

# ECatsBridge Simultaneous Pairs for Children in Need

Monday 8<sup>th</sup> November 2021



**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.

Some of you will be playing Face-to-Face and others online but all the results will be included in the overall scoring so don't worry!

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/donate/>

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

Our thanks to Mark Horton for writing this set for us – I hope you found it interesting (and accurate!).

Take care won't you and stay safe

*Anna & Mark*

## Board 1. None Vul. Dealer North

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

If East opens 1♠, very much the modern approach, South is likely to overcall 2♣, despite the lack of a sixth club. If West then makes a negative double North will raise to 3♣. When that gets back to West the choice lies between supporting spades or trying a second double. It would be a slight stretch to bid 4♠, but on this layout it pays a big dividend. On this occasion declarer has an easy route to ten tricks, scoring five trumps, three hearts, a diamond and a club ruff. Indeed, assuming South starts with a top club declarer has a chance of securing 11 tricks. Assuming South switched to a diamond declarer wins with dummy's ace, comes to hand with a spade, ruffs a club, cashes the ♠Q and exits with a diamond. South wins, draws the outstanding trump and plays a heart to the jack followed by a heart to

the ace. Then a heart to the nine delivers the extra trick.

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

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

Third in hand West might venture something, perhaps opening 1♦ or a weak 2♦. After 1♦ North doubles and if East bids 1♠ South might scrape up a 2♥ bid which will be enough for North to bid game - 3NT being the obvious choice.

If West opens 2♦ North doubles and then rebids 2NT over South's 2♥ which leads to 3NT. If East raises to 3♦ after the double and South passes North is unlikely to let it go, either doubling again, or trying 3NT.

If West doesn't open North has an easy 2NT and South transfers with 3♦ and then bids 3NT. With this type of distribution North might decide to pass rather than bid 4♥.

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If East leads a diamond declarer wins and might duck a club. If East takes that and plays a second diamond declarer wins and ducks another club, West winning and clearing the diamonds. Declarer has ten top tricks at this point and might score another by taking the club finesse.

If East leads a top spade declarer wins and ducks a club. If East takes that and plays two rounds of spades declarer wins and can now squeeze West in the minors for 11 tricks.

Only an unlikely heart lead gives the defenders a chance of holding declarer to ten tricks, but even then if declarer wins and plays a low club East must withhold the jack allowing West to win and switch to a spade.

If North plays in 4♥ then 11 tricks might be made. If East leads a diamond declarer wins, draws trumps and plays the ♦Q. That establishes a third trick in the suit and declarer will be able to cash it and exit with two rounds of clubs. As the cards lie that will result in East being endplayed after declarer ruffs the diamond return in dummy and plays a spade to the jack. There are variations if West ducks the ♦Q, but 11 tricks cannot be prevented.

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

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

If West is minded to open 1♠ North might decide the best option is to overcall INT. In that scenario if East doubles South will run to 2♣. If North passes and East doubles again North can redouble when the diamond fit will be located. It's also possible that North might bid a direct 2♦ over South's 2♣.

If West passes initially North opens the bidding - the choice being between 1♦ and 1♥. After 1♦ South could raise to 2♦ on the assumption that inverted raises are not operating after a pass. West has an easy double and now EW have located their heart fit and are sure to compete.

If North opens 1♥ and South passes West overcalls 1♠. If North then tries INT and East doubles we are back on familiar territory, but if, as is likely, East passes, then North will be left to play there.

If NS play in diamonds and East leads a top club and then switches to a spade, declarer wins and can play

on cross-ruff lines for 10 tricks. The strongest defence is to lead a trump - not easy to find.

If EW play in hearts the best defence is to force the West hand in diamonds at every opportunity, which should restrict declarer to nine tricks.

### Board 4. All Vul. Dealer West

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

If East opens 1♦ West responds INT which could end the auction, although South might be tempted to compete, perhaps trying 2♦ to show the majors. In that case, West might try 3♣ over North's 2♠.

If East opens INT (13/15, 14/16, 15/17) West might transfer to clubs, perhaps considering trying a thin 3NT if East shows a club fit (for instance in the sequence INT-2♠\*-2NT\*) opposite one of the stronger ranges.

