 5♣ does not rate to cost more than minus 500.

In any case, +650 is worth 73% to E/W, whereas if they mistime the play and make only +620 it becomes a 40% board. If N/S are allowed to save in 5♣ for minus 500, that is worth 77% to N/S.

Board 11South Deals
None Vul

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

West	North	East	South
Pass	1♦	1♠	Pass
2♥	Pass	Pass	Pass

Results - Board 11

SCORE	MPS
.....	100
150	99
100	95
90	89
50	71
PASS	54
-50	51
-90	48
-100	44
-110	25
-120	7
-140	4
-150	1
.....	0

It's difficult to analyze what will happen on this board, because different decisions by all the players could drastically affect the final contract. We think most Wests will pass in second seat with their balanced 11-point hand, and most Norths will open in third seat (although some may pass, leading to a likely passout). If North opens 1♦, the above auction will occur at many tables.

Unfortunately for E/W, spades plays one trick better than hearts does, as a diamond ruff with the ♥Q or jack costs a trick.

This deal is all about getting a plus score; a passout leads to an average result all around, and whoever goes plus will end up with the lion's share of the matchpoints.

Board 12West Deals
N-S Vul

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



West	North	East	South
Pass	1♥	3♦	3♥
Pass	4♥	All Pass	

Results - Board 12

SCORE	MPS
.....	100
650	93
620	75
500	63
300	52
200	39
170	34
140	30
100	27
50	25
-100	14
-110	4
-200	2
-300	1
.....	0

4♥ here is quite a good contract, but not everyone will get there as the points are almost evenly split between the two sides.

After North opens 1♥, East will probably take this opportunity to make a preemptive jump overcall in diamonds. South has a heavy 3♥ raise, but we feel South does not have quite

enough to jump to 4♥. North's hand has improved by the auction, and we feel that even at matchpoints, North is worth a shot at 4♥, although it's surely close and some Norths will pass 3♥.

West has a close decision whether or not to sacrifice in diamonds; holding a lot of possible defensive tricks in the majors, we would choose not to do so, although today sacrificing leads to only minus 300 and an average board.

Getting to game is worth 75% of the matchpoints for N/S, while languishing in a partscore is worth only 34%.

Board 13North Deals
Both Vul

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



West	North	East	South
2♥	Pass	1NT	Pass
3NT	Pass	2♠	Pass
	Pass	4♠	All Pass

Results - Board 13

SCORE	MPS
.....	100
500	99
400	94
300	85
200	65
100	39
-110	26
-170	25
-200	24
-600	19
-620	8
-630	1
.....	0

Although the East hand contains only 14 HCP, we strongly believe it is strong enough to be opened a 15-17 1NT, and that is exactly what we would do. This makes it easy for E/W to find their spade fit, which is much tougher to do if East chooses to open 1♦ and rebid 2♦.

4♠ can always be defeated by N/S, but

may make in practice, as the play and defense are both rather complex. A blind 3NT by West has very little chance to make (as long as South returns a spade after winning his second diamond trick).

Going down only one trick is actually a 61% board for E/W, and some people will either go down multiple tricks or perhaps get doubled. If E/W manage to steal 3NT or 4♠, they will get nearly all the matchpoints for that result.

Board 14East Deals
None Vul

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



West	North	East	South
1♥	Pass	Pass	Pass
3NT	All Pass	2♦	Pass

Results - Board 14

SCORE	MPS
.....	100
200	99
150	98
100	93
50	84
-170	80
-210	79
-300	78
-420	72
-430	57
-450	45
-460	23
-490	2
-590	1
.....	0

Most Easts will pass in first seat, and those who do open the bidding will need a partner who will exercise some restraint and not force to slam with the West cards.

At most tables, it is West who will open 1♥, and East will respond either 2♦ (if available) or 1NT. Over 2♦, as West we would make the practical rebid of 3NT, expecting it to be a fine contract, and on

the likely ♣J lead, there are 11 easy tricks.

