

universal result with N/S playing a spade contract. +140 for N/S should score well, with many in game going down.

Board 2

Board: 2	♠J	
Dealer: E	♥KJ9	
Vul.: NS	♦AKT52	
♠9862	♣A953	♠AT754
♥Q863		♥AT
♦J3	W N E	♦987
♣JT7	S	♣K84
N ♠ ♥ ♦ ♣	♠KQ3	16
N 4 1 2 4 4	♥7542	4 HCP 11
S 4 1 2 4 4	♦Q64	9
E	♣Q62	
W		

2. East is the dealer and will likely open 1♣ with five controls (A=2, K=1). South will pass, and West should raise spades. A preemptive 3♣, if available, would be perfect. If not available, then 2♣ or 1NT forcing followed by 2♣ is fine. Passing with a fit should not be considered. In the modern game, passing because you “only have four points” is no longer valid; you must make life difficult for the opponents.

North should double 2♣, 3♣, or 1NT for takeout. Over a takeout double, South should probably not bid the ugly heart suit and instead bid NT.

If East chooses to pass in first seat, North will open 1♦ in fourth seat. After a 1♣ overcall by East, South should double or bid 1NT (I prefer 1NT) and now N/S have a good chance to reach 3NT.

After a club to the queen, 10 tricks are easy in 3NT. +630 for N/S should score very well.

Board 3

Board: 3	♠A76	
Dealer: S	♥T874	
Vul.: EW	♦K75	
♠Q2	♣642	♠T93
♥KQ92		♥65
♦JT864	W N E	♦AQ32
♣98	S	♣AQJ3
N ♠ ♥ ♦ ♣	♠KJ854	7
N 2 1	♥AJ3	8 HCP 13
S 2 1	♦9	12
E 3	♣KT75	
W 3		

3. South will start with 1♣, and North should raise to 2♣. Even if 2♣ is defined as a constructive raise, North surely has enough with three controls (A=2, K=1). Aces and kings are undervalued by the traditional point-count system. East, with an opening hand, can't really enter the auction with short hearts, so 2♣ is likely the contract at most tables. The most likely lead will be the heart king, which helps declarer.

In order to play clubs from dummy and reduce the possibility of a heart ruff, declarer should probably play the spade king, followed by a spade to the ace. +110 should score very well for N/S.

Board 4

Board: 4	♠QJ754	
Dealer: W	♥53	
Vul.: All	♦KJ85	
♠83	♣A5	♠A2
♥QJ982		♥A6
♦432	W N E	♦T96
♣T98	S	♣KQ7432
N ♠ ♥ ♦ ♣	♠KT96	11
N 4 4	♥KT74	3 HCP 13
S 4 4	♦AQ7	13
E 1	♣J6	
W 1		

4. At most tables, North will open 1♣, and after a club overcall from East, South will drive N/S to a spade game, most likely starting with a cuebid. After the automatic club lead by East, North should be limited to 10 tricks. +420 for N/S should be a very common result.

Board 9

Board: 9	♠T6	
Dealer: N	♥QT7	
Vul.: EW	♦AJT2	
♠AQ	♣JT96	♠J8432
♥AK52		♥J643
♦853	W N E	♦Q
♣K542	S	♣AQ8
N ♠ ♥ ♦ ♣	♠K975	8
N 1	♥98	16 HCP 10
S 1	♦K9764	6
E 1 3 5 3	♣73	
W 1 3 5 3		

9. Following three passes to West, he will likely open a strong NT. A routine Stayman auction will lead to the normal 4♥ contract. Eleven tricks are possible for West, but he must be careful. To make five, West must ruff two diamonds in dummy, take a spade finesse, and set up the fifth spade in order to discard the club. +650 will be a near top for E/W.

Board 10

Board: 10	♠JT87	
Dealer: E	♥T94	
Vul.: All	♦JT76	
♠54	♣52	♠AKQ3
♥AQ763		♥KJ5
♦KQ4	W N E	♦53
♣Q86	S	♣AJ97
N ♠ ♥ ♦ ♣	♠962	2
N 1	♥82	13 HCP 18
S 5 5 3 3 5	♦A982	7
W 5 4 5 3 5	♣KT43	

10. After 1♣ from East and 1♥ by West, I recommend 2NT rather than 1♠ with the East hand. It is generally better to show the balanced nature of the hand than to worry about stoppers. West is a little light for a slam try. Billy Eisenberg, the five-time world champion, had a rule that if you have 29-31 HCP, you usually want to play 3NT at matchpoints. If West follows this rule, he will simply bid 3NT. Both 3NT and 4♥ should score eleven tricks. A few pairs will bid 6♥ and almost surely go down when the club finesse fails. +660 should be a very good result for E/W.

