Summer Instant Matchpoint Game

July 8, 2019- Set 190708

Analysis by Sylvia Shi and Daniel Korbel





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

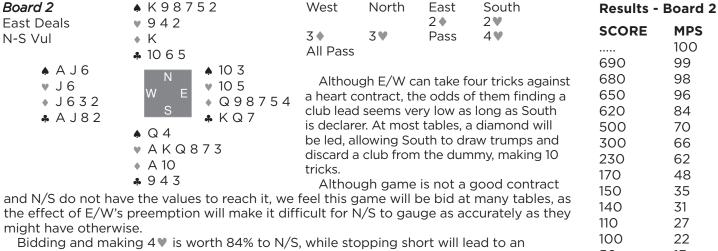
and reading our analyses as we did making them. Just like last year, be sure to check out our videos on the ACBL website, as we'll be discussing some of the hands in more detail.

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 Lebhar 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 Korbel 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!

<i>Board 1</i> North Deals	♠ Q 9 4 ♥ 10 7 6 3	West	North Pass	East 1 ♠	South Pass	Results -	Board 1
None Vul	* 10 7 8 3 • 10 2 * A J 5 3 N	forced to the state of the stat	Pass Pass game for to respond ning. Over ly try a sli tast will be takes a co	3NT recing med a forcing reast's 2 ghtly age happy onservates to 2 •	Pass All Pass thods, West is ng 1NT to East's rebid, West gressive 2NT, to raise to game. ive route and , the auction will	-110 -120 -140 -150 -170 -200 -230 -240 -400	MPS 100 99 97 95 91 85 74 61 55
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.							48 44 40 24 6 3 0



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.

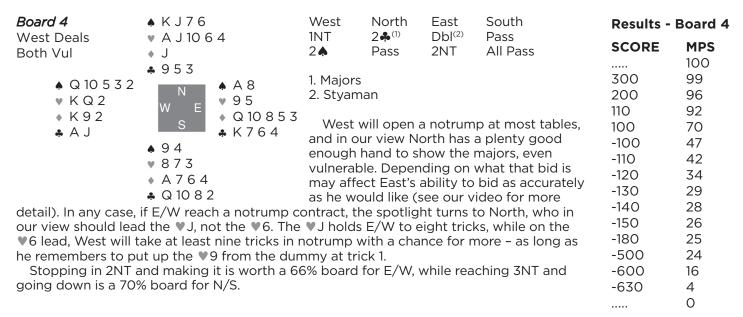
50 13 7 -100 -130 4 2 -200 0

-650

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1 0

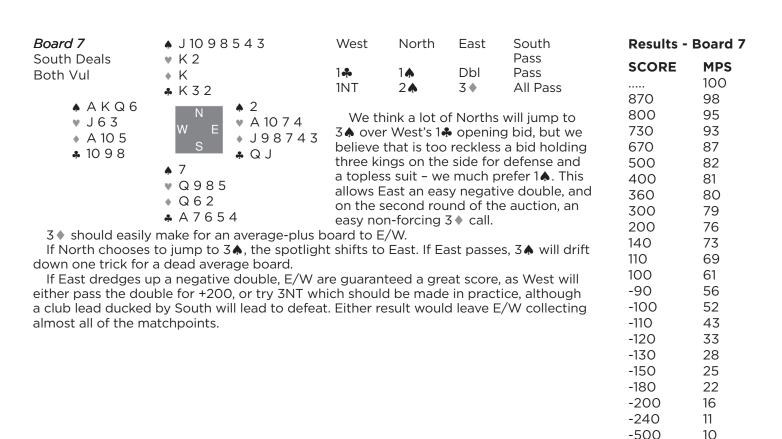
Board 3	♠ K 10 9 8	West	North	East	South	Results -	Board 3
South Deals E-W Vul	♥ 983 ♦ K Q 832 ♣ 5	2 ♣ 3♥	Dbl 3♠	2♥ All Pas	1 ♦ 2 ♠ 5s	SCORE 590	MPS 100 93
♠ 6♥ K Q J 10♦ J 7♣ K Q 10 8 3	A J 5 3 W E S 10 9 A Q 7 4 2 V 7 A A 6 5 4 A J 7 4	modern difficul Chance by N/S break f If Sou E/W w	If South opens 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 140 to N/S find their club ruff to hold hearts to enjoy an 81% board; any N/S pair recording re average.			550 530 500 470 300 200 170	82 76 74 73 72 68 64 60
The battle may t nine tricks. Anyone		r not N/S fir vill enjoy an	81% board			110 100 -50 -100 -110 -140 -150 -170 -300 -380	53 48 42 35 27 20 19 17 14 11



