

# The ECatsBridge Simultaneous Pairs for BBC Children in Need Thursday 12th November 2015

# Dear Bridge Player

We are really grateful to you for coming and playing in this event for BBC Children in Need. It is a charity very close to our hearts and we hope that, once again this year with your help, we will raise lots of lovely money for them! Last year we sent over £70,000 to the Charity on your behalf... and since 2002 you have raised over £740,000 for Children in Need- just a huge amount of money thank you so much! Last year we were very honoured and delighted to be named as an Offical BBC Partner for the event - and that's down to all of you for raising so much money.

The commentary for this set of hands was done by Mark Horton and we are very grateful to him - it will be interesting if the results agree with his analysis! In any case, I hope you enjoyed the hands and they weren't too horrid - I have almost forgotten how to play bridge so I am no judge (and I don't really have time to look at them anyway truth to tell!)!

Results will be at <a href="www.ecatsbridge.com">www.ecatsbridge.com</a> as normal, of course. And please make sure that someone from your club emails us with the amount you have raised in total as soon as possible after the event so we can put it on the website. Now we live on Orkney the chances of us getting to the studio for the CiN night are pretty remove I fear!

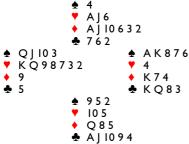
Again ... thank you very much for supporting us. Book the dates for next year when I expect we will be doing it all over again! And do join us for some of the other Simultaneous Pairs events if you can. We would especially love some more clubs to join us for the Charity Challenge which will be on Thursday 10th March 2016 - there is more information about that on the website as well of course! And that one has lovely booklets thanks to Mr Bridge.

With very best wishes

Anna & Mark

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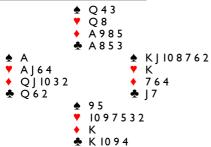
#### Board I. Love All. Dealer North.



If North opens I ♦ East overcalls I ♠ and after South raises to 2 ♦ West jumps to 4♠. The threat of dummy's heart suit is so strong that the defenders need to make sure they collect their three aces in good time.

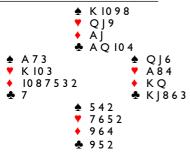
The only other issue is whether North should consider going on to  $5 \blacklozenge$  over  $4 \spadesuit$ ? It proves to be a good sacrifice - and on a top spade lead declarer might take ten tricks.

#### Board 2. N/S Vul. Dealer East.



If East opens 3 that is virtually certain to end the auction. If South leads the king of diamonds and then switches to a club it is easy to see how the contract will be two down, but suppose South opts for the 'safe' lead of a heart? Declarer wins in hand, crosses to the ace of spades and plays the ace and jack of hearts throwing clubs as North ruffs. That results in ten tricks.

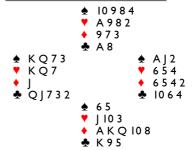
#### Board 3. E/W Vul. Dealer South.



It's not often you see a perfect Yarborough.

If North opens, East can overcall INT. If West tries for game by showing a diamond suit (perhaps transferring via 2NT) then East might accept on the strength of the ◆KQ, and the diamond position makes life easy for declarer. On a spade lead declarer can squeeze North who will be forced down to ◆9 ♥QJ ♣A and have no good discard on the last diamond. Only a heart lead holds declarer to nine tricks.

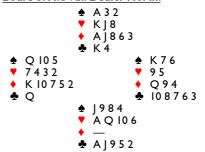
#### Board 4. Game All. Dealer West.



If West opens I♣ and East responds I♠ (marginal but the modern style) West rebids I♠ and East gives preference to 2♣. Now a bid of 2♠ by South should be construed as natural.

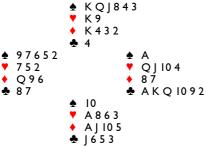
If East does not respond South will choose between I ◆ and INT. If West leads a club against INT and declarer wins in hand and advances the jack of hearts, West will need to cover and subsequently find a low spade switch to hold declarer to eight tricks.