Board 11

Board: 11	♠J2	
Dealer: S	♥AK963	
Vul.: None	♦Q87	
♠5	♣K85	♠AT4
♥72		♥JT54
♦AKJ963	W N E	♦T52
♣Q763	S	♣T94
N ♠ ♥ ♦ ♣	♠KQ98763	13
N 1 5 3 2	♥Q8	10 HCP 5
S 1 5 3 2	♦4	12
E 1	♣AJ2	
W 1		

11, South should open 1♠, and after a 2♦ or 3♦ bid by West, North will introduce hearts. Almost all tables will play 4♠ by South. E/W will almost surely score both aces, and South will make five. +450 for N/S should be the result at almost all tables.

Board 12

Board: 12	♠A7	
Dealer: W	♥Q962	
Vul.: NS	♦JT96	
♠KQT9643	♣754	♠J2
♥K75		♥83
♦A	W N E	♦Q875
♣32	S	♣AQT86
N ♠ ♥ ♦ ♣	♠85	7
N 2 2	♥AJT4	12 HCP 9
S 2 2	♦K432	12
E 1 3 1	♣KJ9	12
W 1 3 1		

12, After a 1♠ opening by West, East will bid 1NT (forcing or not), and South has a close decision between pass and double. Chance favors the bold—I am a doubler. West then has a close decision between 2♠ and 3♠. I prefer 3♠, but I think most people will bid only 2♠. If E/W get to game, N/S need to prevent the heart ruff in dummy, and West will have no chance. +420 or even +170, will be an excellent score for E/W.

Board 13

Board: 13	♠A2	
Dealer: N	♥AQT972	
Vul.: All	♦54	
♠954	♣T87	♠QJ763
♥K8		♥3
♦QJ8632	N	♦A97
♣64	W	♣KQ32
	E	
	S	
N ♠♥♦♣	♠KT8	10
N 4 5 4	♥J654	6 HCP 12
S 4 5 4	♦KT	
E 1 1	♣AJ95	12
W 1 1		

13. North has the first decision: 1♥ or 2♥? With the side ace, I consider this hand too strong for 2♥, so 1♥ is automatic for me. Still, I expect more 2♥ openings than 1♥. After a 1♥ opening, East will bid 1♠, and South should start with a cuebid and then bid 4♥.

After a 2♥ opening, East should bid 2♣, and South should either bid 4♥ or invite game with 2NT. I expect that most

N/S pairs will be in 4♥. East will lead the ♣K at most tables. North should finesse in hearts and lose one club and one diamond. Most Norths should make 11 tricks, and +650 for N/S will be a good result, with a few missing game and a few refusing the heart finesse thereby scoring only ten tricks.

Board 14

Board: 14	♠T93	
Dealer: E	♥Q76	
Vul.: None	♦Q	
♠K4	♣AJ9875	♠AQ762
♥K93		♥JT85
♦KJ8742	N	♦AT3
♣QT	W	♣2
	E	
	S	
N ♠♥♦♣	♠J85	9
N 2	♥A42	12 HCP 11
S 2	♦965	
E 5 3 5	♣K643	8
W 5 3 5		

14. If you are a follower of the Rule of 20, you will open the East hand with 1♣. The rule of 20 states that if the length of your two longest suits added to your high-card points is at least 20, you should open. If East opens 1♣, West will respond 2♦. North may or may not introduce clubs. Many E/W pairs will reach 5♦ and with careful play, it makes. If East passes initially, E/W are likely to play a diamond partscore. I anticipate many scores of +130 and +150 for E/W. +400 will be a fantastic result for E/W.

Board 15

Board: 15	♠AQ863	
Dealer: S	♥AT4	
Vul.: NS	♦Q53	
♠74	♣AQ	♠J2
♥J9752		♥KQ86
♦K76	N	♦AT984
♣JT5	W	♣76
	E	
	S	
N ♠♥♦♣	♠KT95	18
N 5 5 5	♥3	5 HCP 10
S 5 5 5	♦J2	
E 1	♣K98432	7
W 1		

15. After two passes, North will open 1♠ at most tables. South will raise spades, and North will bid 4♠. Almost all tables will play 4♠ and receive a normal ♥K lead. With clubs and spades breaking, thirteen tricks are easy for N/S, with the two diamond tricks for E/W disappearing on the clubs. +710 should be a very common result and should score a bit above average for N/S.