If EW play in clubs, the normal way to tackle the suit is to finesse the queen, which gives you a 26.5% chance of six tricks. The safety play for five tricks is to cash the ace (an 82.7% chance) but that would not be the normal thing to do at this form of scoring. If South leads a top heart against 3♣ then declarer is likely to lose four tricks.

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

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

If East opens INT (12/14, 13/15, 14/16) South will use whatever methods are to hand to overcall. For example after INT-(2♦\*)-Pass North bids 2♣, almost certainly ending the auction.

If East has to open 1♣ for systemic reasons then South overcalls 1♦ and North bids INT.

If INT is the final contract the defenders may need to be careful if they are to restrict declarer to seven

tricks. East does best to lead a top spade and must then switch to a heart. If declarer plays dummy's six West must withhold the king (not an easy play to find). Assuming declarer then runs the ♦10 to West's queen the defenders are in a position to score six tricks if West continues with the ♥K. If instead West wins with the heart king and returns the suit declarer can clear the spades and then has the chance to endplay East on the third round of clubs for an overtrick.

If North plays in 2♠ East will probably lead the ♦J. As the cards lie declarer's best chance of securing eight tricks is to play on cross-ruff lines (ruffing the third round of diamonds with the ♠J). That's not obvious and if declarer goes down a different route, for example playing on trumps, there is some risk of going two down. For example after a spade to the jack and king if declarer wins the second diamond and plays the ♠Q East can win and now has the chance to find the play of the ♠9, pinning the eight.

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

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

If South opens 1♣ West has the values to overcall INT, but the lack of quick tricks is a concern. After 1♣-(INT) North's double should end proceedings.

There may be some players who can open the South hand 2♥, promising a limited three-suiter (a method outlined in *The Mysterious Multi*). If West passes North responds 2♠, ending the bidding. If West doubles, North's options include a redouble as a transfer to 2♠. Were East to bid 3♣ NS would be on to a good score even without a double.

If West plays in INT then six tricks is the likely outcome but it could be worse if for instance declarer goes wrong in hearts.

The only trap I can see is if declarer goes to dummy with a diamond and plays the ♥J and it covered by the queen and king then North must withhold the ace.

The play in 2♠ can follow many different routes. If East leads the ♥J and it is covered all round declarer exits with a diamond. If West wins and returns a heart East cashes two hearts and exits with a club. Declarer takes the ace, ruffs a club, ruffs a diamond

and plays the ♥7. If West discards declarer next ruffs a club and ruffs a diamond with the ♠8. West can overruff and exit with a spade, but when the ten holds declarer scores the last two tricks via a high cross-ruff for +140.

#### Board 7. All Vul. Dealer South

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

If West opens INT (12/14, 13/15, 14/16) North may get involved, some being able to overcall 2♣ to show hearts and another suit. If East doubles South bids 2♥ and East bids again. Let's say East doubles for takeout and West bids 2♠. Now East is worth a raise to 3♠ opposite 12-14/13-15 and 4♠ facing 14-16.

If West starts with 1♣ North can only pass and await developments. East responds 1♦ and has enough to jump to 3♠ if West rebids 1♠.

With the king of diamonds offside nine tricks are the limit.

#### Board 8. None Vul. Dealer West

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

There will be a few pairs who have incorporated into their system an opening bid that shows a weak hand with both majors. Were North to be able to do so here, South would have to show some restraint, not going beyond 3♠.

If East opens 1♥ South doubles and North jumps to 2♠. If East competes with 3♥ and South bids 3♠ that will end the matter. If South doesn't bid 3♠ North will probably bid 3♠ because of the fifth card in the suit. Unless something goes badly wrong the defenders should score a heart, a diamond and two clubs.

Notice that were East to open 4♥ South would almost certainly double when North could hardly be criticised for bidding 4♠.

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

<p>♠ K 4 ♥ K Q 7 4 2 ♦ J 6 ♣ A Q 5 2</p> <p>♠ Q 6 5 2 ♥ 9 ♦ A 8 5 4 3 ♣ 10 6 4</p>	<p>♠ A J 9 7 3 ♥ 6 3 ♦ Q 2 ♣ J 8 7 3</p> <p>♠ 10 8 ♥ A J 10 8 5 ♦ K 10 9 7 ♣ K 9</p>
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If, despite the 2-5-2-4 shape North starts with INT, South will transfer to hearts and then bid 3NT, North correcting to 4♥.

