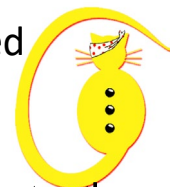


# ECatsBridge Simultaneous Pairs for Children in Need

Friday 10<sup>th</sup> November 2023



**Together we can ...**

... and by competing in this Simultaneous Pairs you have once again certainly shown that **together we can indeed do something to help make a difference** to children who really need our help. Over the past years we (well you) have helped raise an amazing **£1,277,280.68 ...** hopefully we will be a good bit more to that this year!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/sims/donations.asp>

and you will see how you can do it – if you haven't already done so of course!

Our thanks, as always, go to our commentators: Mark Horton for his words of wisdom on Monday and Friday, Brian Senior did the analysis for the Thursday session and Julian Pottage completes the crew, writing up the Tuesday and Wednesday events. It's always interesting to see if they got it right but you will have discovered that by now of course !

With very best wishes

*Anna & Mark – the ECatsBridge Team*

Board 1      ♠ K742      Dealer N  
                  ♥ 53      Vul: None  
                  ♦ KQ3  
                  ♣ J973

♠ A983      ♠ QJ6  
 ♥ J42      ♥ AK1097  
 ♦ 6      ♦ J54  
 ♣ Q10865      ♣ AK

♠ 105  
 ♥ Q86  
 ♦ A109872  
 ♣ 42

If East opens 1♥ South might occasionally overcall 2♦. If West decides to double, North's options will include raising to 3♦, cue bidding 2♥ or redoubling to show at least one high honour in the suit. If North bids 2♥ East can bid 3♦ and then raise West's 3♥ to game. Over 3♦ East can make a responsive double and go on to 4♥ over West's 3♥. After a redouble East might bid 3♦, while passing also works as West will bid 2♥.

Where South does not overcall, West responds 1♠ and then bids 3♥ over East's 2NT rebid, leading to the heart game.

If East starts with a Strong 1♣ South is likely to try 2♦ (or something conventional, perhaps 2♣ to show diamonds or the majors). If West

doubles and North raises to 3♦ East bids 3♥ and the heart game is reached.

Suppose South leads a spade against 4♥.

If declarer plays low from dummy North wins and returns a spade and now declarer will be forced to cash the top hearts, finishing with 10 tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	-	-	1
S	-	2	-	-	1
E	4	-	4	3	-
W	4	-	4	3	-

=====

Board 2      ♠ K52      Dealer E  
                  ♥ AJ63      Vul: N-S  
                  ♦ K8  
                  ♣ KQ54

♠ A43      ♠ J10876  
 ♥ 5      ♥ 10742  
 ♦ J10652      ♦ Q7  
 ♣ J1062      ♣ A7

♠ Q9  
 ♥ KQ98  
 ♦ A943  
 ♣ 983

The ECatsBridge Team are Anna Gudge & Mark Newton

Mill Cottage Voy  
 Stromness, Orkney KW16 3HX  
 Tel: 01787 881920

Email: [anna@ecats.co.uk](mailto:anna@ecats.co.uk) \*\*\*\* Website: <https://www.ecatsbridge.com/>

If the first three players have nothing to say and North opens INT (14-16/15-17) South looks for a heart fit and then jumps to 4♥.

If North opens 1♥ in Acol style, South raises according to agreements and the heart game is reached.

If North starts with a strong 1♣ and East comes in with something to indicate the majors it might deter NS from locating the heart fit.

Were East to start with something to show both majors (perhaps dubious with points in the short suits) then NS are likely to get to 3NT.

4♥ requires some care.

If North is declarer and East leads a spade declarer will probably play dummy's queen, West winning and switching to a low club for the king and ace (it might be good defence for East to duck smoothly). If East returns a club, declarer wins and can now cash the top diamonds and play two rounds of spades, ruffing in dummy. If declarer then ruffs a diamond high and exits with a club West wins, but declarer can ruff the diamond return high and play a club, ensuring two tricks for dummy's ♥Q9. That's not an easy line to follow, but certainly possible if declarer concludes the clubs are 4-2.

Suppose, having taken the second round of clubs, declarer cashes dummy's ♥KQ, West discarding a diamond. Now declarer plays two rounds of spades, ruffing, and draws trumps. The last of these sees West, down to ♦J106 ♣J6, being squeezed in the minors.

If North is the declarer in 3NT the fate of the contract may turn on the opening lead. The ♠J puts the defenders on top, while a low spade allows declarer to put in dummy's nine, after which nine tricks are assured. (If East has shown the majors declarer might appreciate that cashing four hearts could put West under pressure, making an overtrick a possibility.)

If South is in 3NT and West leads a low diamond the defenders might prevail. If declarer wins in hand and plays a club to the king East wins and returns a diamond, establishing enough defensive tricks. If declarer takes the opening lead with dummy's king, comes to hand with a heart and plays a club for the king and ace, East plays the ♦Q and then

switches to the ♠J easily restricting declarer to eight tricks.

Declarer might be in with a shout by adopting Patrick Jourdain's idea of cashing the four-card suit – in this case hearts, which forces West to find three discards. Even then declarer will probably need to find the play of advancing the ♣9 and running it if West does not cover.