Board 16

Board: 16	♠A95	
Dealer: W	♥T2	
Vul.: EW	♦T9762	
♠KJ87642	♣QT5	♠Q
♥KJ8		♥Q9653
♦4	N	♦AKQ3
♣32	W	♣864
	E	
	S	
N ♠♥♦♣	♠T3	6
N 1 1 2	♥A74	8 HCP 13
S 1 1 2	♦J85	
E 3 3	♣AKJ97	13
W 3 3		

16. West is dealer and I anticipate that most people will open 3♠ with East/West vulnerable. A few will choose 2♠ at this vulnerability, but I like 3♠ with the singleton and a potential source of tricks in hearts. Passing and waiting for a better suit is losing bridge, in my opinion. After 2♠ or 3♠, North and East will surely pass, and South has a decision.

probably has 4, which means, on average, partner has 2—leaving more room in their hand for spade support!) and you have a solid high card point hand.

Don't feel bad if you pass 1♦, but add it to your bag of tricks for next time!

Oh yeah, the auction is not over; I got distracted by the 1♣ overcall! If West passes, North has no real choice on the hand but to bid 1NT, which will end the auction. North/South have 9 clubs but no real way to bid them, so they will languish in 1NT, making 7 tricks when +130 was available in clubs.

Board 19

Board: 19	♠AQJ7	
Dealer: S	♥AJ52	
Vul.: EW	♦	
♠3	♣KQJ98	♠982
♥864		♥KT73
♦QT42	N	♦AJ8653
♣T7652	W	♣
	E	
	S	
N ♠ ♥ ♦ ♣	♠KT654	18
N 6 6 3 6	♥Q9	2 HCP 8
S 5 6 3 5	♦K97	
E 3	♣A43	12
W 3		

19. Excitement! South will open a routine 1♠. (If you are still passing 12 counts in 2026, please stop! Bridge has evolved; most players are now opening most 11 counts. It's been proven over the decades that those who act first have a significant constructive advantage in auctions.)

Now North has a decision to make! So for the rest of this hand, North, I am talking to you! You can make a bid that shows short diamonds and a slam try, but even opposite wastage, there could still be a slam, so I don't think that is right. The proper bid is a forcing ♣C bid, to learn more about partner's shape. Your partner will respond with whatever your agreements are for a minimum balanced hand (either 2NT or 2♠). You then have an easy 3♠ bid, setting trump and begging for a cuebid from partner. Partner should make your day with a 4♣ bid, which is really all you need to hear at this point! If you are playing exclusion keycard Blackwood, you can now jump to 5♦ to ask for keycards other than the A of diamonds and find your way to an excellent 7♠ contract (5 spades in hand, 2 diamond ruffs in the dummy, 5 clubs and the ace of hearts).

I am going to guess most partnerships in the Rookie-Master arena have not discussed this treatment, so more likely, a long cuebidding auction will see you arrive in 6♠. That should make pretty easily, even though there will be a scare when East very inconveniently ruffs a club at an inopportune time. If you get to 7♠ and go down, you have my congratulations and sympathy; if you get to 6♠ and make it, well done—you likely got a lot of matchpoints!

Board 20

Board: 20	♠Q874	
Dealer: W	♥KQ6	
Vul.: All	♦Q85	
♠KJT6	♣643	♠A52
♥543		♥JT98
♦AJ73	N	♦KT94
♣T2	W	♣KJ
	E	
	S	
N ♠ ♥ ♦ ♣	♠93	9
N 3	♥A72	9 HCP 12
S 3	♦62	
E 1 2 2	♣AQ9875	10
W 1 1 2		

20. After the excitement of Board 19, this one is a little calmer, but just as interesting. West and North should pass, leaving East with a fairly standard 1♦ bid, South has a standard 2♣ overcall, and then the spotlight shifts to West. Many players like to have 4-4 in the majors to make a negative double of 2♣, but we don't live in a perfect world. It's perfectly acceptable to make a negative double with

one major as long as you have support for partner's minor. When this occurs, the doubler's partner should know that if they pick a major in response to the negative double and the doubler retreats to the opener's minor, they have shown 4 cards in the unselected major and

reasonable support for opener's minor. Without this agreement, West probably has to bid 2♦, meaning the spade suit would be lost forever. This is not a big deal on this hand, but one could construct many other hands where 4♣ is a playable contract.