If East responds 1NT, game in notrump should still be reached, although strangely, from the East seat it is possible that only 10 tricks are taken on a spade lead if the defense is very sharp.

As is often the case at matchpoints, that extra trick is important. Taking 10 tricks is a below average board for E/W, whereas taking 11 tricks in 3NT is worth a 77% board.

Board 15
South Deals
N-S Vul

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

♠ 10 9
♥ 6 4 3
♦ J 10 5 4
♣ A 9 6 3



West	North	East	South
		1NT	
Pass	2♣	Pass	2♦
Pass	2NT	Pass	3NT
All Pass			

Results - Board 15

SCORE	MPS
.....	100
630	99
620	97
600	82
170	68
150	66
140	63
120	61
110	57
100	56
-100	31
-140	6
-200	3
-300	1
.....	0

South opens a top-of-range 1NT, and North has just enough tickets to look for a major suit and invite game. South of course accepts, and a normal 3NT contract is reached.

West will probably lead a minor at most tables, although it is easy to see on the hand record that a spade is the most successful lead. On a diamond lead, South can easily

ensure the contract by knocking out the ♥A. On a club lead to East's king, a club back makes things easy, but if East finds the spade shift, South will have to knock out the ♥A before the ♣A in order to make 3NT.

Bidding and making 3NT is worth 82% of the matchpoints. Because South needs to be careful in the timing of the play, even missing game is worth an excellent board for N/S, provided South takes nine tricks.

Board 16
West Deals
E-W Vul

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

♠ 6 4
♥ K 10 9 6 4 3
♦ 7 5
♣ 9 7 6



West	North	East	South
Pass	1♠	Pass	2♣
Pass	2♦	Pass	3♣
Pass	3NT	All Pass	

Results - Board 16

SCORE	MPS
.....	100
500	99
490	98
460	94
430	63
420	35
400	29
200	22
140	21
130	20
110	18
-50	12
-100	5
-150	2
-200	1
.....	0

Some Easts will come in aggressively with a 2♦ overcall at their first turn, but vulnerable versus not with a minimum hand and a passing partner, this is too rich for our blood.

At the tables where East does not overcall, he will have some chance to avoid a diamond lead, although leading a low diamond is still attractive, in case West has

the ♦J or even the ♦Q. If East guesses to lead a heart (or is helped by West being able to double a fourth suit forcing heart bid), N/S will get a very poor score. If N/S do manage an overtrick, that is worth 70% of the matchpoints. Any N/S who manages to go down will find they have scored very poorly.

Board 17
North Deals
None Vul

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

♠ A K 9 6
♥ 9 7 6 4 2
♦ 9 2
♣ 7 5



West	North	East	South
4♥	Pass	1♥	2♦
	Pass	Pass	Pass

Results - Board 17

SCORE	MPS
.....	100
420	99
400	98
200	97
150	91
130	84
100	66
50	42
-50	29
-100	20
-140	12
-170	9
-300	6
-420	2
.....	0

If South has enough discipline to pass out 4♥ instead of bidding on with his strong hand, N/S should defeat 4♥ at least two tricks by leading two rounds of clubs followed by two diamonds and a diamond ruff. (possibly three, if declarer misguesses the heart suit).

There isn't much matchpoint difference between defeating 4♥ one versus two tricks, but if N/S erroneously push to the five level and go minus, N/S will get a very good score.

Board 18
East Deals
N-S Vul

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



West	North	East	South
Redbl	2♥	1♠	Dbf
4♠	All Pass	Pass	Pass

If South chooses to come into the auction, either via double (our choice) or a putrid 2♦ overcall, he will place his side in jeopardy. It's hard for E/W to penalize a 2♥ contract if N/S land there, but West very well might choose to try for a penalty if South overcalls 2♦ (by trap passing behind and hoping for East to make a takeout double).

Assuming N/S escape, E/W will play 4♠ and will likely make 11 tricks on the normal but unlucky ♦K lead. If South, warned by his strong hand and scattered values, leads a trump, making 11 tricks is much more challenging, and any East who does so can feel pretty good about the hand.