Board 5	A 9 8 5	West	North	East	South	Results -	Board 5
North Deals N-S Vul	✓ A 10 7 3✓ 9 3 2✓ Q 7	Pass All Pass		1♦ Pass	Pass 1NT	SCORE	MPS 100
↓ J 10 7♥ Q 6 4 2♦ Q 10♣ 8 5 3 2	N	to respond the slight even when to the slight even when to the slight even when the slight even the slight even when the slight even th	has a clos ond to a 1 (rulnerabilit onse, hop en. Howe will pass 1 y reopen t nt risk of p nen partne usually hav	180 150 120 110 100 90 80 50 PASS	99 96 90 85 77 66 62 41 20		
defense, will prob	n obvious 1NT response ably take seven or eigh 66% board for N/S, wh poard.	to the baland t tricks.	cing doubl	e, and de	epending on the	-70 -80 -90 -100 -110 -200	19 12 5 3 2 1 0

♠ J 10 8 5	West	North	East	South	Results -	Board 6
★ A Q J 7★ K J 5	1 ♥ All Pass	Dbl	Redbl	2 ♦	SCORE	MPS 100
N K Q 5 • 653 • A 8743 • 10976 • 10982	respons a takeou overcall suits, we Assumin and red	e, North nut double . With four e much prong E/W ar oubles, Ea	nust decident and a strong a s	de between ong notrump both unbid akeout double. support doubles redouble to	200 110 100 90 -50 -90	97 88 78 66 51 38 28 25
	South	could tak	e out the	double to 2♦,	-110	21
nas the option to pass 1 retter than 2 • . If South chood of 1NT, suggesting only a nd the auction and on the spending on how well he guith even +90 in 1NT E/W be	edoubled obsested on four-card AJ lead, Nuesses. And being world	over to his this (as w heart suit West woul by plus sco th a 72% b	s partner, re would) and aroud d likely take re for E/V oard.	in case a contract , West should und 7-10 HCP. ake between six W will score very	-150 -170 -180 -200 -300	16 11 8 6 3 1
֡	A 8 A Q J 7 K J 5 N W E S A 7 W K Q 5 6 5 3 A 8 7 4 3 A 8 7 4 3 A 10 9 7 6 10 9 8 2 B 9 2 Re auction if neither West not as the option to pass 1♥ retter than 2 ♦. If South chood of 1NT, suggesting only a nd the auction and on the pending on how well he guith even +90 in 1NT E/W be	A 8 A Q J 7 All Pass A 7 V K Q 5 Fe S A 8 7 4 3 All Pass A 8 7 4 3 All Pass A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 9 2 A 8 7 4 3 A 9 2 A 9 2 A 8 8 7 4 3 A 8 7 4 3 A 9 2	A 8 A Q J 7 K J 5 A 7 V K Q 5 A 8 7 4 3 A 8 7 4 3 A 8 7 4 3 A 9 2 A 9 2 A 8 7 4 3 A	A 8 A Q J 7 K J 5 N W E S A 7 V K Q 5 A 8 7 4 3 A 8 7 4	A 8 A Q J 7 K J 5 A 6 5 3 A 8 7 4 3	A 8 A Q J 7 All Pass A 7 After the routine 1♣ opening and 1♥ Covercall. 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♠, eauction if neither West nor East can find a bid, but with his terrible as the option to pass 1♥ redoubled over to his partner, in case a contract ter than 2♠. If South chooses to do this (as we would), West should of 1NT, suggesting only a four-card heart suit and around 7-10 HCP. Ind the auction and on the ♣J lead, West would likely take between six pending on how well he guesses. Any plus score for E/W will score very 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 \(\phi \) making would be an average board all around.