If EW happen to play in a doubled spade contract a trump lead holds declarer to five tricks.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	1	4	1	2
S	3	1	4	1	3
E	-	-	-	-	-
W	-	-	-	-	-

Board 3

♠	432	Dealer S
♥	Q6	Vul: E-W
♦	AKJ42	
♣	Q86	
♠	Q9	♠ 10765
♥	K973	♥ 108542
♦	Q87	♦ 105
♣	AJ52	♣ K3
	♠ AKJ8	
	♥ AJ	
	♦ 963	
	♣ 10974	

If South opens INT (12-14/13-15) North has enough to go to game.

After a 1♣ opening North responds 1♦ and then raises a INT rebid to game.

Were South to start with 1♦ North could make an inverted raise to 2♦ and then go on to game after South's 2NT rebid.

West has a horrible hand to lead from against 3NT.

Suppose a heart is selected. Declarer wins in hand, plays a diamond to the king, a spade to the king and a diamond to the jack. When that holds declarer plays a second spade. What happens next depends on the view declarer takes of West's ♠9. If declarer goes up with the king, a subsequent finesse against East's ♠10 will result in 11 tricks.

If West avoids a heart lead declarer will at best take 10 tricks, a wrong view in spades meaning only nine.

Were North to be the declarer, a heart lead will mean that declarer must get the spades right to make the contract – and that should result in 10 tricks being taken.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	4	-	4	4
S	3	4	-	4	4
E	-	-	1	-	-
W	-	-	1	-	-

Board 4	♠	♥	♦	♣	Dealer W	Vul: Both
	KJ9	J10	10843	Q1086		
	♠ 65	♥ AQ98763	♦ 72	♣ 52	♠ 1032	♥ K
					♦ AQ65	♣ J9743
					♠ AQ874	♥ 542
					♦ KJ9	♣ AK

West will open, but might be persuaded by the poor distribution to opt for 2♥ or a Multi 2♦ as opposed to 3♥. Over 2♥ South has an awkward hand and must choose between bidding 2♠ or starting with double. Over 2♠ a raise by North (which is not automatic) will see South go on to game. After a double, if North bids a Lebensohl 2NT South will have to bid 3♠, which North will raise to game.

After a Multi 2♦ East bids 2♥ and South has a similar problem – is a bid of 2♠ enough?

If West opens 3♥ things are simpler, South overcalling 3♠ and North raising to game.

If West leads a trump against 4♠ declarer wins in hand and will probably unblock the clubs, cross to dummy with a trump and pitch a heart on the ♣Q. When that passes off peacefully declarer can play a diamond and has a trump entry to dummy to play a second round of the suit, emerging with 10 tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	3	-	4	-
S	2	3	-	4	-
E	-	-	2	-	-
W	-	-	2	-	-

Board 5	♠	♥	♦	♣	Dealer N	Vul: N-S
	Q943	AK7	Q965	64		
	♠ K2	♥ 10962	♦ AK87	♣ 1082	♠ A65	♥ Q3
					♦ 103	♣ AKQ975
					♠ J1087	♥ J854
					♦ J42	♣ J3

If East opens 1♣ West responds 1♦ and then bids 3NT over East's 3♣.

If East starts with 1NT (13-15/14-16/15-17) West looks for a heart fit and then rebids 2NT or 3NT depending on East's range.

If East begins with a Precision style 2♣ West can relay with 2♦. One option for East at this point might be to rebid 3♠ promising a solid (hopefully) club suit, making it easy for West to continue with 3NT.

In theory declarer should take only 10 tricks in 3NT, but after a spade lead taken by dummy's king six rounds of clubs will force the defenders to discard carefully. If South comes down to ♠108 ♥J85 ♦J4 and North ♠Q9 ♥AK ♦Q95 then a diamond must be pitched as after a heart discard declarer can throw dummy's spade when North will be forced to throw a spade. Then declarer cashes the ♠A and pitches a diamond before exiting with a heart. North, down to red cards will only be able to score the ♥AK. How easy that might be to find remains to be seen.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	1	2	1	4
W	5	1	2	1	4

Board 6	♠ Q7532	Dealer E
	♥ 975	Vul: E-W
	♦	
	♣ A9765	
♠ A64		♠ KJ98
♥ K1086		♥ Q32
♦ A9752		♦ K1043
♣ K		♣ 103
	♠ 10	
	♥ AJ4	
	♦ QJ86	
	♣ QJ842	

If South opens 1♣ West either doubles or overcalls 1♦. After a double if North bids 1♠ East might try 2♦. Then North competes with 3♣ and West tries 3♦. South will be happy to defend (but might not double) when North might go on to 4♣.

If West overcalls 1♦ North can again bid 1♠ and East raises diamonds, either directly or via 2♣/2♠ (where two cue bids are available you can use them to show good raises to the appropriate level).

If South opens 1♦, Precision style, West can only pass and North responds 1♠. When South rebids 2♣, promising at least 9 minor suit cards North can raise defensively to 3♣. At this stage a double by West should perhaps show this type of hand, and it will be fine if East then bids 3♦, but it is not an easy action to take.

If West plays in diamonds and North leads a spade, what happens at trick one may be important. If declarer plays dummy's eight and wins with the ace, a low diamond will reveal the 4-0 split. Declarer can win in dummy and play another diamond, ducking when South plays an honour. A club switch allows North to win and give South a spade ruff, but after that declarer should lose only to the ♥A.