I would expect par to be 3♦ -1 after the auction, but I would expect many Easts to go down 2, scoring a very unsatisfactory -200. This should be a fairly common auction: P-P-1♦-2♣-X-3♣-P-P-3♦-All Pass.

Board 21

Board: 21	♠8643	
Dealer: N	♥6542	
Vul.: NS	♦A83	
♠QT2	♣93	♠KJ97
♥T87		♥KJ
♦Q9754		♦KJT2
♣62		♣QJ5
N ♠ ♥ ♦ ♣	♠A5	4
N 2 1 5 4	♥AQ93	
S 2 1 5 4	♦6	4 [HCP] 15
E 1	♣AKT874	17
W 1		

21. This board is a test of your methods over 1NT—how did you do? At most tables, North will pass and East will open 1NT. The spotlight shifts to South and the question is: how do you show this beautiful hand? Some Souths will be content to pass and collect +100 or +150 on defence, while others will get in there, either showing single-suited clubs or making a two-suited bid showing clubs and another suit— or, best yet, showing clubs and hearts, which could lead to a 4♥ game being bid and made N/S. Any E/W unlucky enough to write -620 on their scorecard will truly have been done dirty by their opponents.

Fred and I would double over 1NT, showing a 4-card major and a longer minor, the weak hand would bid 2♦, asking for the major, and I think South is worth a jump to 3♥ to properly express their hand. Whether or not North finds the magical raise to 4♥ is an open question, which is what makes bridge so beautiful!

Board 22

Board: 22	♠K3	
Dealer: E	♥A764	
Vul.: EW	♦Q5	
♠JT7652	♣Q9642	♠A98
♥5		♥KJ92
♦7432		♦T6
♣K3		♣AJ75
N ♠ ♥ ♦ ♣	♠Q4	11
N 1 2 2 1	♥QT83	
S 1 2 2 1	♦AKJ98	4 [HCP] 13
E 3	♣T8	12
W 3		

22. This hand is going to come down to whether West can find a 1♣ bid after 1♣-1♦ to them. Most teachers will say you need 6 points to respond to a 1-of-a-minor opening bid, and practically speaking they are right; however, with a six-card suit and any excuse, you really need to be bidding. As seen on this hand, that six-card suit is a trick-taking powerhouse! 3♣ is cold for E/W, while 2♥ is the limit of the hand for N/S, even though E/W have only 17 HCP

combined.

I will lay out two possible auctions. The first is with the 1♣ bid, and the second is without. See which you prefer...

1♣-1♦-1♣-1NT-P-P-2♣-All Pass

1♣-1♦-P-1♥-P-2♥-All Pass

The play in both contracts is not complex. In 2♣ you lose one spade, one heart, and two diamonds. In 2♥ you lose one spade, two hearts (due to the 4-1 break) and two clubs.

Board 23

Board: 23	♠AQ8				
Dealer: S	♥KQT4				
Vul.: All	♦63				
	♣QJ74	♠JT7			
	♥J985	♥732			
	♦KT7	♦Q5			
	♣A82	♣KT965			
	♠K943		14		
	♥A6				
	♦AJ9842	8	HCP 6		
	♣3		12		
N	♠	♥	♦	♣	
N	3	4	3	4	2
S	3	4	3	4	2
E					
W					

23. Ok, back in the game zone! South has a really nice 6-4 hand with opening-bid values and should open 1♦. West has a clear pass and North now knows the partnership belongs in a game or slam; the question is which one. North should start with 1♥. South will rebid 1♠, and North will end the proceedings with a jump to 3NT.

There are a variety of ways to score up your game, and today all of them work! The normal lead from East will be the 10 or 6 of clubs. West will win the ace and should return the 8 to show two remaining clubs. North will play the queen on the 8, and this is the turning point of the hand. If East wins this trick and continues clubs, they will be leading away from their 9-6-5 into declarer's J-7, allowing declarer to score 2 club tricks (assuming the 10 was led and the 8 returned). If East ducks this trick to keep communication between the two hands in the hopes of setting 3NT, North, with one club already in the bag, will run four rounds of spades (since they break 3-3), take at least three hearts, and one diamond, bringing the total to nine tricks. If North gets greedy, they can finesse the heart 10 for a tenth trick.