#### Board 5. N/S Vul. Dealer North.



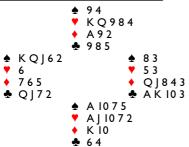
When North opens I ♦ South will have to choose between a response of 2♣ and I ♥. In both cases North rebids in notrumps and South raises to game. On a club lead declarer can win in hand and play a club to the nine followed by a heart to hand and spade to the eight and ten. If West switches to the ten of diamonds for the jack and queen East must avoid returning the nine, as declarer wins and can then execute a non-simultaneous double squeeze for II tricks.

#### Board 6. E/W Vul. Dealer East.



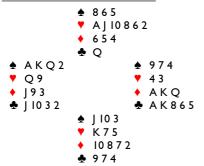
When East opens I♣ if West passes North bids I♠ and East rebids 2♣. If South now stretches to bid 2NT North might bid 4♠. If West responds I♠ initially then EW will probably pay out at least 200. That is fine as long as NS are scoring +420, but in order to do that they must first bid 4♠ and then make it and it will almost certainly involve guessing the location of the ♠Q.

#### Board 7. Game All. Dealer South.



If South opens I♥ West overcalls I♠ and North raises hearts - with such good trumps (the fifth heart is around the value of an extra king) an outside ace and a doubleton spade a jump to 4♥ is in order. If North only bids 3♥ then South might still consider bidding 4♥ - again the fifth trump is an important asset. Ten tricks in hearts are strightforward.

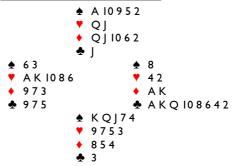
#### Board 8. Love All. Dealer West.



If West opens INT and North overcalls  $2\P$  East will bid according to agreements. For example, East might bid 2NT as a transfer to clubs and then continue with  $3\P$ , asking for a heart stopper. If West then bids  $3\Phi$  you can make a case for East to raise to  $4\Phi$  and that will certainly rake in the match points, especially if the defenders do not cash their heart tricks.

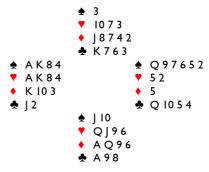
My guess is that most pairs will play in 5.

# Board 9. E/W Vul. Dealer North.



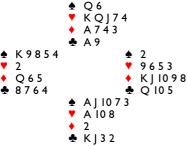
If North opens I♠ East has a tough decision as to how many clubs to bid. The practical bid is 5♣ but when South bids 5♠ it will be difficult for East to go on to 6♣. Overcalling 2♣ will see South bid 4♠, and if East then bids 5♣ and NS go on to 5♠ there is a small chance that West might bid 6♣. Still, doubling 5♠ and collecting +800 (cash a club, then the ♠KA, two hearts and a diamond ruff) will be a good score.

#### Board 10. Game All. Dealer East.



If East happens to open 2♠ or a Multi 2♠ then 4♠ should be reached. If East passes and South opens INT West doubles and if North bids 2♠ East's 2♠ should be enough for West to go on to game. There is nothing to the play, declarer losing a diamond and two clubs.

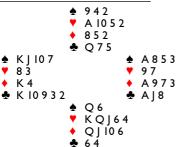
#### Board II. Love All. Dealer South.



When South opens I♠ North responds 2♥ when one option for South is to jump to 4♥.

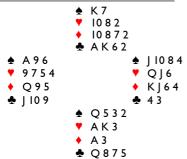
Then North is likely to ask for key cards before settling for 6. Bidding 6. is one thing, making it another. If East leads a spade then declarer must go up with the ace and then simplest is to return a spade. An initial diamond lead might see declarer win and run the queen of spades - unlucky!

#### Board 12. N/S Vul. Dealer West.



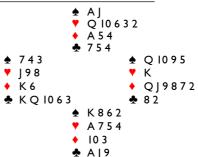
If East opens INT and South overcalls (say 2♣, hearts and another) then EW will need to be able to both locate their spade fit and get to game. It should not be too difficult - for example if West doubles for takeout North bids 2♥ and East 2♠. Then at the very least West can bid 3♥ as a game try which East will accept. Finding both black suit queens will give declarer eleven tricks.