If declarer wins the spade lead with dummy's jack and plays a diamond to the ace the simplest solution is to go back to spades, South

can ruff and play a club as before, but declarer should finish with nine tricks.

If NS play in clubs then declarer is likely to take 10 or 11 tricks, as West is unlikely to start by leading the ♣K!

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-	3	1	2	1
W	-	3	1	2	1

Board 7	♠ 7	Dealer S
	♥ AQ54	Vul: Both
	♦ QJ10	
	♣ A10654	
♠ AKQJ963		♠ 82
♥ 3		♥ K1097
♦ K85		♦ A74
♣ Q7		♣ K982
	♠ 1054	
	♥ J862	
	♦ 9632	
	♣ J3	

If West opens 1♠ North doubles and East redoubles. Assuming South passes West might decide to give up on any possible penalty and jump to 4♠.

If West opens 4♠ and North doubles, East's redouble should result in a substantial penalty.

Were West to start with a conventional 4♦ (perhaps not a strong enough hand) a double from North would still run into trouble.

4♠ looks a racing certainty for 11 tricks, declarer winning the diamond lead, drawing trumps and playing a heart.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	2	1	5	4
W	1	2	1	5	4

Board 8      ♠ A8                      Dealer W  
                  ♥ K3                      Vul: None  
                  ♦ AJ10985  
                  ♣ KJ3

♠ KQ1093                      ♠ 642  
 ♥ 1097                           ♥ 64  
 ♦ 43                             ♦ KQ762  
 ♣ 1072                           ♣ Q64

                 ♠ J75  
                  ♥ AQJ852  
                  ♦                             ♣ A985

If North opens 1♦ South responds 1♥. If North decides to rebid 3♦ South continues with 3♥ and North can then make an advance cuebid of 4♣. It is not usually a good idea to show a shortage in partner's suit, but here 4♦ is not unreasonable and the exchange of cue bids can continue with 4♠, 5♣ and 5♦ before South signs off with 6♥.

If West comes in with 1♠ that may influence the way declarer plays the final contract.

If North starts with INT (14-16/15-17) South transfers to hearts and then uses whatever agreements are to hand. After INT-2♦-2♥-3♣-3♦-3♥ North might try 3♠. Then after 4♣-4♦-4♥ North is likely to keep going until 6♥ is reached.

If North starts with a Strong 1♣ an overcall from East might help declarer in the play.

West is sure to lead a top spade against 6♥ and declarer wins in dummy. If East has shown diamonds, declarer can pitch a spade on the ♦A and then play the ♦J pitching another spade. Declarer ruffs the spade return, the bottom line being that declarer will need to start the club suit by playing dummy's jack.

If declarer plays to ruff a spade the same play in clubs will be required.

It's hard to avoid 6♥, and those who stop short will probably score very well.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	6	4	7	3	6
S	6	4	7	3	6
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 9      ♠ KJ72                      Dealer N  
                  ♥ K654                      Vul: E-W  
                  ♦ Q  
                  ♣ A1084

♠ Q5                             ♠ 1094  
 ♥ A102                           ♥ QJ93  
 ♦ A754                           ♦ 82  
 ♣ QJ65                           ♣ K972

                 ♠ A863  
                  ♥ 87  
                  ♦ KJ10963  
                  ♣ 3

If North opens 1♣ South responds 1♦. If North rebids 1♥ South can continue with 1♠ (at the one level it is still fourth-suit but shows 4♠). If North raises to 2♠ South can only pass, but if North decides to jump to 3♠ South might go on to game.

Were North to open 2♥, promising a limited three-suiter (as described in *The Mysterious Multi*) South responds 2♠ which will probably end the auction.

Were North to start with 1♥ South responds 1♠ and North raises to 2♠. Were South to make a try with 3♦ North would accept the invitation.

On this layout there are 11 tricks in spades.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	5	1	5	2
S	-	5	1	5	2
E	1	-	-	-	-
W	1	-	-	-	-

=====

Board 10      ♠ K1042                      Dealer E  
                  ♥ 108                      Vul: Both  
                  ♦ 7542  
                  ♣ 1063

♠ 9                                 ♠ Q753  
 ♥ KQJ42                           ♥ A65  
 ♦ AKJ106                           ♦ 983  
 ♣ 94                                 ♣ A85

                 ♠ AJ86  
                  ♥ 973  
                  ♦ Q  
                  ♣ KQJ72

If South opens 1♣ and West overcalls 1♥ East can show a good hand via 2♣ after which 4♥ should be reached.

If West decides to start with a two-suited overall that should not affect the outcome.

Were South to begin with a Precision style 2♣ West will probably overcall 2♥ and rebid 3♦ over East's 3♣ on route to 4♥.

It's another straightforward hand to play, 4♥ delivering 11 tricks.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	-	-	2	-
S	2	-	-	2	-
E	-	5	5	-	3
W	-	5	5	-	3

Board 11		Dealer S	
♠	KQ104	♠	5
♥	72	♥	KJ1085
♦	9862	♦	KQ107
♣	J86	♣	Q32
♠	A8	♠	J97632
♥	AQ96	♥	43
♦	J543	♦	A
♣	1075	♣	AK94

If South opens 1♠ North raises according to agreements. If East joins in with a double South will be doing well to follow *Meckstroth's Law* (when partner freely raises your six-card major bid game) by bidding 4♠. The cautious approach is to make a trial bid of 3♣ (if available) leaving North to decide if ♣J86 is helpful enough.