Any 2♦ overcallers who don't get doubled and are left to flounder there will be rewarded with an excellent score that they perhaps do not entirely deserve, and any 2♥ overcallers who get doubled will get a near zero. Otherwise, making the normal 11 tricks in tricks is a 72% board E/W, while being held to 10 tricks is a dead average.

Results - Board 18

SCORE	MPS
.....	100
100	98
50	86
-200	76
-300	74
-400	72
-420	51
-430	28
-450	22
-460	16
-480	13
-500	11
-800	8
-1100	4
-1400	1
.....	0

Board 19
South Deals
E-W Vul

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



West	North	East	South
Pass	2♣ ⁽¹⁾	3♠	1♣
Pass	3NT	All Pass	Dbf

1. Inverted minor.

An exciting one! North makes an inverted raise to 2♣, showing a limit raise or stronger, and East has to decide how high to bid. At any other vulnerability, we would certainly choose 4♠, but this just seems too

risky at unfavorable.

South, with a really great hand for defending, should double East at any level to strongly suggest defending to his partner. North's spade void and huge club fit should dissuade him from defending any doubled partscores, and if our partner were to double 3♠ for penalties, we would try the creative bid of 3NT despite our spade void (our partner better have those stopped!). If South gets to double 4♠ (no doubt salivating a little bit!), North will have to guess between 5♣ or pass; at this vulnerability, we would pass, hoping for +500, but have sympathy for bidding.

After all that, as long as N/S get to game they will get a great score, and if they collect +200 that'll be just a little above average for E/W.

Whew!

Results - Board 19

SCORE	MPS
.....	100
610	99
550	96
500	92
460	89
430	85
400	69
200	45
150	31
130	30
100	28
-50	23
-100	15
-140	10
-150	9
-730	5
-790	1
.....	0

Board 20
West Deals
Both Vul

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

West	North	East	South
1NT	Pass	3NT	All Pass

Despite holding only 14 HCP, in our view the West hand easily qualifies as a 15-17 1NT opener, and that's exactly what we would recommend opening. Getting to 3NT is much tougher if West opens 1♦, although admittedly could play better from the East side as the ♠K will be protected.

At the tables where North leads a heart, +660 is likely for an 86% board E/W. Simply bidding and making 3NT for

+600 is an average board, while any E/W pair that languishes in a partial will score well below average.

Results - Board 20

SCORE	MPS
.....	100
140	99
100	98
-130	95
-150	84
-170	73
-180	69
-200	66
-210	63
-240	61
-500	60
-600	52
-630	34
-660	14
-690	4
-870	3
-910	2
-950	1
.....	0

Board 21
North Deals
N-S Vul

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

West	North	East	South
	1♥	3♦	All Pass

This board will depend a lot on what action East chooses over North's 1♥ opening bid. If East overcalls 3♦, this will likely end the auction, whereas if East overcalls 2♦, N/S may find a way back in. If East overcalls 2♦, we as South would make a negative double, planning to correct any simple rebid by partner to spades, showing a hand that was too weak to bid 2♠ directly. This would work

on the layout, as spades will probably make nine tricks. 3♦ has only four top losers, but N/S have a number of ways to defeat the contract, and in fact can defeat it two tricks on perfect defense.

+140 for N/S is worth a whopping 88% of the matchpoints, while +50 against 3♦ is 55% for E/W. Some N/S pairs may overreach to 4♠, and assuming E/W defeat that, they will be rewarded with a 72% result.

Results - Board 21

SCORE	MPS
.....	100
620	99
500	98
300	97
250	96
150	94
140	88
110	81
100	66
50	45
-90	37
-100	28
-110	20
-130	19
-200	11
-300	3
-400	1
.....	0

Board 22East Deals
E-W Vul

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



West	North	East	South
		Pass	Pass
1♦	1♥	Pass	1NT
All Pass			

After West's routine 1♦ opening bid and North's 1♥ overcall, East is faced with a close decision. With such minimal values, we prefer passing, relying on partner to come back into the auction later if we can make anything. The danger of getting too high, especially vulnerable, would keep us silent.