-600

-630

-670 -710

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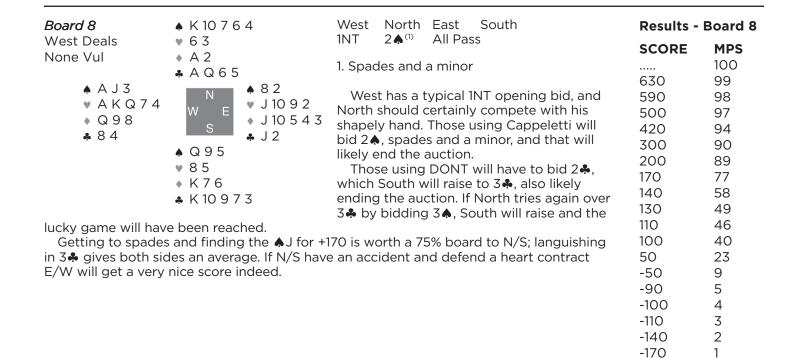
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Board 9	♦ K J 8	West	North	East	South	Results -	Board 9
North Deals E-W Vul	★ A 8 7★ K 10 8 2★ A K 8	Pass All Pass	1♦ 2NT	Pass Pass	1 ♠ 6 ♦	SCORE	MPS 100
♠ Q 4 3 ♥ K J 10 9 6	N • 10 5 2		_		ecord says	1440 1020	95 86
↓ J 9 ♣ J 10 5	W E + 5 5	_			, this is only and a small	1010 990	80 77
4 3 10 3	♣ A 9 7 6		he correc		t. rber over their	940	45
	v Q 3 ◆ A Q 7 6 4 3	partner's	s 2NT bid	just to m	nake sure they	920 520	14 9
	• AQ7043 • 9		_		like a practical ortunately, most	490	4
players will not hav	e the tools to investigate fo			0 . 01111	ortanacery, most	440	3 2
	grand slam will score a near	•	•			240 -50	∠ 1
	of the matchpoints. A prose ck is very costly, leaving N/S			_	•		0

Board 10	A 8 2	West	North	East	South	Results -	Board 10
East Deals	♥ J 10			Pass	Pass	SCORE	MPS
Both Vul	♦ QJ95	1♠	2 👫	2 🖍	4 .	SCORE	
	♣ A K J 10 5	4 🖍	All Pass	;			100
♠ AKQ9	063 — • 175			4 4 4 4		130	99
¥ K 5	V Q 9 8 7 3 2				orth will overcall	110	97
	W E 10832				partner to 2♠,	-100	94
♦ A 7	S 10 8 3 2	•		ie to his	hand based on	-170	91
♣ Q86	* -	the club				-200	85
	♦ 10 4				how high to	-230	81
	♥ A 6 4	•			ompromise	-500	77
	♦ K 6 4				-level decision		
	97432	to partr	ner. South	has some	e defensive	-620	59
		potenti	al, holding	an ace a	nd a king, and	-650	27
is also very bala	nced.					-680	7
Over West's a	utomatic 4 call, North has a	decision v	whether to	sacrific	e or not; we	-790	2
would not sacrif	ice at equal vulnerability, worry	ying that	5♣ could	be more	expensive than	-800	1
the opponents'	game.						0

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.

and whoever goes plus will end up with the lion's share of the matchpoints.

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

Board 11	♠ K 9 4	West	North	East	South	Results -	Board 11
South Deals None Vul A 3 VA8753 873 QJ10	 K 4 2 K 10 9 4 K 9 7 Q J 10 5 2 Q J A 2 6 5 3 2 8 7 6 10 9 6 Q J 6 5 A 8 4 	on this k by all th affect th Wests w balance will ope pass, lea	ooard, bede e players the final cowill pass in different from the first the	cause diff could dra ntract. W second s hand, an seat (alth likely pas	Pass 2 Pass Pass hat will happen rement decisions estically te think most seat with their d most Norths alough some may ssout). If North on will occur at	SCORE 150 100 90 50 PASS -50 -90 -100 -110 -120	MPS 100 99 95 89 71 54 51 48 44 25 7
Unfortunately for with the ♥Q or jack	· E/W, spades plays one tric < costs a trick.	-		s does, as	s a diamond ruff	-140 -150	4 1
	out getting a plus score; a p	oassout le	ads to an	average	result all around,		0

Board 12	♦ 653	West	North	East	South	Results -	Board 12
West Deals N-S Vul	 QJ832 → — AKJ86 W E	but no points the tw Afte	t everyo are alm o sides. r North	one will ost ever	ss good contract, get there as the nly split between , East will portunity to	SCORE 650 620 500 300 200 170	MPS 100 93 75 63 52 39 34
	A 10 9 5Q 4 24 3	diamo	nds. Sou	ith has	mp overcall in a heavy 3♥ raise, es not have quite	140 100	30 27
	4♥. North's hand has improved is worth a shot at 4♥, althoug	d by the	auction	n, and w	e feel that even at	50 -100 -110	25 14 4
West has a close possible defensive t	decision whether or not to sac tricks in the majors, we would o only minus 300 and an averag	choose	not to d		•	-200 -300 	2 1 0