The auctions 1♠-(Pass)-3♠-(Dble)-Pass-4♥ and 1♠-(Pass)-2♠-(Dble)-3♣-(4♥) leave South with a decision. The winning move is to go on to 4♠.

The reason 4♠ is best is that on the almost certain spade lead against 4♥, declarer wins, draws trumps, ruffs a spade and plays a diamond, ending play South.

Only a club lead allows South to take 10 tricks in spades – provided declarer does not go up with dummy's jack.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	-	-	3	-
S	2	-	-	3	-
E	-	3	3	-	-
W	-	3	3	-	-

Board 12		Dealer W	
♠	763	♠	AQ9542
♥	J6	♥	842
♦	Q975	♦	K
♣	J854	♣	1032
♠	108	♠	KJ
♥	A93	♥	KQ1075
♦	108432	♦	AJ6
♣	AK7	♣	Q96

If West opens 1♦ and East responds 1♠ South's options are to pass, double, or overcall 1NT/. 2♥. After a double, North bids 2♣ and East is likely to continue with 2♠, ending the auction. After a 2♥ overcall East will probably rebid 2♠ with a similar outcome.

A 1NT overcall might see East double. If NS run, doubling becomes more of an option for EW.

Were East to respond to 1♦ with a weak 2♠, and positive action from South is likely to lead to a poor outcome.

2♠ will depend on how declarer tackles the trump suit after the lead of a top heart. That will be easier if South has overcalled 1NT, but less obvious after a double.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	2	1	-	-
S	1	2	1	-	-
E	-	-	-	2	-
W	-	-	-	2	-

Board 13      ♠ J97                      Dealer N  
                  ♡ 73                      Vul: Both  
                  ♦ K1096  
                  ♣ J643

♠ K1042                      ♠ AQ5  
 ♡ J94                        ♡ KQ108  
 ♦ Q5                         ♦ 874  
 ♣ 10852                    ♣ AK7

♠ 863  
 ♡ A652  
 ♦ AJ32  
 ♣ Q9

If East opens 1♣ West responds 1♠ and must then make a decision over the 2NT rebid.

If East starts with a Strong 1♣ West responds 1♦ then probably uses Stayman over the 1NT rebid, the resting place being some number of notrumps.

If East starts with an Acol style 1♥ and rebids 2NT West is likely to let matters rest.

3NT has no chance if South leads a diamond, but on a passive spade lead declarer takes North's jack with the ace and plays on hearts. If South wins before North has had a chance to signal and decides to play another spade declarer will have an opportunity to make nine tricks – as long as four spade tricks are recorded.

Even if NS are playing Smith Peters, and North shows a lack of interest in spades, South will not be 100% certain which minor to switch to.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	2	-	2	3	2
W	2	-	2	3	2

=====

Board 14      ♠ J1086                      Dealer E  
                  ♡ KQJ5                      Vul: None  
                  ♦ AQ8  
                  ♣ J7

♠ 543                        ♠ AKQ  
 ♡ 72                        ♡ 10843  
 ♦ K10652                    ♦ J943  
 ♣ K64                        ♣ 108

♠ 972  
 ♡ A96  
 ♦ 7  
 ♣ AQ9532

If South opens 1♣ North responds 1♥ and then bids 3NT over South's 2♣.

If South starts with a Precision style 2♣ North looks for a major suit fit via 2♦ before settling for 3NT.

Were South to pass initially, West might try a tactical weak 2♦, and after a pass by North a raise to 3♦ by East might steal the pot.

The defenders can score four tricks against a notrump contract, and that should not be too difficult if East starts with a top spade.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	3	3	3
S	3	-	3	3	3
E	-	2	-	-	-
W	-	2	-	-	-

=====

Board 15      ♠ K75                      Dealer S  
                  ♡ J10864                      Vul: N-S  
                  ♦ Q52  
                  ♣ 107

♠ Q42                        ♠ A863  
 ♡ A73                        ♡ Q  
 ♦ 3                         ♦ AK874  
 ♣ Q65432                    ♣ AK8

♠ J109  
 ♡ K952  
 ♦ J1096  
 ♣ J9

If East opens 1♦, and rebids 2♠ when West responds 1NT, 3♣ from West should promise a six-card suit with no significant support for East's suits. There is a case for East to be optimistic at this stage, but the best way to proceed is unclear. A raise to 4♣ should see West make a cuebid. If that is 4♥ then East

continues with 4♠ (or possibly 4NT) and if West then bids 5♣ (is 4NT again a possibility?) East probably has enough to bid one for the road.

If East starts with a Strong 1♣ West responds 2♣ and what happens after that may depend on agreements. If East can rebid a natural 2♦ then West's 2NT will see East continue with 3♣ and there is very reason to suppose that 6♣ will be reached.

If North leads the ♥J against 6♣ one option for declarer is to win and take three rounds of diamonds, pitching a heart, ruff a heart and cash the ♣AK. When the trumps break there are 12 tricks. However, it is stronger to ruff a heart at trick two, cash a top club, take the ♦A ruff a diamond, ruff a heart, ruff a diamond and cash the ♣Q. When the trumps divide there are 13 tricks, but even against a 3-1 trump break there will be 12, the ♦K8 taking care of the losing spades.

