



Commentary for the WBF Simultaneous Pairs Tournament

An initiative to support Youth Bridge

Wednesday 13 December 2017

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please go to: <http://www.ecatsbridge.com/sims/WBFYouth/default.asp>

Board 1. Love All. Dealer North.

<p>♠ K 9 7 2 ♥ A 10 8 5 ♦ A 5 ♣ A Q 5</p> <p>♠ A J 8 6 5 3 ♥ 9 ♦ Q J 10 ♣ J 6 2</p> <p>♠ Q 4 ♥ 4 2 ♦ K 9 8 4 2 ♣ 10 8 7 4</p>	<p>♠ 10 ♥ K Q J 7 6 3 ♦ 7 6 3 ♣ K 9 3</p>
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North opens 1♥ and West bids 1♠ in 4th seat – even those who play weak jumps in 2nd seat are ill-advised to do so in 4th. If North passes he should defeat 1♠ by a trick or two despite his choice of unattractive leads. If North bids INT East doesn't have a good lead. And North should scramble home.

Board 2. N/S Vul. Dealer East.

<p>♠ Q 9 2 ♥ 8 7 3 ♦ K 10 9 4 3 ♣ Q J</p> <p>♠ A K J 6 ♥ A Q 9 4 ♦ A Q ♣ A 7 3</p> <p>♠ 10 4 3 ♥ K 10 6 5 2 ♦ 7 6 2 ♣ 9 2</p>	<p>♠ 8 7 5 ♥ J ♦ J 8 5 ♣ K 10 8 6 5 4</p>
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It is unlikely that East will try for a slam after 2♣-2♦, 2NT, not even if West stretches to a 3NT rebid. However, 6♣ or 6NT by West is cold. The only safe lead is a club. Declarer wins the ace and king and plays the ♥J. If it loses North is endplayed; if it holds the diamond finesse guarantees a twelfth trick.

Board 3. E/W Vul. Dealer South.

<p>♠ Q 4 3 ♥ 10 7 2 ♦ K 6 ♣ 10 9 8 5 2</p> <p>♠ A 8 6 ♥ 4 3 ♦ A J 9 4 ♣ K J 7 4</p> <p>♠ K J 7 2 ♥ A Q J ♦ Q 10 5 3 ♣ A 6</p>	<p>♠ 10 9 5 ♥ K 9 8 6 5 ♦ 8 7 2 ♣ Q 3</p>
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Whether after 1♠-2♠ or after 1♠-INT, NS will end in 2NT. If West decides to be passive and lead a heart declarer has 8 tricks with 3 spades, 3 hearts, 1 diamond and 1 club. Even on a club lead the two entries in dummy allow declarer to take 2 heart finesses for 8 tricks. Perhaps best for the defence if North is the declarer is a diamond lead from East but declarer can still struggle home.

Board 4. Game All. Dealer West.

<p>♠ 10 9 7 6 3 ♥ 10 8 2 ♦ A J 7 2 ♣ 6</p> <p>♠ — ♥ J 6 4 3 ♦ K 10 8 6 5 3 ♣ A K 2</p> <p>♠ K Q J 2 ♥ K 9 7 ♦ 9 ♣ 10 9 7 5 3</p>	<p>♠ A 8 5 4 ♥ A Q 5 ♦ Q 4 ♣ Q J 8 4</p>
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EW reach 3NT after 1♦-1♠, 2♦-3NT. A spade lead is best, but even on a club lead North will surely switch to the ♠10 when he wins the first diamond. Most lines look likely to lead to two down, -200 for a poor score.

Board 5. N/S Vul. Dealer North.

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

EW reach 4♠ after East opens INT but are unlikely to be successful. If West is declarer the contract fails when West finesses the trump, also losing 2 diamonds and 1 club. Where East is declarer South is on lead and might try the ♣A, if so the switch to the ♦Q ensures a 1 trick defeat.

Board 6. E/W Vul. Dealer East.