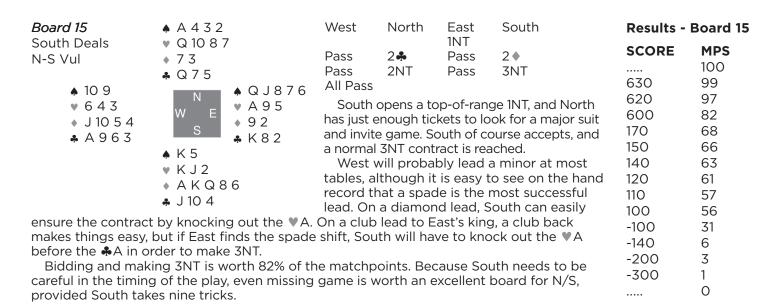
<i>Board 13</i> North Deals	♠ A K J ♥ Q 9 8 5 4	West	North Pass	East 1NT	South Pass		Board 13
Both Vul	4	2♥	Pass	2	Pass	SCORE	MPS
Dotti vai	• 9865	3NT	Pass	4 🖍	All Pass		100
• 00767		0	. 0.00	1-	, d.dd	500	99
♦ Q 9 7 6 3	N \$ 4 2	Altho	uah the E	ast hand	contains only	400	94
♥ A J 6 3	W E V K 7		•		e it is strong	300	85
* 8 6	N		-		-17 1NT, and that	200	65
♣ A J	* K 7	is exact	ly what w	e would	do. This makes it	100	39
	♦ 10 5	easy fo	r E/W to f	ind their	spade fit, which	-110	26
	v 10 2		_		ast chooses to	-170	25
	• Q 10 7 5		and rebi			-200	24
	• Q 10 4 3 2		-		ated by N/S, but	-600	19
	ice, as the play and defense					-620	8
_	e chance to make (as long a	s South re	eturns a sp	ade afte	r winning his	-630	1
second diamond t			_ 6			-030	0
•	y one trick is actually a 61% l		, .		•		0

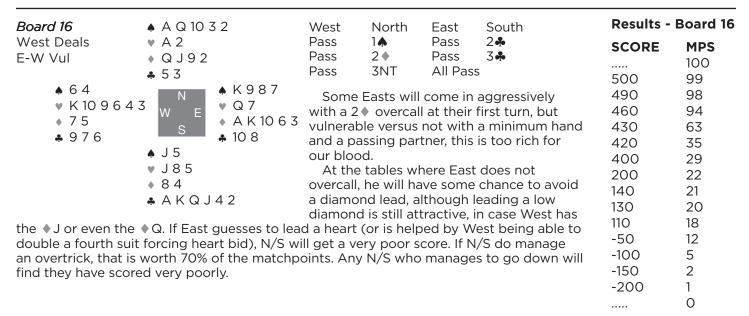
Going down only one trick is actually a 61% board for E/W, and some people will either go down multiple tricks or perhaps get doubled. If E/W manage to steal 3NT or 4♠, they will get nearly all the matchpoints for that result.

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

partscore is worth only 34%.

Board 14	A 8	West	North	East	South	Results -	Board 14
East Deals None Vul	A 6 5 4 3K J 10 6J 10 3	1 ♥ 3NT	Pass All Pass	Pass 2♦	Pass Pass	SCORE	MPS 100
♠ A K Q J♥ Q J 10 9 2♦ -♣ A 6 5 4	N	those w partner not forc At mo 1♥, and available would n	Easts will pho do ope who will ee to slam sost tables, East will re) or 1NT. (hake the pag it to be	200 150 100 50 -170 -210 -300 -420 -430	99 98 93 84 80 79 78 72 57		
If East responds 1 the East seat it is povery sharp. As is often the ca	there are 11 easy tricks. INT, game in notrump showns ossible that only 10 tricks are at matchpoints, that exert for E/W, whereas taking	uld still be are taken tra trick is	e reached, on a spad s importar	although e lead if nt. Taking	n strangely, from the defense is g 10 tricks is a	-450 -460 -490 -590	45 23 2 1 0