If East is the declarer and South leads a spade a vital entry is removed and 12 tricks become the maximum.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	6	2	1	5	4
W	7	2	1	5	4

Board 16      ♠ AK85      Dealer W  
                  ♥ AQ86      Vul: E-W  
                  ♦ J92  
                  ♣ A10

♠ 6432      ♠ QJ  
 ♥ 107      ♥ KJ42  
 ♦ K4      ♦ Q1063  
 ♣ J8763      ♣ 542

♠ 1097  
 ♥ 953  
 ♦ A875  
 ♣ KQ9

If North opens 1♦ and South responds 1NT, a jump to 3NT will be in order. If South raises diamonds according to agreements 3NT should still be the final contract.

If North starts with 1♣ South responds 1♦ and raises North's 2NT to game.

If North begins with a Strong 1♣ South responds according to agreements (1♠ to show a balanced hand is popular) and 3NT should be the final contract.

East has an awkward hand to lead from against 3NT.

A low diamond sees West win with the king and perhaps switch to the ♥10 (the ♥7 would be an interesting alternative) for the queen and king, East exiting with a club to the ace. If declarer now plays the ♦J and East covers there is a good case for ducking, trusting that East started with the ♦10. The club return is taken in dummy and declarer now plays the ♠10. Running it should result in nine tricks, while putting up the ace and then opting to cash the ♠K will deliver 10 tricks.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	4	3	4	4
S	3	3	3	4	4
E	-	-	-	-	-
W	-	-	-	-	-

Board 17      ♠ A65      Dealer N  
                  ♥ 954      Vul: None  
                  ♦ AJ1072  
                  ♣ 43

♠ QJ2      ♠ K873  
 ♥ 72      ♥ KJ1086  
 ♦ K843      ♦ Q6  
 ♣ 8765      ♣ A10

♠ 1094  
 ♥ AQ3  
 ♦ 95  
 ♣ KQJ92

If East opens 1♥ South will probably overcall 2♣. If North then bids 2♦ South might try 2NT (the alternative is to pass). After that North has a close decision, but the lack of a fitting card in clubs allied to the fact that South did not overcall 1NT suggests that passing is the best move.

(Give South a sixth club and 3NT is a very good spot, which illustrates the fine margins that sometimes operate.)

As you can see, there are exactly eight tricks available in notrumps.



Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	2	-	-	2
S	2	2	-	-	2
E	-	-	2	-	-
W	-	-	2	-	-

=====

Board 18

♠ K9	Dealer E
♥ J107	Vul: N-S
♦ QJ109	
♣ AJ102	
♠ A73	♠ 10842
♥ Q62	♥ A9
♦ 42	♦ A875
♣ Q9743	♣ K85
♠ QJ65	
♥ K8543	
♦ K63	
♣ 6	

If East can open a 10-12 INT South might be tempted to overcall to show the majors, although the vulnerability is a potential deterrent. One possibility for North is to respond with a conventional 2NT, South rebidding 3♣ to show a modest hand with 5-4/4-5 in the majors. North signs off in 3♥, which luckily hits the five-card suit.

If South passes over INT North might do something – a protective style double should see South respond 2♥.

If East starts with 1♣ South might overcall 1♥, although the quality of the suit (and the vulnerability) argues against it. If West raises to 2♣ North might try 3♣ and then accept South's sign off in 3♥.

When East passes initially, assuming South does not venture some conventional gadget to show a weak hand with the majors, North's options will include 1♣. If North elects to rebid INT (rather than raise to 2♥) over the response of 1♥ then South must choose between a pass and a rebid of 2♥.

If North starts with a 12-14 INT South must choose between a transfer to hearts or Stayman, both leading to a final contract of 2♥.

If South plays in a heart contract and West leads a diamond declarer wins in dummy and plays a heart. Starting with the ♥J, intending to run it sees West win and play a second

diamond, the third round ruff giving the defenders five tricks. Playing a heart to the king and a second heart restricts the defenders to four tricks.

If West leads a club declarer wins with dummy's ace, and the play in the trump suit will again determine whether eight or nine tricks are taken.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	3	1	1
S	-	2	3	1	1
E	1	-	-	-	-
W	1	-	-	-	-

=====

Board 19

♠ K3	Dealer S
♥ A4	Vul: E-W
♦ AKQJ94	
♣ Q82	
♠ Q1064	♠ AJ95
♥ KQ3	♥ 1085
♦ 752	♦ 1083
♣ 763	♣ A109
♠ 872	
♥ J9762	
♦ 6	
♣ KJ54	

Were South to open 2♥, weak with hearts and a minor, North would probably take a shot at 3NT.

When South starts with a pass, North opens 1♦ and then rebids 3NT over South's 1♥.

If North begins with a Strong 1♣ South responds 1♦ and then bids 2♥ over North's 2♦ (or transfers to hearts over a INT rebid) when 3NT is destined to be the final contract.

If East finds a heart lead, which is not going to be easy, the defenders are in a position to hold declarer to seven tricks. Declarer takes West's queen with the ace and plays a club to the jack followed by a second club to the queen and ace. If East wins and returns a second heart West can win and switch to spades. That will be easier for pairs using Smith Peters, as West will be able to encourage East to play a second heart.