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

Generally game will be reached after a 1♠-2♠ start. South needs to lead a club or a heart to hold declarer to 10 tricks. If South leads a trump declarer wins the jack, cashes the ♦A for a club discard. He now plays a heart to North's ace but North hasn't a second trump to play and 11 tricks are made unless North spectacularly underleads his club honours to put South in.

Board 7. Game All. Dealer South.

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

If after a 4th in hand 1♥-opening from East, South doubles West bids 2NT. North competes with 3♦. As 2NT is forcing to 3♥ East can pass which is generally played as encouraging, so West bids 4♥. A perfect fit for the same 10 tricks as 3NT! If South passes 1♥ West bids a slightly good 3♥, but will East bid four?

Board 8. Love All. Dealer West.

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

East opens 1♠ in 3rd seat. If South passes, 1♠ makes 7 tricks. If South bids INT, thin facing a passed partner, he makes 9 tricks by playing East for the doubleton ♦K. More likely he will take two finesses and make 8 tricks. If South decides to double 1♠ NS will play a club partscore. This makes 10 tricks.

Board 9. E/W Vul. Dealer North.

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

North opens 1♣, East overcalls 1♠ and South doubles. North does well to bid INT; however 2♣ with favourable diamonds and the bare ♥K lead to 9 tricks. 2♦ would not be so successful. If East bids 2♦ over 2♣ EW will play 2♠, which on a spade lead, will cost them dear.

Board 10. Game All. Dealer East.

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

The first few bids are clear-cut. 2♣-2♦, 3♣-3♥, 3♣-? West is too good to raise to 4♣. Many top pairs play that the responder to a 2♣ opener cannot bid Blackwood so 4NT is forward going. Here though, 5♣ looks best and East bids the slam. Slam is just less than the 50% finesse but, on a deal where most pairs will bid the slam it is best to go with the field.

Board 11. Love All. Dealer South.

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

South would like to get his club suit into the auction but there is a risk in opening 1♣. It is an overbid to open 2♣ and rebid a game-forcing 3♣. Such a sequence will surely end in a slam. If South opens 2♣ and rebids 2NT, or indeed opens 1♣ the matchpoints will go to those who play in 3NT rather than 4♥.

Board 12. N/S Vul. Dealer West.

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

After INT-2♦ South can double to show his diamonds. It works best on this deal - NS score 130 in diamonds. But pass hoping to double 2♥ and show his spades is attractive. West bids 3♥, which South still doubles - winning strategy at pairs is to contest partscores. North does best to pass for 1 down with 3NT the same 1 down.

Board 13. Game All. Dealer North.

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

All routes lead to 3NT by North. Possibly along the lines of 1♠-2♥, 2♠-3♦, 3♥-3♠, 3NT. On a club lead West has a chance to shine by taking the ace and leading a low one back. That way EW take the first 3 tricks and concede the rest. On any other defence declarer has 11 tricks.

Board 14. Love All. Dealer East.

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

After West opens INT in 3rd seat. North bids 2♥ and East 2♠. South bids 3♦, which as a passed hand implies support for hearts. North bids 4♥. On a club lead declarer ruffs in dummy and plays a spade. West wins and if he plays a heart North may take his ace to ruff the last club and make 11 tricks. If he finesses East can't play a third round so 10 tricks are safe.

Board 15. N/S Vul. Dealer South.

♠ A 5 4 2 ♥ Q J 4 2 ♦ 9 7 3 ♣ K 4 ♠ J 10 9 8 7 6 ♥ A K 6 ♦ Q 5 2 ♣ 8	♠ Q 3 ♥ 9 7 3 ♦ A K J 6 4 ♣ Q 7 2 ♠ K ♥ 10 8 5 ♦ 10 8 ♣ A J 10 9 6 5 3
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After South opens 3♣, West overcalls 3♠ and East raises to game. North leads the ♣K and must switch to a heart now to beat 4♠. Playing count signals that would be obvious but more difficult playing attitude signals. If South passes, West opens 1♠ and NS might find it more difficult to take their club trick.