#### Board 13. Game All. Dealer North.



NS should find a route to 3NT, perhaps via 1♣-2♣-2NT-3NT. Say West leads a heart for the eight, jack and king. Declarer cashes four rounds of clubs (awkward for East in particular) and then plays a spade to the king and ducks a spade. Whatever the defenders do declarer will be able to duck a spade to the now bare ace setting up a ninth trick. With North as declarer a diamond to the queen and a diamond ducked to the ace puts the defenders in charge.

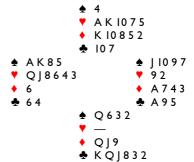
#### Board 14. Love All. Dealer East.



Given a free run NS might start INT-2\*\*-2\*-2NT-when South must choose between 3\* and 4\*. The knowledge that North has around 10/11 point with a five card heart suit would persuade me to bid 4\*. If East happens to start with a weak 2\* and South doubles then North is sure to bid 4\*.

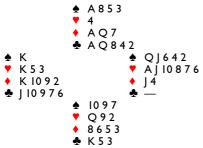
With the 6.2% chance that the trumps will play for no loser coming in 4♥ rolls home.

# Board 15. N/S Vul. Dealer South.



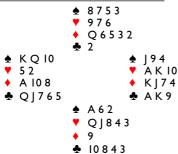
If South opens I ♣ West overcalls I ♥. If North passes and East bids I ♠ West raises to 2♠. If North now enters the fray with a double my guess is South will bid 3♣, leaving EW to contemplate the merits of bidding 3♠. The best lead against a club contract is a trump - East putting in the nine if declarer plays dummy's seven, but it's hard for West too look beyond the singleton diamond. To beat 2♠ the defenders need to get in a round of trumps.

#### Board 16. E/W Vul. Dealer West.



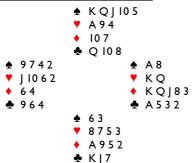
If North opens I ♠ one option for East is to bid 2♠ to show the majors. If West then jumps to 3♥ East might go on to game because of the distribution. To make ten tricks in hearts declarer will have to infer the trump position and in practice I think it will be too difficult to find a winning line.

#### Board 17. Love All. Dealer North.



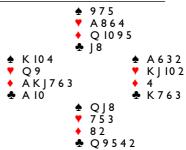
If East opens I • South might overcall I •, but it will not stop EW reaching at least 3NT. If South leads a heart honour against a notrump contract declarer wins, plays a spade to the king, a club to the king and a spade. If South wins and exits with a spade declarer wins and cashes four more clubs. South's hand will be counted out - three spades, five hearts and four clubs, so at most one diamond making it clear to finesse against North for the vital queen.

# Board 18. N/S Vul. Dealer East.



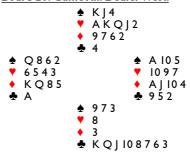
If East opens I → and North bids I ♠ East is sure to bid INT, probably ending the auction. If West is tempted to respond I ♥ North bids I ♠, which might be enough to persuade East to do no more than bid INT. On a spade lead declarer wins the second round and plays a top diamond. If South wins and switches to a club declarer does best to win, cash a diamond and then play a heart ensuring five tricks. Hoping the diamonds break leads to -150.

#### Board 19. E/W Vul. Dealer South.



After West opens I → EW will reach 3NT perhaps via I → I ▼-2NT-3NT. If North leads a spade declarer wins in hand and plays the nine of hearts, overtaking it with dummy's ten to play a diamond to the jack and queen. If North plays a second spade and declarer ducks then as long as declarer simply plays to force out the ace of hearts there will be ten tricks. Hoping the diamonds break 3-3 might see declarer held to nine, as long as North ducks two hearts.

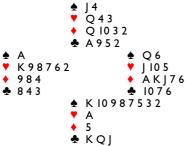
#### Board 20. Game All. Dealer West.