South has a normal 1NT advance, and the spotlight shifts to West. West has a very good hand, but what can he do? Double of 1NT should be played as takeout of hearts, and West certainly doesn't have that (even if West think it's penalty, he should be concerned that East, with his obviously weak hand, will take it out). West's most sensible action is to pass 1NT. We know, it hurts to take only one bid with the West cards, but such is life.

We would lead ♠A, in order to look at dummy, and in this case it succeeds very well, as East will encourage and cash out. Defeating 1NT a trick is a 45% board for E/W, but if they manage to take eight tricks, they will get a 70% board – a nice reward for West's discipline.

Many other E/W contracts are possible, including 2♣, 2♠, 2NT and 3NT. Any plus score for N/S will score extremely well for them, but if E/W manage to land in a partial and make it, most of the matchpoints will go their way.

Results - Board 22

SCORE	MPS
.....	100
500	99
300	98
200	95
110	91
100	78
90	62
-50	55
-70	47
-80	43
-90	37
-100	29
-110	27
-120	19
-140	12
-150	8
-170	4
-180	3
-200	2
.....	0

Board 23South Deals
Both Vul

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



West	North	East	South
Pass	1♦	Dbl	Pass
2♥	2♠	Pass	1♠
3♣	Pass	3♥	All Pass

If North opens, N/S will find their spade fit and E/W will find their heart fit. Holding a singleton spade and a reasonable hand, West should not sell out to 2♠, a known eight-plus-card fit, despite the vulnerability.

Although 3♥ can be defeated, it will be made at many tables, and in either case

whether it makes or not is still a better result for E/W than minus 110 in 2♠ would be.

As is often the case on these tight partscore battles, whoever gets the plus score scores well; if N/S go plus, they get at least an above average score, and if E/W go plus, they get at least average or better.

Results - Board 23

SCORE	MPS
.....	100
300	99
200	98
180	96
140	92
110	83
100	67
90	57
80	56
-90	55
-100	50
-110	44
-140	27
-170	10
-200	4
-400	2
-500	1
.....	0

Board 24

West Deals
None Vul

♠ 9 7 6
♥ 7 6 5 4 3
♦ 4 3 2
♣ 7 2

♠ A 4 2
♥ 10 9 8
♦ Q 8 7 5
♣ J 6 5

♠ K 5 3
♥ A
♦ A J 6
♣ A K Q 8 4 3

♠ Q J 10 8
♥ K Q J 2
♦ K 10 9
♣ 10 9



West	North	East	South
1♦	Pass	1NT	DbI
Pass	2♥	Pass	3NT
All Pass			

Results - Board 24

SCORE	MPS
.....	100
650	99
590	98
550	95
500	92
430	87
400	64
300	46
150	43
120	41
110	37
-50	22
-100	7
-150	3
-300	2
.....	0

What a hand South has on this auction! It's unlikely that the opponents are messing around too much, and if South places West with around 12 HCP and East with around 7, that leaves partner with a whopping 0 HCP. There is, therefore, a pretty strong argument for settling for a partial at matchpoints, and rebidding 2NT or 3♣ at South's second

turn. In fact, if E/W were vulnerable, there would be a case for passing (!) and collecting vulnerable undertricks.

However, we can't resist the lure of making a game (perhaps they help out on opening lead, perhaps partner has the right jack or queen) and would be unable to resist bidding 3NT. The spotlight shifts to West; with a completely dead dummy, South can never lead toward his ♠K without help, so if West leads a heart, E/W can hold South to eight tricks in any contract, and if West leads a spade, South will gratefully scoop in the king for nine tricks.

South will have a lot of company in 3NT making as it is only a 64% board; any South stopping in 2NT or 3♣ will score below average; and any South who is unfortunate enough to go set will score only 22%.