Board 24

Board: 24	♠JT53			
Dealer: W	♥T2			
Vul.: None	♦AT982			
	♣74	♠9		
	♠AQ64	♥AJ853		
	♥Q976	♦KQ6		
	♦4	♣KJ82		
	♣Q963			
	♠K872		5	
	♥K4			
	♦J753	10	HCP 14	
	♣AT5		11	
N	♠	♥	♦	♣
N		1		
S		1		
E	2	1	4	4
W	2	1	4	4

24. This board should see E/W arrive in 4♥ unmolested by opponent interference, but the trick is how to get there. I would personally open the West hand, but recognize that this is not a mainstream view. In fact, my partner (Fred, from hands 1-16) passed a nearly identical hand recently in a practice session. From my perspective, in a long-term partnership it's not critical that you and your partner have the same opening-bid style, but it *is* critical that you

understand your partner's style and adjust the way you make invitational bids based on how they open. For example, on this hand, if your partner would open the West hand, you cannot force to game with a 13-count; you need to invite with 13 and reserve a game force for a decent 14. We got sidetracked once again—back to the hand!

Most Wests will pass, as will North, leaving East to open 1♥. South might consider a takeout double, since they meet most of the requirements—short hearts and nearly an opening hand—but the fact that partner is a passed hand should scare them off, and most will choose to stay out of the auction. Now West will make whatever bid they have available to show a limit raise. Some will play 2♣ or 2♦ as Drury (invented by Canadian Doug Drury) which shows a limit raise, while others will bid 3♥ to show the same. Whichever way the limit raise is shown, East will be happy to bid a game with their solid 14 HCP and singleton spade and will be rewarded with +420.

Board 25

Board: 25	♠Q975	
Dealer: N	♥AK642	
Vul.: EW	♦93	
♠82	♣98	♠AJ63
♥9		♥Q753
♦AKJT76	W N E	♦Q4
♣QT76	W S	♣KJ2
N ♠♥♦♣	♠KT4	9
N 1	♥JT8	10
S 1	♦852	HCP 13
E 2 1 4 2	♣A543	8
W 1 1 4 2		

25. North will pass reluctantly at most tables, leaving East to kick off the proceedings with a 1♣ opener, South will have nothing to add, and West will proudly introduce their diamond suit. North now has to decide whether to double to show both hearts and spades or overcall 1♥ to ensure partner finds the right lead if East plays the hand. I would vote for 1♥, as getting in the right lead at matchpoints is critical. Imagine if you double and the opponents roll into

3NT, and partner is on lead with three small hearts and three small spades—which suit do you want partner to lead? It turns out that on this hand, N/S can survive a spade lead against 3NT and still come up with enough tricks to beat it, but just barely! Back to the auction: let's say North bids 1♥ as I suggested, East will probably volunteer 1NT, South has a clear 2♥ bid, and now the spotlight shifts to West. Do they bid 3♣ or 3♦? I think 3♦ is a standout—the suit is so good! 3♦ should end the auction and score up nicely with +130.

Board 26

Board: 26	♠QT83	
Dealer: E	♥T53	
Vul.: All	♦872	
♠974	♣874	♠K652
♥KQJ72		♥64
♦JT	W N E	♦K643
♣K32	W S	♣AJ6
N ♠♥♦♣	♠AJ	2
N 1	♥A98	10
S 1	♦AQ95	HCP 11
E 2 1 2 1	♣QT95	17
W 1 1 2		

26. I predict that most auctions will start with a 1NT opener by South, followed by three passes, but many tables will diverge from this. Some aggressive East's will open (I would), South would then have a clear 1NT overcall, and it would then be reasonable for West to double. North really has nowhere to go, and South will play 1NT doubled. On double-dummy declarer play—winning the second heart and playing the A-Q of diamonds to pin the J10 tight—South

can escape for -500. You can play around with this hand on defence and declarer play; it's a cute one.

Now, let's pretend that East passes and South opens 1NT. Some West would bid 2♥ (or whatever bid you use to show a single-suited heart hand), but I am not a fan. First, the 1NT opener is red, and if you can somehow go +200, that will be a screamer of a score. Also, I much prefer to have a six-card suit to stick my nose in here. In addition, you have an EASY lead that is unlikely to give anything away (the ♥K), so I would happily pass and score my +200 or +300, depending on how well declarer strokes the cards.