If East leads anything else at trick one declarer is sure to score at least nine tricks.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	3	3	1	1
S	3	3	2	-	1
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 20	♠ KJ9	Dealer W
	♥ AJ1063	Vul: Both
	♦ 9	
	♣ Q875	
♠ AQ32		♠ 1064
♥ K94		♥ Q5
♦ A10642		♦ K87
♣ J		♣ AK1093
	♠ 875	
	♥ 872	
	♦ QJ53	
	♣ 642	

If West opens 1♦ North overcalls 1♥ and East bids 2♣. If West rebids 2♦ East continues with 2♥ and will raise West's 2NT to game.

If North leads the ♥J/♥10 declarer must win with dummy's queen and will probably play a diamond, hoping to be able to put in the ten. If South plays an honour, declarer wins and must play on clubs. As the cards lie it does not matter which approach declarer adopts. In terms of safety, overtaking the ♣J avoids a damaging loss to a doubleton queen with South. North wins the third round of clubs and will probably exit with a club. Declarer wins in dummy, cashes the last club and then plays the ♦K. When North discards declarer will have seven tricks and a choice of endplays against North to get up to nine.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	3	4	2	4	3
W	4	4	2	4	3

=====

Board 21	♠ KQ7	Dealer N
	♥ 87654	Vul: N-S
	♦ 952	
	♣ J7	
♠ J42		♠ A65
♥ 92		♥ AKQ10
♦ AJ86		♦ 7
♣ A1092		♣ K8654
	♠ 10983	
	♥ J3	
	♦ KQ1043	
	♣ Q3	

If East opens 1♣ South might overcall 1♦ when West's action might depend on how many clubs East has promised. If West responds 1NT and East continues with 2♥ West can now show some club support, perhaps jumping to 4♣. That might be enough to see East push on to the slam.

Where South does not overcall, the number of clubs promised and systemic agreements will come into play. After an old-fashioned 1♣-3♣ East will either bid 3♥ or perhaps jump to 4♦, a splinter bid looking for a club slam. With two aces and decent clubs West can consider committing to slam by bidding 5♦.

If East starts with a Strong 1♣ South might be deterred from overcalling by the vulnerability. West responds according to system and if EW can locate the club fit there is a good chance they will bid the slam.

If East is in 6♣ and South leads the ♦K declarer wins in dummy and will probably play a club to the king and a second club (cashing a top heart along the way is possible). With trumps 2-2 there are 12 tricks and if declarer decides to cash the top hearts rather than take the finesse, there will be an overtrick.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	7	2	3	3	5
W	7	2	4	3	5

=====

Board 22	♠ AK872	Dealer E
	♥ A652	Vul: E-W
	♦ 2	
	♣ AQ4	
♠ 4		♠ J10953
♥ J107		♥ Q843
♦ 10763		♦ QJ
♣ KJ732		♣ 108
	♠ Q6	
	♥ K9	
	♦ AK9854	
	♣ 965	

If South opens 1♦ North responds 1♠ and then continues with 2♥ over South's 2♦. If South then bids 2♠ North might try 3♣ and then consider the matter when South bids 3♦. The singleton in partner's suit suggests that signing off in 3NT is the soundest approach.

On this layout reaching 6♦ or 6NT proves to be a triumph, as the 45% chance that the diamonds will be good for five tricks plays off and the ♣K is onside.

Makeable Contracts	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	6	4	5	6
S	4	6	4	5	6
E	-	-	-	-	-
W	-	-	-	-	-

Board 23	♠ 1095	Dealer S
	♥ 73	Vul: Both
	♦ AK7	
	♣ Q10763	
♠ K84		♠ AQJ73
♥ QJ42		♥ K98
♦ 54		♦ J86
♣ K985		♣ J4
	♠ 62	
	♥ A1065	
	♦ Q10932	
	♣ A2	

If East is allowed to open the bidding 1♠ might see South overcall 2♦ despite the lack of a sixth card in the suit. If West then raises to 2♠ North is sure to compete with 3♦ (or perhaps 3♣ as a fit non-jump).

If South does not overcall and West raises to 2♠ a reopening double by South will work, as long as South bids 3♦ over North's 3♣.

Were South to open 1♦ North responds INT which probably ends the auction.

If South plays in diamonds, it may be possible to take nine tricks. If West leads a trump declarer wins in hand and plays two rounds of clubs. If West ducks smoothly, declarer will need to put up dummy's queen.

Makeable Contracts	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	3	-	-	1
S	1	3	-	-	1
E	-	-	1	2	-
W	-	-	1	2	-

Board 24	♠ J10987	Dealer W
	♥ A8	Vul: None
	♦ 854	
	♣ AJ7	
♠ Q2		♠ K6
♥ 104		♥ KQ972
♦ J109762		♦ A3
♣ 1092		♣ K643
	♠ A543	
	♥ J653	
	♦ KQ	
	♣ Q85	

There are players of my acquaintance who would open the West hand with a weak 2♦. If East lets that go South might double. Provided North does no more than bid 3♠ that should work well.

Where West passes there is no reason for North to open, but after 1♠ if East overcalls INT South doubles and West bids 2♦, leaving South to decide how many spades to bid.

If the first two players pass and East opens INT (13-15/14-16/15-17) West will either pass or transfer to diamonds – the latter looking the better option.

If East opens 1♥ and West responds INT (not automatic, but a decent tactical approach) a 2♣ rebid by East sees West bid 2♦. Now it is reasonable for North to try 2♠.