If West opens I ♠ North overcalls I ♥. If East bids 2 ♠ South might try 3 ♣ but if East raises to 3 ♠ South might hesitate to bid 4 ♣. If West opens I ♥ and East responds 2 ♠ South might come in with 3 ♣ when West bids 3 ♠. To beat 3 ♠ North can cash a heart, but must then switch to a club, which is far from obvious.

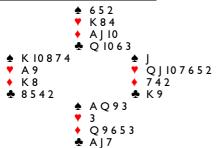
If NS play in clubs and West leads a top diamond and then switches to a spade declarer has to put in the jack for ten tricks.

#### Board 21. N/S Vul. Dealer North.



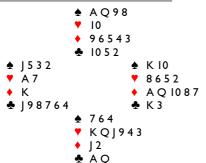
If East opens the bidding South is going to bid 4♠. If East decides to pass then South might open 1♠, but it's hard to imagine any final contract other than 4♠. If West leads a diamond and East wins and switches to a heart declarer wins, crosses to dummy with the ace of clubs and runs the jack of spades for eleven tricks.

#### Board 22. E/W Vul. Dealer East.



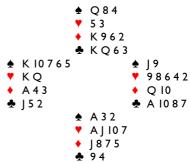
If East opens 3 South doubles when the winning action is to play for penalties, as +500 is certain and +800 possible (a trump lead to North's king then a club switch, diamond return and a trump is the simplest way). 3NT is very easy, after two rounds of hearts declarer plays a club to the jack and runs the •Q. After a second diamond say declarer plays the •Q for the king and ace and a club to the ten. Now West is endplayed with a club for +460.

#### Board 23. Game All. Dealer South.



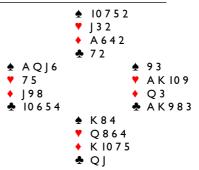
When South opens I♥West might try 2♣. If North doubles East joins in with 2♦ and South's 2♥ should end matters. If West leads the king of diamonds the best defence is for East to allow it to hold. If West finds the spade switch East wins and returns a spade. Now to get up to eight tricks declarer needs to take the club finesse - easier if West has not overcalled.

# **Board 24. Love All. Dealer West.**



If West opens 1♠ East responds INT, ending the auction. If South leads a diamond and North wins with the king and returns a diamond declarer wins and will run the jack of spades. If North plays a third diamond after winning, declarer can play the king of spades and with the suit 3-3 will be sure of seven tricks. The winning defence is for North to switch to a heart at trick two. Then the defenders must score seven tricks.

#### Board 25. E/W Vul. Dealer North.



When East opens I♣ West responds I♠ (even if South doubles) and East rebids INT. On this layout EW will want to reach 3NT (or 5♣). After I♣-I♠-INT-2♣\*-3♥ West will be reasonably certain East is 2-4-2-5 and settle for the nine trick game. If the defenders start with three rounds of diamonds, declarer will need to get the clubs right for eleven tricks.

#### Board 26. Game All. Dealer East.

♠ 1094 **♥** K 10 Q 10875 ♣ Q|8 **★** A52 ♠ Q|873 ♥ Q]63 **987 ♦** 63 **♦** 92 ♣ A 1053 ♣ K94 **★** K 6 A 5 4 2 AKI4 ♣ 762

If South opens I♥ North's response of INT will close proceedings. If East leads a low spade, declarer is almost certain to go up with dummy's king playing East to have led from a suit headed by ♠AJ or ♠AQ and now the defenders have seven tricks. If East leads a spade honour declarer is sure of a spade trick and an overtrick.

# Board 27. Love All. Dealer South.

♠ O 108732 AQ9 | 64 **♣** 3 **★** K654 **♠** A **7** 10653 **♥** 172 ♦ Q 10 7532 854 ♣ KQJ92 ♠ | 9 ♥ K84 ♦ AK98 ♣ A 10 7 6

If South opens I♣ North responds I♠ and then goes on to 4♠ over South's INT rebid. After an opening bid of I♠ East might try 2♠ over North's I♠, but it will not stop NS reaching 4♠.