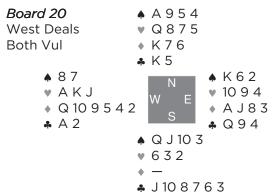


Board 17 North Deals None Vul A K 9 6 ▼ 9 7 6 4 2 ▼ 9 2 ♣ 7 5	 ↓ J875 ↓ 105 ↓ 106 ♣ A6432 ♠ Q103 ♥ AQJ83 ♠ K43 ♣ J9 ♠ 42 ♥ K ♠ AQJ875 ♣ KQ108 	out 4 v in strong has two trick followed ruff. (posthe heart There i between tricks, but	nstead of and, N/S s by leadi by two dissibly three suit). Isn't much defeating and go mand go m	bidding of hould de ng two ro amonds e, if decla matchpo 4 one croneous	South 2 Pass Pline to pass on with his feat 4 V at least ounds of clubs and a diamond arer misguesses oint difference versus two by push to the s will get a very	Results - I SCORE 420 400 200 150 130 100 50 -50 -100 -140 -170 -300 -420	MPS 100 99 98 97 91 84 66 42 29 20 12 9 6
						-420	0

Board 18	1096	West	North	East	South	Results -	Board 18
East Deals N-S Vul	↓ J 8 6 3 2♦ 10♣ J 6 5 3	Redbl 4♠	2♥ All Pass	1 ♠ Pass	Dbl Pass	SCORE	MPS 100
unlucky • K lead. If making 11 tricks is making 11 tricks is mabout the hand. Any 2 • overcaller rewarded with an exponential overcallers who get	* K J 5 4 3 W E S * A Q 10 • J 8 • Q 8 2 • 7 2 • K Q 6 5 2 • A 10 7 cape, E/W will play 4 • ar South, warned by his stronuch more challenging, and early with the stronger of the str	If Sout either via overcall, It's hard if N/S lar choose t 2 (by t East to not will likeling hand a dany East and are leerhaps doero. Other	h chooses a double (he will plate for E/W to the for a take a take a take to the form of the four not entire wise, make	our choice our choice out West a penalty and behind tricks or red value as so can ader there by deserving the n	the normal but is, leads a trump, feel pretty good is will be ve, and any 2 •	100 50 -200 -300 -400 -420 -430 -450 -460 -480 -500 -800 -1100 -1400	98 86 76 74 72 51 28 22 16 13 11 8 4 1
				•			

Board 19	• -	West	North	East	South	Results -	Board 19
South Deals	♥ Q 7 6	Daga	2 • (1)	7 🛦	1 .	SCORE	MPS
E-W Vul	10 9 8 5	Pass	2♣ ^⑴	3♠ All Pas	Dbl		100
	* A K Q 10 7 3	Pass	3NT	All Pas	5	610	99
4 5	N		ed minor.			550	96
♥ A J 8 2	W E 103	i. irivert	ea minor.			500	92
♦ K 7 4 2	* Q 6 3	Δnes	citing one	l North r	nakes an	460	89
♣ J952	* -		_		ing a limit	430	85
	♠ A 10 8 2		stronger,		-	400	69
	♥ K 9 5 4				t any other	200	45
	• A J	vulnera	bility, we v	vould ce	rtainly	150	31
	. 864	choose	4♠, but th	nis just se	eems too	130	30
risky at unfavorab						100	28
	ally great hand for defending, sh			-		-50	23
	g to his partner. North's spade vo		-			-100	15
	ng any doubled partscores, and i Id try the creative bid of 3NT de:	•				-140	10
	ed!). If South gets to double 4.					-150	9
	between 5 or pass; at this vulr	•	_		* *	-730	5
_	mpathy for bidding.			1 2,	J	-790	1
After all that, as	long as N/S get to game they w t a little above average for E/W.		reat score	, and if tl	ney collect		0

Whew!



West North East South 1NT **Pass** 3NT All Pass

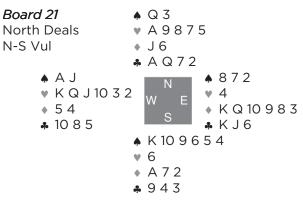
Despite holding only 14 HCP, in our view the West hand easily qualifies as a 15-17 1NT opener, and that's exactly what we would recommend opening. Getting to 3NT is much tougher if West opens 1♦, although admittedly could play better from the East side as the AK will be protected.

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.