Board 25

North Deals
E-W Vul

♠ J 10 8 5 3
♥ J 7
♦ Q 6
♣ Q J 10 9

♠ 4
♥ 4 2
♦ K J 9 8 5 3 2
♣ A 8 3

♠ A Q 7 2
♥ K 8 5
♦ A 10 4
♣ 7 6 2

♠ K 9 6
♥ A Q 10 9 6 3
♦ 7
♣ K 5 4



West	North	East	South
Pass	Pass	3♦	Pass
Pass	Pass		

Results - Board 25

SCORE	MPS
.....	100
200	97
100	86
-50	76
-100	66
-110	51
-130	29
-140	16
-150	11
-170	7
-500	4
-620	2
.....	0

East will open a pretty normal 3♦ at most tables, and that should get through everybody. 3♦ is easy, and in fact making 10 tricks is pretty normal, for a 71% board E/W.

For those Easts who choose not to open, N/S will certainly find their spade fit, and if they compete to 3♠ and avoid getting doubled they will go down two tricks for only minus 100 and a 66% board their way.

Board 26

East Deals
Both Vul

♠ K
♥ 10 2
♦ J 10 9 8 7 6 4
♣ Q J 9

♠ 10 9 7 2
♥ A K J 8 7 6 5
♦ —
♣ K 4

♠ A Q J 5
♥ 9 4
♦ A K 5 2
♣ 6 5 2

♠ 8 6 4 3
♥ Q 3
♦ Q 3
♣ A 10 8 7 3



West	North	East	South
1NT	2♦	1♥	DbI
Pass	Pass	2♥	3♦
		3♥	All Pass

Results - Board 26

SCORE	MPS
.....	100
750	97
660	93
600	85
500	78
400	77
200	74
150	63
110	54
100	47
-100	37
-140	32
-170	29
-200	26
-500	24
-620	18
-650	9
-790	3
-850	1
.....	0

In our view, East has a 1♥ opener, although some might choose 3♥ or 4♥. Over 1♥, South will double, and West has a close decision whether or not to introduce his spades (we prefer a better suit here after the takeout double).

If West does bid 1♠, East will surely raise, but might get his side too high, expecting better or longer spades from

his partner. 3♠ can be made, but it is very difficult due to the 4-1 break, and in practice will often go down. A heart contract, on the other hand, can make 11 tricks after the ♦K lead, assuming East goes all-out and sets up the clubs, finding them 3-3, while drawing trumps, finding them 2-2.

It's impossible to say where the auction will end up, as some E/W's will end up in three or four of either major, and some N/S's will end up in 4♦ or even 5♦ as well (E/W have to be very careful to defeat 5♦, which will be made at many of the tables where it is bid!).

Board 27

South Deals
None Vul

♠ K 10 8 5 4
♥ A K Q J
♦ J 5 2
♣ 10

♠ A Q 9 3
♥ 2
♦ Q 10 9 7 4
♣ J 8 2



♠ J 7 6 2
♥ 10 9
♦ A 6 3
♣ K 9 5 3

♠ —
♥ 8 7 6 5 4 3
♦ K 8
♣ A Q 7 6 4

West	North	East	South
			Pass
1♠	Pass	2♠	2NT ⁽¹⁾
3♠	All Pass		

1. Two-suited hand.

South has a powerful hand that isn't really suitable for any opening bid, and will usually choose to pass and come in later. Unfortunately for South, the auction gets tricky, as over 2♠ the only clear way to show hearts and a minor is to cuebid 3♠,

which is really a lot of bidding for a passed hand to be doing.

Many players use a 2NT call over this auction to show any two-suiter, instead of just the minors (some go so far as to define this one as hearts and a minor, instead of the minors). Those players can comfortably compete with 2NT, secure in the knowledge that their partners will not get overly excited with a hand like North's. (Note that if West passes 2NT, North should prefer to 3♣, not 3♦, making sure to avoid disaster when South has hearts and clubs).