On this likely partscore battle NS should take nine tricks if they play in spades, while EW can score eight in diamonds.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	1	3	2
S	1	-	-	3	2
E	-	2	-	-	-
W	-	2	-	-	-

=====

Board 25	♠ KQ2	Dealer N
	♥ AQ32	Vul: E-W
	♦ 764	
	♣ A86	
♠ 10973		♠ AJ854
♥ 10		♥ J976
♦ AQ9		♦ 82
♣ QJ942		♣ K5
	♠ 6	
	♥ K854	
	♦ KJ1053	
	♣ 1073	

If North opens INT (13-15/14-16/15-17) and East overcalls to show the majors, West will have to decide how high to go. After INT-(2♣)-2♦ is that a 3♠/4♠ or perhaps a 3♦ bid?

If North starts with an Acol style 1♥ East can overcall 1♠ and when South raises to 2♥ West might try 3♥ to show a good raise. Another possibility would be to bid 3♣, promising clubs with a spade fit. Whatever, it is unlikely that EW will bid game.

On this layout East should collect 10 tricks in spades.

The strongest defence is for South to lead a heart, North winning and continuing the suit. Declarer ruffs in dummy and plays the ♠10 for the queen and ace. Now declarer must attack clubs, North winning the second round and playing a third heart. Declarer ruffs in dummy, pitches a heart on the ♣Q and then plays a spade.

Makeable Contracts					
	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	1	-	-
S	-	1	1	-	-
E	3	-	-	4	1
W	3	-	-	4	1

=====

Board 26	♠ J9843	Dealer E
	♥ 92	Vul: Both
	♦ 1084	
	♣ K95	
♠ A5		♠ K1076
♥ K1085		♥ Q4
♦ 97653		♦ AKQ
♣ J2		♣ A643
	♠ Q2	
	♥ AJ763	
	♦ J2	
	♣ Q1087	

If East opens 1♣ South overcalls 1♥ and West bids 1NT, East raising to game.

If East starts with an Acol style 1♠ South will be less inclined to overcall and West's 1NT will be raised to game.

After a Strong 1♣ opening South might overcall, but it will not prevent EW reaching 3NT.

3NT is not in danger, the question being how many tricks declarer can secure. If South has bid hearts and North leads the ♥9, the strongest line for declarer is to play dummy's queen.

If South takes the ace and switches to a club declarer plays the jack, takes North's king with the ace, and cashes the top diamonds. Then a heart to the eight is followed by two more diamonds. On the last of these South is down to ♠Q2 ♥J7 ♣Q10. Parting with a spade exposes partner to a finesse, while throwing a heart hands declarer two more tricks in the suit. After a club discard declarer can cash two spades and exit with a club, forcing South to lead into the ♥K10.

Declarer can also get up to 11 tricks by ducking the first round of clubs, winning the second, unblocking the diamonds and taking a heart finesse. Then two more diamonds will force South to discard two clubs after which the ♥K will squeeze North in spades and clubs.

Only an initial club lead holds declarer to nine tricks.

Makeable Contracts					NT
	♣	♦	♥	♠	
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	2	5	2	3	3
W	2	5	2	2	3

=====

Board 27	♠	J109875	Dealer S
	♥	K8	Vul: None
	♦	J82	
	♣	64	
	♠	AQ64	♠ K3
	♥	A1064	♥ QJ952
	♦	K43	♦ A6
	♣	82	♣ AJ75
	♠	2	
	♥	73	
	♦	Q10975	
	♣	KQ1093	

If South can open 2NT to show both minors (another method described in *The Mysterious Multi*) West may not feel comfortable doubling. After a pass North bids 3♦ and now East comes in with 3♥. West can bid 4♦ but East has no reason to look beyond 4♥.

Were West to double 2NT, East might get too enthusiastic.

When South does not open the bidding and West bids 1NT (12-14/13-15) East transfers to hearts and then jumps to 3NT (West correcting to 4♥) or continues with 3♣, letting matters rest when West bids 4♥.

If West opens 1♦ East responds 1♥ and then goes on to game over West's raise. The same applies after an opening bid of 1♣.

With the ♥K offside there are only 11 tricks available in hearts.

Makeable Contracts					NT
	♣	♦	♥	♠	
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	1	-	5	2	4
W	1	-	5	2	4

=====

Board 28	♠	AKQ	Dealer W
	♥ <td>QJ4 <td>Vul: N-S</td> </td>	QJ4 <td>Vul: N-S</td>	Vul: N-S
	♦ <td>KQJ83 <td></td> </td>	KQJ83 <td></td>	
	♣ <td>J2 <td></td> </td>	J2 <td></td>	
	♠ <td>J1087432 <td>♠ 95</td> </td>	J1087432 <td>♠ 95</td>	♠ 95
	♥ <td>9</td> <td>♥ 10876532</td>	9	♥ 10876532
	♦ <td></td> <td>♦ A4</td>		♦ A4
	♣ <td>AK1053 <td>♣ Q7</td> </td>	AK1053 <td>♣ Q7</td>	♣ Q7
	♠ <td>6</td> <td></td>	6	
	♥ <td>AK</td> <td></td>	AK	
	♦ <td>1097652</td> <td></td>	1097652	
	♣ <td>9864</td> <td></td>	9864	

What to open with the West hand? 4♠ looks attractive. If North doubles, the winning move for South is to pass.