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

Results - Board 20



West North East South 1♥ 3 ♦ All Pass

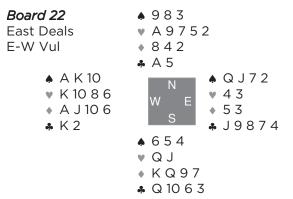
This board will depend a lot on what action East chooses over North's 1♥ opening bid. If East overcalls 3♦, this will likely end the auction, whereas if East overcalls 2 ♠, N/S may find a way back in. If East overcalls 2♦, we as South would make a negative double, planning to correct any simple rebid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

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
	Ο

Results - Board 21



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.

	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
	Ο

Results - Board 22

MPS

SCORE

South Deals Both Vul A 10 8 7 A 10 8 7 A 10 8 7 A 10 9 A 3 A 10 6 5 A 10 6 5 A 10 6 3 A 10 6 5 A 10 6 3 A 10 6 5 A 10 6 3 A 10 6 5 A 10 6 5 A 10 6 3 A 10 6 5 A 10 6 6 B 10 6 B	Board 23	♠ K Q 8 2	West	North	East	South	Results -	Board 23
well; if N/S go plus, they get at least an above average score, and if E/W go plus, they get -110 44 -140 27 -170 10	Both Vul	 A 10 8 7 Q 10 9 W E S A J 9 7 4 V A J 7 5 V K 2 A A J 2 A A J 6 3 K 8 4 A root is still a better result 	2♥ 3♣ If Nor fit and a single West sh eight-p Altho made a It for E/W	2♠ Pass rth opens, E/W will fi eton spade nould not s lus-card fi ough 3♥ co t many tal than minu	Pass 3 V N/S will nd their e and a resell out to t, despite an be de toles, and s 110 in 2	Pass All Pass find their spade heart fit. Holding easonable hand, o 2 , a known e the vulnerability. feated, it will be in either case would be.	300 200 180 140 110 100 90 80 -90	100 99 98 96 92 83 67 57 56
-170 10	well; if N/S go plus	s, they get at least an abo						
-200 4	at least average of	i Socioli					-170	10
-400 2								

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 24 976 **76543** West Deals None Vul 432 ***** 72 ♠ QJ108 ♠ A 4 2 ♥ KQJ2 **v** 10 9 8 • K 10 9 Q875 **♣** J65 **.** 10 9 ♠ K53 **♥** A * A J 6

Board 26

♠ K

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

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 O HCP.

There is, therefore, a pretty strong argument

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

Results - Board 24

♦ A J 6 for settling for a partial at matchpoints, and ♣ A K Q 8 4 3 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 AK 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	A J 10 8 5 3 ▼ J 7 ◆ Q 6 ♣ Q J 10 9 N	most ta everybo 10 tricks E/W. For th open, N fit, and getting tricks fo	bles, and tody. 3 • is so is pretty hose Easts /S will cer if they cor doubled tor only mir	that should easy, and normal, the who cho trainly find they will of the will o	South Pass formal 3 • at all get through doin fact making for a 71% board cose not to ad their spade 3 • and avoid go down two and a 66%	Results - SCORE 200 100 -50 -110 -130 -140 -150 -170 -500 -620	Board 25 MPS 100 97 86 76 66 51 29 16 11 7 4
			neir way.	100 0	a a 0070	-620	0

North

East

South

West

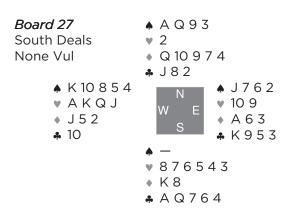
Dodi a 20	40 I (West North East South
East Deals	v 10 2	1♥ Dbl
Both Vul	J 10 9 8 7 6 4	1NT 2♦ 2♥ 3♦
	♣ Q J 9	Pass Pass 3♥ All Pass
♠ 8 6 4 3♥ Q 3♠ Q 3♣ A 10 8 7 3	N E N A K J 8 N	Over 1 , South will double, and West has a close decision whether or not to introduce his spades (we prefer a better suit 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
L: 7 ▲		difficult due to the 1 1 break and in prostice will

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 $4 \diamondsuit$ or even $5 \diamondsuit$ as well (E/W have to be very careful to defeat $5 \diamondsuit$, which will be made at many of the tables where it is bid!).

Results -	Board
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

26



West	North	East	South
1♠	Pass	2♠	Pass 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 preference to $3\clubsuit$, not $3\spadesuit$, making sure to avoid disaster when South has hearts and clubs).