Board 16. E/W Vul. Dealer West.

♠ K 10 4 3 ♥ A 9 4 3 ♦ A 4 2 ♣ Q 7 ♠ A J 9 5 ♥ 10 7 2 ♦ 9 7 3 ♣ K 9 4 ♠ 2 ♥ Q ♦ Q 8 6 5 ♣ A J 10 8 6 5 3	♠ Q 8 7 6 ♥ K J 8 6 5 ♦ K J 10 ♣ 2 ♠ Q 8 7 5 ♥ J 10 2 ♦ A J 10 8 4 ♣ K
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North opens 1NT and East shows the majors, say 2♣. South competes with 3♣ and West may join in with 3♠, possibly doubled by North. After a club lead to the ace, South will surely switch to his singleton ♥Q and get his ruff, guaranteeing a one-trick defeat. If NS play a club partscore ten tricks are made.

Board 17. Love All. Dealer North.

♠ 10 7 6 ♥ K 7 5 ♦ 6 ♣ A J 10 9 6 5 ♠ Q 5 4 ♥ 10 9 8 3 ♦ K Q J ♣ K 8 2 ♠ A 8 2 ♥ A Q 4 2 ♦ 10 9 4 3 ♣ 4 3	♠ K J 9 3 ♥ J 6 ♦ A 8 7 5 2 ♣ Q 7
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This deal will be thrown in at many tables. If North opens 3♣ that will turn out to be a simple make. If

West opens 1NT it will fail by 1 trick after competent defence, though EW can make 2♦.

Board 18. N/S Vul. Dealer East.

♠ 8 7 ♥ K Q J 10 9 5 4 ♦ 10 2 ♣ 3 2 ♠ Q 6 4 ♥ A 8 7 3 ♦ K 8 7 ♣ A K 4 ♠ A 9 5 2 ♥ 6 ♦ A J 9 5 ♣ J 9 8 6	♠ K J 10 3 ♥ 2 ♦ Q 6 4 3 ♣ Q 10 7 5
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West opens 1♥, East responds 1♠, West rebids 1NT and North bids 2♥. East does best to bid 2NT which West with an empty hand passes. 3NT makes by winning the second heart and playing a spade to the jack and a diamond to the king. Declarer establishes spades and cashes his black tricks. When West gives South his club winner he is forced to lead round to the ♦Q. 2♥ makes 8 tricks, even 9 without an early spade attack.

Board 19. E/W Vul. Dealer South.

♠ A 2 ♥ 6 5 4 ♦ Q 9 6 ♣ 10 6 5 3 2 ♠ K J 10 6 3 ♥ A Q ♦ 7 2 ♣ A J 7 4 ♠ 9 4 ♥ K 9 8 7 3 ♦ K 5 3 ♣ Q 9 8	♠ Q 8 7 5 ♥ J 10 2 ♦ A J 10 8 4 ♣ K
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After 1♠ from West, East has a difficult choice. Perhaps a simple 4♠ bid is best. 2♦ is possible as a DGR; 4♣ as a splinter – inadvisable with a singleton ace or king, or even a game-forcing 2NT but that is an overbid. A diamond loser and the ♠A means 11 tricks – though if North leads a heart South must withhold his king or concede 12 tricks.

Board 20. Game All. Dealer West.

♠ 6 3 ♥ A K Q 7 6 3 ♦ 3 ♣ 9 6 5 4 ♠ A 10 7 4 2 ♥ J ♦ A K J 6 2 ♣ 10 8 ♠ K Q J 5 ♥ 9 8 5 ♦ 10 9 ♣ K Q 7 2	♠ 9 8 ♥ 10 4 2 ♦ Q 8 7 5 4 ♣ A J 3 ♠ 9 8 ♥ 10 4 2 ♦ Q 8 7 5 4 ♣ A J 3
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West opens 1♠, North overcalls 2♥ and South has a choice between 2♠ (showing a sound heart raise) or 2NT - a more natural choice. West does well to bid 3♦. North bids 3♥ and East competes with 4♦. Will NS concede 130 or bid on to 4♥ which makes 10 tricks.