If West starts with 1♠ North doubles and East bids 2♥. If South joins in with 3♦ North might try 3NT.

4♠ should be one down, but if North decides to lead the ♦K... (the right approach is to cash at least two spades, allowing South to make a revealing discard).

3NT appears to have no chance, but after a spade lead declarer wins with the ace and plays the ♦K. If East wins immediately it is essential to switch to the ♣Q.

Makeable Contracts					NT
	♣	♦	♥	♠	
	=	=	=	=	==
N	-	4	-	-	1
S	-	4	-	-	1
E	-	-	1	3	-
W	-	-	1	3	-

=====

Board 29	♠	J7	Dealer N
	♥ <td>K87 <td>Vul: Both</td> </td>	K87 <td>Vul: Both</td>	Vul: Both
	♦ <td>A9 <td></td> </td>	A9 <td></td>	
	♣ <td>AJ8753 <td></td> </td>	AJ8753 <td></td>	
	♠ <td>Q9 <td>♠ A1064</td> </td>	Q9 <td>♠ A1064</td>	♠ A1064
	♥ <td>AQ94 <td>♥ J10532</td> </td>	AQ94 <td>♥ J10532</td>	♥ J10532
	♦ <td>QJ4 <td>♦ 83</td> </td>	QJ4 <td>♦ 83</td>	♦ 83
	♣ <td>K1042 <td>♣ Q9</td> </td>	K1042 <td>♣ Q9</td>	♣ Q9
	♠ <td>K8532 <td></td> </td>	K8532 <td></td>	
	♥ <td>6</td> <td></td>	6	
	♦ <td>K107652 <td></td> </td>	K107652 <td></td>	
	♣ <td>6</td> <td></td>	6	

If North opens 1♣ and South responds 1♦ West can only pass and North rebids 2♣. If East now makes a delayed double, West bids 2♥. Then South might decide to venture 2♠.

If North starts with a Precision style 2♣ South might try a shaded 2♠, hoping the distribution will compensate for the missing points. That will probably conclude the auction.

If South passes over 2♣ West will have to choose between passing and bidding 2NT. Over the latter East will either transfer to hearts, use a Staymanic 3♣ or prosaically pass.

If North plays in clubs seven tricks should be the limit.

If EW play in hearts a club lead allows South to score a ruff, restricting declarer to seven tricks.

Were West to play in 2NT a club lead would give declarer an easy route to eight tricks.

If South plays in spades and West leads the ♦Q declarer should play three rounds of the suit, ruffing in dummy, after which nine tricks should be possible.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	2	-	2	-
S	1	2	-	2	-
E	-	-	1	-	-
W	-	-	1	-	-

=====

Board 30

♠ A10	Dealer E
♥ A42	Vul: None
♦ A942	
♣ AJ96	
♠ J82	♠ 943
♥ KJ1095	♥ 63
♦ J83	♦ 765
♣ K3	♣ 108542
♠ KQ765	
♥ Q87	
♦ KQ10	
♣ Q7	

If South opens 1♠ North responds 2♣ and then makes a decision over South's rebid. Looking at all the aces it is difficult to resist the temptation to move towards a slam. After 1♠-2♣ if South rebids 2NT promising around 12-14 North might try 4NT, but it is a stretch. Here South would accept the invitation and bid 6NT.

If South starts with INT (12-14/13-15/14-16) 4NT is a possibility facing the latter, but otherwise perhaps too much.

With everything breaking and the ♣K well placed the slam bidders will be content.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	7	4	6	6
S	5	7	4	6	6
E	-	-	-	-	-
W	-	-	-	-	-

=====

Board 31

♠ J103	Dealer S
♥ 42	Vul: N-S
♦ 432	
♣ KQ853	
♠ K6	♠ Q98754
♥ A10986	♥ K75
♦ Q106	♦ A
♣ A94	♣ J106
♠ A2	
♥ QJ3	
♦ KJ9875	
♣ 72	

If South opens 1♦ West overcalls 1♥ and East bids 1♠. If West then tries INT, East can jump to 3♥ and West will go on to game.

If North leads a diamond declarer wins in dummy and might follow the generally sound strategy of developing the side suit first by playing a spade to the king and then ducking a spade to South, who exits with a club, North winning and returning a diamond, forcing dummy to ruff. Declarer cashes the ♥K comes to hand with the ♣A, ruffs a diamond and then discards a club on the ♠Q for ten tricks as the cards lie.

That is by no means the only winning line.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	-	4	4	3
W	1	-	4	4	3

=====

Board 32      ♠ 752      Dealer W  
                  ♥ 1082      Vul: E-W  
                  ♦ A95  
                  ♣ Q642

♠ 10      ♠ Q9864  
 ♥ KJ5      ♥ Q74  
 ♦ QJ10632      ♦ K74  
 ♣ AK9      ♣ J8

♠ AKJ3  
 ♥ A963  
 ♦ 8  
 ♣ 10753

If West opens 1♦ East responds 1♠ and then passes West's 2♦ rebid, concluding matters unless South is constrained to re-open with a double. In that case North will bid 3♣ when EW will need to go on to 3♦.

There are three aces to lose in a diamond contract, the event concluding with perhaps the dullest deal of an exciting set.

Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	-	1	-	-
S	2	-	1	-	-
E	-	4	-	-	1
W	-	4	-	-	1
	=====				