If N/S find their heart ruff, they can defeat 3♠, so South's decision to compete will save some matchpoints. The Souths left to play in 3♣ will score very well if they find a line to make it.

Results - Board 27

SCORE	MPS
.....	100
510	98
500	95
470	93
300	87
200	81
150	78
130	74
110	73
100	60
50	41
-50	33
-100	28
-110	24
-140	21
-300	15
-420	11
-500	7
-530	2
.....	0

Board 28

West Deals
N-S Vul

♠ Q 3
♥ 9 5
♦ J 10 6 5 4
♣ J 8 7 5

♠ A
♥ K Q J 6 4 3
♦ Q 9 3
♣ A Q 10



♠ K J 9 4 2
♥ 10 8 2
♦ K 7 2
♣ K 3

♠ 10 8 7 6 5
♥ A 7
♦ A 8
♣ 9 6 4 2

West	North	East	South
Pass	1♥	1♠	1NT
Pass	2♠	Pass	2NT
Pass	3♥	Pass	4♥
All Pass			

After South's 1NT response, North knows there are enough values for game, and North will want to ask South's opinion in choosing between hearts and notrump. The way to do that is to cuebid 2♠ first, which should set up a game force. Then, when North bids 3♥ on the next round,

South knows she cannot pass, and will choose between hearts and notrump (here, an easy choice).

With some good guessing, South can take 11 tricks in hearts for a 70% board, but taking only 10 tricks swings 60% of the matchpoints E/W. Any N/S pairs in 3NT will score below average unless they manage to hoodwink E/W into allowing an 11th trick.

Results - Board 28

SCORE	MPS
.....	100
690	99
680	91
660	82
650	70
630	57
620	39
600	22
300	19
230	17
200	15
170	11
150	8
100	7
-100	4
-200	1
.....	0

Board 29

North Deals
Both Vul

♠ A Q
♥ 10 9 5 3
♦ K 9 6 3 2
♣ K 9

♠ K J 10 4
♥ K J
♦ Q J 10
♣ Q 8 6 4



♠ 9 8 3
♥ 8 7 2
♦ A 8 4
♣ J 10 7 3

♠ 7 6 5 2
♥ A Q 6 4
♦ 7 5
♣ A 5 2

West	North	East	South
	1♣	Pass	Pass
1♦	Pass	1♥	Pass
2♥	All Pass		

After North opens 1♣, South should respect the vulnerability and pass. West will balance, either with double or 1♦. Over 1♦, we would try 1♥ as East, as the heart suit is strong, even though it is only four cards long. West will definitely raise hearts, but it is hard to see how E/W will ever get to the lucky game with only 22 HCP between them and

Results - Board 29

SCORE	MPS
.....	100
120	99
100	97
90	94
PASS	92
-90	91
-100	86
-110	79
-120	75
-130	70
-140	65
-150	61
-170	54
-180	45
-200	29
-210	15
-230	13
-240	12
-300	11
-400	7
-500	5
-600	4
-630	3
-650	2
-680	1
.....	0

two balanced hands.

In hearts, the battle will be over how many tricks E/W manage to take: 10 tricks is slightly above average for N/S, while 11 tricks will be an excellent score for E/W. Any E/W who play in diamonds or notrump will score poorly, as they need to score at least +170 for an average board.

Board 30

East Deals
None Vul

♠ A Q 5
♥ A 10 6 2
♦ 9 2
♣ A Q 8 7

♠ 7 2
♥ K Q 7 5
♦ A 7 5
♣ K J 3 2



♠ K 9 6 4 3
♥ J 4 3
♦ K J 8
♣ 6 5

♠ J 10 8
♥ 9 8
♦ Q 10 6 4 3
♣ 10 9 4

West	North	East	South
		Pass	Pass
1NT	Pass	Pass	Pass

West will be left to struggle in 1NT at most tables, and when dummy hits, West might be thinking, "At least I'm not vulnerable!" A lot of variations could occur in the play, but many Wests will emerge with five or six tricks, and that might feel like a triumph. Defeating 1NT two tricks is 67% for N/S, while defeating it only one trick will give 58% of the matchpoints to E/W.