Board 21. NIS Vul. Dealer North.

♠ Q 6 ♥ K J 10 7 ♦ K J 4 ♣ K 7 6 5 ♠ J 10 9 8 4 2 ♥ 5 2 ♦ 10 8 7 2 ♣ 8 ♠ A 5 3 ♥ Q 6 ♦ A Q 6 3 ♣ Q 10 4 3	♠ K 7 ♥ A 9 8 4 3 ♦ 9 5 ♣ A J 9 2 ♠ K 7 ♥ A 9 8 4 3 ♦ 9 5 ♣ A J 9 2
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INT-3NT seems straightforward. On a heart lead declarer wins the queen and plays a club to the king and ace. East plays a heart and North knocks out the ace. Declarer has to run the ♣7 (restricted choice) to make 11 tricks. If South plays 3NT the spade lead ensures 3 tricks for the defence. A black suit squeeze of East (Vienna coup) does not work because there isn't an entry to the North hand at the right moment.

Board 22. E/W Vul. Dealer East.

♠ 9 8 2 ♥ K J ♦ K 8 ♣ A K 7 6 5 3 ♠ Q 6 4 3 ♥ 8 5 ♦ A Q 7 2 ♣ 10 8 4 ♠ 7 ♥ 10 9 4 2 ♦ J 10 9 6 4 ♣ Q 9 2	♠ A K J 10 5 ♥ A Q 7 6 3 ♦ 5 3 ♣ J ♠ A K J 10 5 ♥ A Q 7 6 3 ♦ 5 3 ♣ J
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After 1♠-2♠ North intervenes with 3♣ over which East makes a game try of 3♥. West bids game, which makes 10 tricks. A 5♣ sacrifice by NS should escape for 500.

Board 23. Game All. Dealer South.

♠ Q ♥ Q J 10 9 8 5 2 ♦ 3 ♣ Q 10 9 7 ♠ K J 9 7 6 ♥ K 7 3 ♦ Q 4 ♣ 8 5 2 ♠ 10 8 5 3 2 ♥ — ♦ A 10 9 6 5 ♣ K J 3	♠ A 4 ♥ A 6 4 ♦ K J 8 7 2 ♣ A 6 4 ♠ A 4 ♥ A 6 4 ♦ K J 8 7 2 ♣ A 6 4
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North opens 3♥ in 3rd seat over which East bids 3NT. There are 9 tricks with the favourable spade position unless South leads a spade and declarer plays the ♠J or the ♠9. If South leads a 4th highest diamond he gives the overtrick. Because of the club fit, 4♥ is an excellent save - just one down - but it looks unbidable.

Board 24. Love All. Dealer West.

♠ K 10 9 3 ♥ Q 8 7 2 ♦ Q 4 3 2 ♣ 9 ♠ A Q ♥ 9 5 4 ♦ K 9 6 ♣ K 10 7 5 3 ♠ 6 2 ♥ K J 3 ♦ A 10 5 ♣ Q J 8 6 2	♠ J 8 7 5 4 ♥ A 10 6 ♦ J 8 7 ♣ A 4 ♠ J 8 7 5 4 ♥ A 10 6 ♦ J 8 7 ♣ A 4
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INT by West will fail on a red-suit lead. On a spade lead declarer establishes the spades for 7 tricks. However, East is likely to transfer and pass the 2♠ response. There are 2 hearts, 2 diamonds and 2 spades to lose and nothing to do about it.

Board 25. E/W Vul. Dealer North.

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

Those NSs who stop in a partscore will do well. If West is on lead after INT-2NT, he is likely to choose the ♦Q and 8 tricks are simple – a heart to the queen is the first play. On winning the 3rd club South concedes a spade and has either red-suit finesse for his contract. It is harder for North on a club lead but he should succeed.