If N/S find their heart ruff, they can defeat 3 \(\bar{\hat{A}} \), so South's decision to compete will save some matchpoints. The Souths left to play in 3 \(\bar{\hat{A}} \) will score very well if they find a line to make it.

	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

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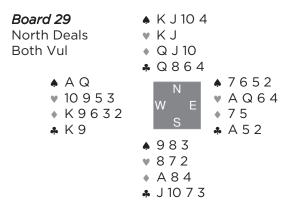
Results - Board 27

MPS

100

SCORE

Board 28	♠ A	West	North	East	South	Results -	Board 28
West Deals N-S Vul Q 3 Q 9 5 J 10 6 J 8 7 5	S	there are North w choosing The way which sh when No	South's 1Ne enough ill want to g betweer to do tha nould set to the sould set to the set to the sould set to the sould set to the sould set to the sould set to the set	values for ask Sound hearts and the culture to the culture a game on the culture to the culture and the culture and the culture and the culture to the culture and the culture to the cult	1NT 2NT 4♥ ase, North knows or game, and th's opinion in and notrump. uebid 2♠ first, ne force. Then, e next round, mp (here an easy	SCORE 690 680 660 650 630 620 600 300 230	MPS 100 99 91 82 70 57 39 22 19
	ood guessing, South can take wings 60% of the matchpoints					200 170 150	15 11 8
	they manage to hoodwink E/					100 -100 -200	7 4 1
							\cap



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

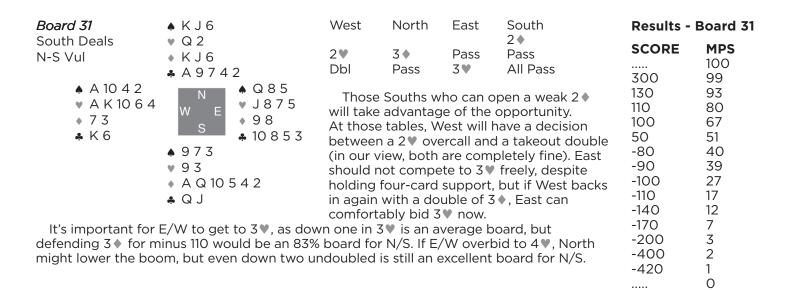
Results - Board 29

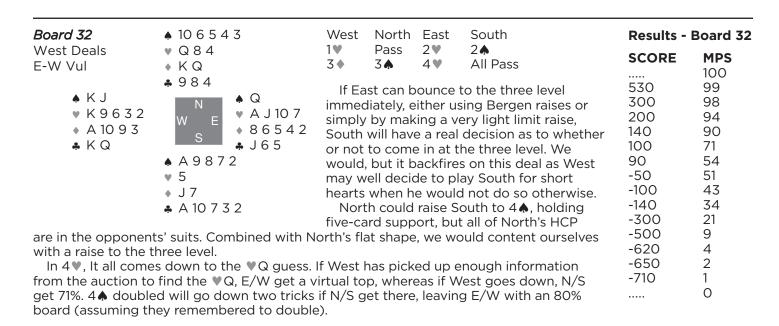
SCORE	MPS
	100
120	99
100	97
90	94
PASS	92
-90	91
-100	86
-110	79
-120	75
-130	70
-140	65
-150	61
-170	54
-180	45
-200	29
-210	15
-230	13
-240	12
-300	11
-400	7
-500	5
-600	4
-630	3
-650	2
-680	1
	0

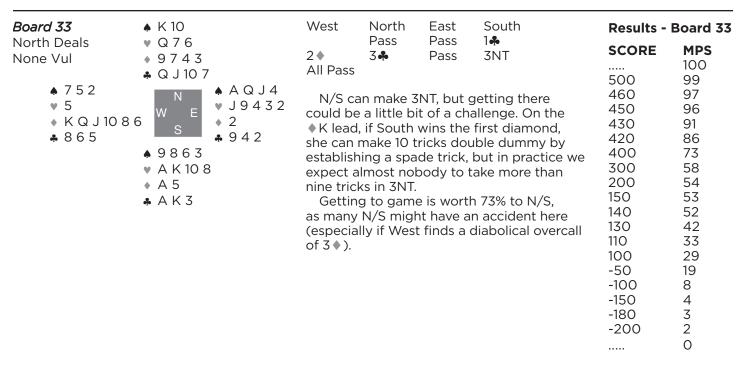
two balanced hands.