Board 27

Board: 27	♠K5	
Dealer: S	♥K7	
Vul.: None	♦K7643	
♠J962	♣J852	♠QT73
♥J65		♥T9432
♦QJ	W N E	♦AT5
♣AQ93	W S	♣T
N ♠♥♦♣	♠A84	10
N 2 2	♥AQ8	11
S 2 2	♦982	HCP 6
E 2 1	♣K764	13
W 2 1		

27. This board will start with a 1♣ opening by South, followed by a decision by North: do they bid 1NT (that would be my choice), or bid 1♦ and let partner bid 1NT? I like bidding 1NT over 1♣ because it should show approximately 8-10 HCP. With less, you can temporize with 1♦; with more, you will bid 2NT or 3NT. Another way to look at it is this: when you bid 1NT, you are showing at least

Board 30

Board: 30	♠ 3	
Dealer: E	♥ A52	
Vul.: None	♦ A76	
♠ 5	♣ KT8654	♠ AK74
♥ J3		♥ KT4
♦ KJT95432	W N E	♦ Q8
♣ Q2	S	♣ AJ97
N ♠ ♥ ♦ ♣	♠ QJT9862	11
N 3 3	♥ Q9876	7 HCP 17
S 3 2	♦	5
E 1 5 1	♣ 3	
W 1 5 1		

30. East has an easy 1NT opener, South has a hand that CERTAINLY qualifies for some sort of action. However, N/S show majors, South should do that with confidence. West will not be surprised by South showing majors, since they know where at least 10 of the 13 diamonds are (8 in West and 2+ in North), meaning someone at the table is short in diamonds and therefore likely long in the other suits. The question for West is, what to bid, with an 8 card suit, I am a big fan of bidding game, just smash 5♦ and be done with it. This will score +400 unless, North decides to double turning +400 into +550 or, South decides they can't stand to let the opps play the hand when holding a 7-5 which turns +400 into +300 defending 5♣.

Board 31

Board: 31	♠ 4	
Dealer: S	♥ A8632	
Vul.: NS	♦ JT742	
♠ QT9532	♣ AT	♠ AK7
♥ 7		♥ KQT954
♦ A5	W N E	♦ K
♣ 9872	S	♣ K64
N ♠ ♥ ♦ ♣	♠ J86	9
N 3	♥ J	6 HCP 18
S 3	♦ Q9863	7
E 5 5 4 2	♣ QJ53	
W 5 5 4 2		

31. Now it's East's turn to have a big hand and have to patiently wait for the auction to come around to them. South will likely start things off with a pass, a weak 2♦ opening might be sensible if the colours were opposite to what they are. West has a very normal, if not aggressive 2♠ opening bid given the vulnerability, which leaves North no bid and makes East's jump to 4♣ automatic. The result should be 11 tricks and +450.

All roads likely lead to spades as trump, but, let's explore what happens if West decides to pass in 2nd position. North, in 3rd chair probably tries an offbeat 1♥ opening bid putting the screws to East. I think a normal bid would be a 1NT overcall (15-18). West will transfer to spades and then raise the forced 2♣ to 3♣, which East will happily raise to game. But, let's just imagine East decides that 1NT with a stiff king is not to their liking, the only choice is pass...South bids 1NT, West passes, North bids 2♦ and now back to East, what to do? Maybe 2♥? That will go all pass for a very unsatisfying +170. This might be one of the more interesting boards of the set.

Board 32

Board: 32	♠ 96	
Dealer: W	♥ AQJ	
Vul.: EW	♦ KT94	
♠ AJT5	♣ Q985	♠ 73
♥ T972		♥ 8654
♦ Q75	W N E	♦ A32
♣ AT	S	♣ J632
N ♠ ♥ ♦ ♣	♠ KQ842	12
N 2 2 1 3 3	♥ K3	11 HCP 5
S 2 2 1 3 3	♦ J86	
E	♣ K74	
W		

32. Our last board, playing a standard system, North will open 1♦, South will bid 1♣ and North will rebid 1NT. South will invite, showing 5 spades, an invitation with North should decline, leaving the partnership in 2NT, where 8 tricks seems like the limit of the hand. E/W should lead hearts at every opportunity, but any mistake will see N/S well placed to scramble an extra trick for +150 and a bad score for E/W.