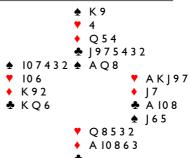
Declarer is likely to take eleven tricks thanks to the diamond position.

## Board 28. N/S Vul. Dealer West.

**★** | 107 **♥** 65 KQ1065 ♣ A 10 2 **★** 53 ★ K962 **7** 10 Q | 9742 **4** 4 3 ♦ A 2 ♣ Q54 ♣ K|9763 ♠ AQ84 A K 8 3 1987 **%** 8

If West opens 2 South will have to choose between an off shape double or an under strength 2NT, North bidding 3 voer a double and raising 2NT to game. After a Multi 2 -(Pass)-2 v South has the same options. With the spade king onside and East having no entry declarer should take ten tricks in 3NT.

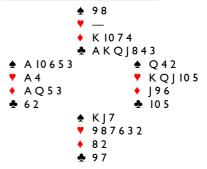
# Board 29. Game All. Dealer North.



If North opens 3♣ the practical bid for East is 3NT. Where North passes East opens 1♥ and West responds 1♠. If East is able to rebid 2NT to show 18-19 the 5-3 spade fit might be reached, but otherwise it probably gets lost.

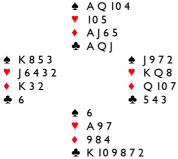
4♠ is relatively easy to make, 3NT very difficult, especially on a diamond lead (declarer has to execute a strip squeeze and throw in against South).

#### Board 30. Love All. Dealer East.



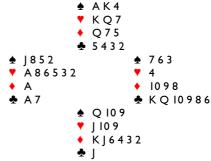
When West opens 1♠ North overcalls in clubs. After 2♠ East can bid 2♥ and then decide if it is right to raise 2♠ to 3♠. Over 3♠ East has a tougher problem. The best defence against a spade contract is for North to start with three rounds of clubs. Say declarer ruffs in hand discarding a diamond from dummy and plays ♠A and a spade to the queen and king. A diamond is taken by the ace and declarer throws three diamonds on dummy's hearts for +140.

#### Board 31. N/S Vul. Dealer South.



If North opens I $\$ and South responds INT North will raise to game. If South responds 2 $\$ 4 (a bit light) North rebids 2NT and South raises to game. On a heart lead declarer ducks twice and can then take the spade finesse for ten tricks.

#### Board 32. E/W Vul. Dealer West.



When West opens I♥ North can only pass and East responds INT and must then take a view when West rebids 2♥ - to Pass or bid 3♣? On balance I am inclined to lean towards 3♣. Playing in clubs there is one interesting point. Suppose South leads a spade and North wins and switches to a trump? Declarer must retain the ♣6 as when South's ♣J appears the ♣7 will be a vital extra entry to dummy and with hearts 3-3 there will be eleven tricks.

Yes - it was a bit of a squeeze to get it all in, and then I had a bit of space left over, but at least I can tell you a bit about us!

ECatsBridge is owned by ECats Ltd., and is an independent organisation run by Anna Gudge and Mark Newton. You can find out a bit about us by going to the website at

www.ecatsbridge.com

and clicking on the tab at the top where it says "About Us" ... we have a bit about each of us there - oh and something about the ECats cats, And if you are really interested, have a look at http://orkneyliving.co.uk which is all about why we came to live on Orkney and what our life is like here.

We do a lot of work for the World Bridge Federation, some for the European Bridge League, and various other Simultaneous Pairs for different organisations when required, including a number of Charity events.

We can organise Simultaneous Pairs large and small - some have only a few local clubs and it may be a lot less expensive than you think, so if you want to know more, do contact us.

We both love working in bridge. We do our best to make the website at www.ecatsbridge.com user friendly and informative for you.

We also have our own Facebook page - just look for ECatsBridge and come and like us!

If we can help you - let us know and we will do our best!