Board 26. Game All. Dealer East.

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

After 1♠ is passed round to North, he doubles and South bids 3♥. If East hasn't taken the opportunity to bid 2♣ for the lead West will lead a spade and declarer will make 10 tricks. On a club lead EW will take a diamond ruff and hold declarer to 9 tricks. EW can safely bid to 2♠ and unless South gets his club ruff will make 9 tricks.

Board 27. Love All. Dealer South.

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

A typical Acol sequence would be 1♠-Pass-2♣-Dble, Pass-2♦-3NT. On a heart lead he will go one down but on a diamond lead North has 9 tricks. He might make 10 if on winning the ♦K he plays a club. West has to duck to stop the overtrick.

Board 28. N/S Vul. Dealer West.

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

If North leads a diamond to 4♥ and declarer wins and finesse the club it loses and South gets a club ruff. Later North wins a spade, the fourth defensive trick. 3NT is easier to let through. If North leads a club. The jack wins and West plays a small spade. North must win and switch to a diamond to defeat the game. With X-ray vision the heart suit can deliver 5 tricks and both games make.

Board 29. Game All. Dealer North.

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

The bidding starts with 1♦ and a 1♥ response. It looks right to rebid the strong 6-card suit 2♦. South repeats his hearts and there the matter rests, although 10 tricks are there. If South responds 1♠ and then bids 2♥ he will play in 2♠ – an inferior contract on this occasion. On a spade lead South can ruff 1 heart in dummy but then has to fatally shorten himself to get back to hand.

Board 30. Love All. Dealer East.

<p>♠ A 5 4 3 ♥ Q 7 6 3 2 ♦ 9 ♣ K 10 8</p> <p>♠ 8 ♥ K 9 8 5 ♦ K J 10 4 3 2 ♣ 9 4</p>	<p>♠ Q J 10 9 6 2 ♥ — ♦ Q 6 5 ♣ A Q 5 2</p> <p>♠ K 7 ♥ A J 10 4 ♦ A 8 7 ♣ J 7 6 3</p>
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A 1♠ opening from East and a thin double from South. Some Wests will be able to bid 2♦ which may encourage North to bid 4♥. This will go 2 down when West gets both a club ruff and a spade ruff. 9 tricks can be made in diamonds by EW.

Board 31. N/S Vul. Dealer South.

<p>♠ 10 9 5 4 ♥ K 10 3 ♦ J 7 4 ♣ A 8 5</p> <p>♠ A 7 6 3 ♥ Q J 9 4 2 ♦ Q 8 5 ♣ 7</p>	<p>♠ Q J 8 ♥ 8 5 ♦ K 10 3 ♣ Q 10 9 6 4</p> <p>♠ K 2 ♥ A 7 6 ♦ A 9 6 2 ♣ K J 3 2</p>
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South opens 1♦ and West overcalls 1♥, doubled by North. South rebids INT and plays there. West doesn't have a good lead – the ♥Q looks normal but South will make 8 tricks, having time to set up the 4th diamond. If North is declarer he does not fare as well on a heart lead from East.

Board 32. E/W Vul. Dealer West.

<p>♠ J 8 ♥ 3 2 ♦ A Q 9 7 4 ♣ 10 7 6 2</p> <p>♠ K Q 9 4 ♥ K J 8 ♦ K 6 3 2 ♣ 9 4</p>	<p>♠ 10 7 6 5 2 ♥ 10 6 ♦ 8 5 ♣ A K Q 3</p> <p>♠ A 3 ♥ A Q 9 7 5 4 ♦ J 10 ♣ J 8 5</p>
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INT from West and a 2♥ transfer from East. Will South be able to double this to show hearts? Despite his 4-card spade support the rest of his hand, aceless, is not so attractive so West bids 2♠ only. If South protects with 3♥ the winning action by West is double – highly improbable with those good spades. He is more likely to bid 3♠ and make 9 tricks.