Results - Board 30

SCORE	MPS
.....	100
490	99
470	98
300	97
250	96
200	95
150	92
120	89
110	82
100	67
90	57
50	42
-50	24
-70	20
-90	13
-100	5
-120	2
-150	1
.....	0

Board 31
South Deals
N-S Vul

♠ K J 6		♠ Q 8 5									
♥ Q 2		♥ J 8 7 5									
♦ K J 6		♦ 9 8									
♣ A 9 7 4 2		♣ 10 8 5 3									
	<table border="1" style="text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
♠ A 10 4 2		♠ 9 7 3									
♥ A K 10 6 4		♥ 9 3									
♦ 7 3		♦ A Q 10 5 4 2									
♣ K 6		♣ Q J									

West	North	East	South
2♥	3♦	Pass	2♦
Dbl	Pass	3♥	All Pass

Those Souths who can open a weak 2♦ will take advantage of the opportunity. At those tables, West will have a decision between a 2♥ overcall and a takeout double (in our view, both are completely fine). East should not compete to 3♥ freely, despite holding four-card support, but if West backs in again with a double of 3♦, East can comfortably bid 3♥ now.

It's important for E/W to get to 3♥, as down one in 3♥ is an average board, but defending 3♦ for minus 110 would be an 83% board for N/S. If E/W overbid to 4♥, North might lower the boom, but even down two undoubled is still an excellent board for N/S.

Results - Board 31	
SCORE	MPS
.....	100
300	99
130	93
110	80
100	67
50	51
-80	40
-90	39
-100	27
-110	17
-140	12
-170	7
-200	3
-400	2
-420	1
.....	0

Board 32
West Deals
E-W Vul

♠ 10 6 5 4 3		♠ Q									
♥ Q 8 4		♥ A J 10 7									
♦ K Q		♦ 8 6 5 4 2									
♣ 9 8 4		♣ J 6 5									
	<table border="1" style="text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
♠ K J		♠ A 9 8 7 2									
♥ K 9 6 3 2		♥ 5									
♦ A 10 9 3		♦ J 7									
♣ K Q		♣ A 10 7 3 2									

West	North	East	South
1♥	Pass	2♥	2♠
3♦	3♠	4♥	All Pass

If East can bounce to the three level immediately, either using Bergen raises or simply by making a very light limit raise, South will have a real decision as to whether or not to come in at the three level. We would, but it backfires on this deal as West may well decide to play South for short hearts when he would not do so otherwise.

North could raise South to 4♠, holding five-card support, but all of North's HCP

are in the opponents' suits. Combined with North's flat shape, we would content ourselves with a raise to the three level.

In 4♥, it all comes down to the ♥Q guess. If West has picked up enough information from the auction to find the ♥Q, E/W get a virtual top, whereas if West goes down, N/S get 71%. 4♠ doubled will go down two tricks if N/S get there, leaving E/W with an 80% board (assuming they remembered to double).

Results - Board 32	
SCORE	MPS
.....	100
530	99
300	98
200	94
140	90
100	71
90	54
-50	51
-100	43
-140	34
-300	21
-500	9
-620	4
-650	2
-710	1
.....	0

Board 33
North Deals
None Vul

♠ K 10		♠ A Q J 4									
♥ Q 7 6		♥ J 9 4 3 2									
♦ 9 7 4 3		♦ 2									
♣ Q J 10 7		♣ 9 4 2									
	<table border="1" style="text-align: center; width: 40px; height: 40px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		
	N										
W		E									
	S										
♠ 7 5 2		♠ 9 8 6 3									
♥ 5		♥ A K 10 8									
♦ K Q J 10 8 6		♦ A 5									
♣ 8 6 5		♣ A K 3									

West	North	East	South
2♦	Pass	Pass	1♣
All Pass	3♣	Pass	3NT

N/S can make 3NT, but getting there could be a little bit of a challenge. On the ♦K lead, if South wins the first diamond, she can make 10 tricks double dummy by establishing a spade trick, but in practice we expect almost nobody to take more than nine tricks in 3NT.