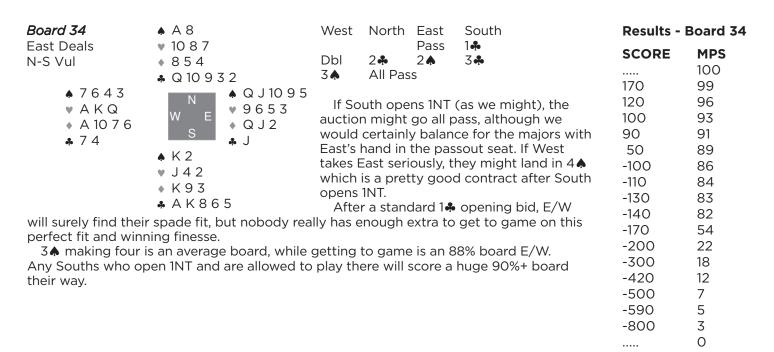
In hearts, the battle will be over how may tricks E/W manage to take: 10 tricks is slightly above average for N/S, while 11 tricks will be an excellent score for E/W. Any E/W who play in diamonds or notrump will score poorly, as they need to score at least +170 for an average board.

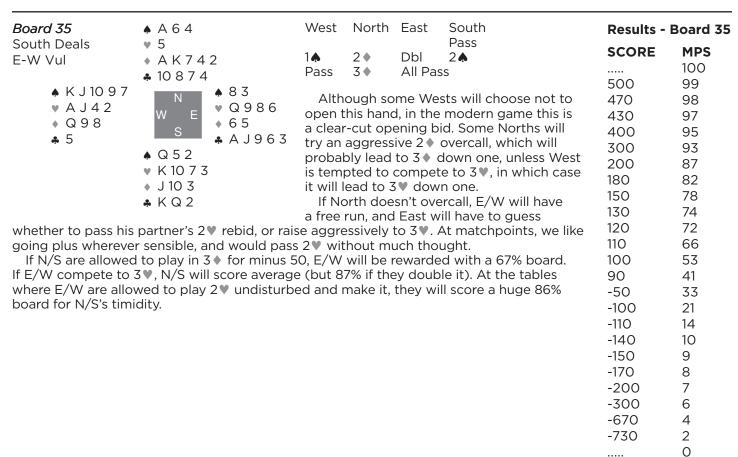
None vul A 75 K J 32 A 10 6 2 9 2 A Q 8 7 West will be left to struggle in 1NT at most tables, and when dummy hits, West might be thinking, "At least I'm not vulnerable!" A lot of variations could occur in the play, but many Wests will emerge with five or six tricks, and that might feel like a triumph. Defeating 1NT two tricks is 67% for N/S, while defeating it only one trick will give 58% of the matchpoints to E/W. Newst 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 10 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.	Board 30	↑ 7 2	West	North	East	South	Results -	Board 30
 ♣ A Q 5 ♦ A 10 6 2 ♦ 9 2 ♣ A Q 8 7 W E S P 8 ♦ Q 10 6 4 3 ♠ K 9 6 4 3 ♦ K J 8 ♠ K J 8 ♠ 6 5 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!" 300 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. 		♦ A 7 5	1NT	Pass				MPS 100
	A Q 5V A 10 6 2V 9 2	* KJ32 N 98 • Q10643 • K9643 • J43 • KJ8	tables, be think A lot but ma tricks, a Defeati while d	will be lef and when king, "At le of variation ny Wests wand that m ng 1NT twefeating it	t to strug dummy east I'm n ons could will emer ight feel o tricks is only one	ggle in 1NT at most hits, West might not vulnerable!" occur in the play, ge with five or six like a triumph. s 67% for N/S, e trick will give	490 470 300 250 200 150 120 110 100 90 50 -50 -70	100 99 98 97 96 95 92 89 82 67 57 42 24 20 13 5
							-150	2 1 0











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Board 36 West Deals Both Vul

- 9872 **♥** A 2 • QJ85
- ♣ A J 5
- ♠ K 10 6 **♥** K95 • A 10 9 ♣ Q987
- ♠ AJ54 **v** Q 10 3 742 **.** 10 4 3
- ♠ Q 3 ♥ J8764
- ♣ K 6 2
- ♦ K 6 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