Getting to game is worth 73% to N/S, as many N/S might have an accident here (especially if West finds a diabolical overcall of 3♦).

Results - Board 33	
SCORE	MPS
.....	100
500	99
460	97
450	96
430	91
420	86
400	73
300	58
200	54
150	53
140	52
130	42
110	33
100	29
-50	19
-100	8
-150	4
-180	3
-200	2
.....	0

Board 34East Deals
N-S Vul

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

West	North	East	South
		Pass	1♣
Dbl	2♣	2♠	3♣
3♠	All Pass		

If South opens 1NT (as we might), the auction might go all pass, although we would certainly balance for the majors with East's hand in the passout seat. If West takes East seriously, they might land in 4♠ which is a pretty good contract after South opens 1NT.

After a standard 1♣ opening bid, E/W

will surely find their spade fit, but nobody really has enough extra to get to game on this perfect fit and winning finesse.

3♠ making four is an average board, while getting to game is an 88% board E/W. Any Souths who open 1NT and are allowed to play there will score a huge 90%+ board their way.

Results - Board 34

SCORE	MPS
.....	100
170	99
120	96
100	93
90	91
50	89
-100	86
-110	84
-130	83
-140	82
-170	54
-200	22
-300	18
-420	12
-500	7
-590	5
-800	3
.....	0

Board 35South Deals
E-W Vul

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

West	North	East	South
			Pass
1♠	2♦	Dbl	2♠
Pass	3♦	All Pass	

Although some Wests will choose not to open this hand, in the modern game this is a clear-cut opening bid. Some Norths will try an aggressive 2♦ overcall, which will probably lead to 3♦ down one, unless West is tempted to compete to 3♥, in which case it will lead to 3♥ down one.

If North doesn't overcall, E/W will have a free run, and East will have to guess

whether to pass his partner's 2♥ rebid, or raise aggressively to 3♥. At matchpoints, we like going plus wherever sensible, and would pass 2♥ without much thought.

If N/S are allowed to play in 3♦ for minus 50, E/W will be rewarded with a 67% board. If E/W compete to 3♥, N/S will score average (but 87% if they double it). At the tables where E/W are allowed to play 2♥ undisturbed and make it, they will score a huge 86% board for N/S's timidity.

Results - Board 35

SCORE	MPS
.....	100
500	99
470	98
430	97
400	95
300	93
200	87
180	82
150	78
130	74
120	72
110	66
100	53
90	41
-50	33
-100	21
-110	14
-140	10
-150	9
-170	8
-200	7
-300	6
-670	4
-730	2
.....	0

Board 36

West Deals

Both Vul

♠ 9 8 7 2
♥ A 2
♦ Q J 8 5
♣ A J 5

♠ K 10 6
♥ K 9 5
♦ A 10 9
♣ Q 9 8 7



♠ Q 3
♥ J 8 7 6 4
♦ K 6 3
♣ K 6 2

♠ A J 5 4
♥ Q 10 3
♦ 7 4 2
♣ 10 4 3

West	North	East	South
1♦	Pass	1♠	Pass
2♠	All Pass		

N/S don't quite have a comfortable entry into the auction, and it is easy to foresee the above auction happening at many tables. 2♠ will likely make at most tables for a 70% board to E/W.

At the tables where North enters the auction with a takeout double, South may compete to 3♥, which will likely buy the auction undoubled. E/W will defeat this at least one trick, but +100 will be good for only an average board.

Results - Board 36

SCORE	MPS
.....	100
200	98
150	95
140	93
120	91
110	88
100	76
90	65
PASS	62
-90	58
-100	52
-110	31
-120	11
-140	6
-150	3
-200	1
.....	0