If North opens 1♥ and East overcalls 1♠ the modern approach is for South to jump to 2NT to show a fit. If West then bids 4♣ North theoretically does best to double which will be worth 500 if South passes. An alternative approach for West is to bid diamonds, either 3♦, a fit non-jump, or 4♦, a fit jump. The advantage of doing this is that if NS bid on to 5♥ everything hinges on East's opening lead. Make it a diamond and West can win and play a spade giving the defenders three tricks.

### Board 10. All Vul. Dealer East

<p>♠ J 7 ♥ 6 4 3 ♦ K 9 6 3 ♣ J 7 6 5</p> <p>♠ 9 8 4 2 ♥ Q 7 2 ♦ Q 8 7 5 4 ♣ K</p>	<p>♠ 10 6 5 ♥ A K J 10 ♦ 10 ♣ A 10 8 4 2</p> <p>♠ A K Q 3 ♥ 9 8 5 ♦ A J 2 ♣ Q 9 3</p>
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If East opens 1♣ South overcalls INT which should become the final contract.

Some Precision pairs might open 2♣ when 2NT by South will theoretically be too high. Another option for those playing Precision is for East to start with 1♦. South overcalls INT and we are back to square one.

If South plays in notrumps West needs to avoid a diamond lead which allows declarer to take eight tricks 'on the go'. On a passive lead declarer might fail to come up with more than six tricks for example by winning a spade lead with dummy's jack and playing a club to the queen, when the backward diamond finesse might be required.

### Board 11. None Vul. Dealer South

<p>♠ K J 10 2 ♥ 9 7 ♦ 10 9 4 3 ♣ J 5 3</p> <p>♠ Q 6 ♥ K 10 5 4 ♦ 5 2 ♣ Q 10 8 7 4</p>	<p>♠ A 8 7 3 ♥ A 6 3 ♦ A K Q 8 6 ♣ 2</p> <p>♠ 9 5 4 ♥ Q J 8 2 ♦ J 7 ♣ A K 9 6</p>
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Where South passes and East opens 1♦ West responds 1♥ and then bids INT over East's 1♠. If East raises to 2NT West is not strong enough to advance. If South comes in with a double over 1♦ West might still bid 1♥ but then North bids 1♠ when what happens next may depend on agreements.

If South opens 1♣ and North responds 1♦ East is stuck for a bid but will get a chance on the next round depending on what happens next. If North responds 1♠ East will probably double despite the lack of a fourth heart and playing in hearts may turn out well for EW.

If South opens a Precision 1♦ and North responds 1♠ East can bid INT (not worrying about the singleton club).

Should South open INT, East can double for what should be a good score.

If EW plays in no trumps and the defenders lead a club and South then switches to a spade declarer is likely to win the second round of the suit and then play four rounds of diamonds. North wins, but must then find a heart switch to restrict declarer to seven tricks.

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

<p>♠ Q 6 4 ♥ 10 9 7 6 ♦ K J 3 ♣ Q 7 6</p> <p>♠ K 9 8 3 ♥ Q J 4 ♦ A 7 6 5 ♣ 8 5</p>	<p>♠ A J ♥ A 2 ♦ 9 2 ♣ K J 10 9 4 3 2</p> <p>♠ 10 7 5 2 ♥ K 8 5 3 ♦ Q 10 8 4 ♣ A</p>
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If East opens 1♣ West responds 1♦ and then has to make a decision after East's 2♣ rebid. Despite the lack of a fitting card in clubs West will probably continue with 2NT and East will take a shot at game.

If East starts with a Precision style 2♣ then West will respond either 2♦ or 2NT, both choices leading to 3NT. If South comes in with a light double over 1♣ West can redouble. If North then bids 1♥ and East bids 2♣ West continues with 2NT and is raised to game.

The club position means that declarer is a heavy favourite to secure at least nine tricks, but some care may be needed. If North leads a heart and declarer plays low from dummy South can win and switch to a diamond, setting up five defensive tricks. To counter that declarer must win with dummy's ♥A, come to hand with a spade and run the ♣8 which results in at least ten tricks. Were North to lead a spade declarer could win with dummy's jack and now guessing to play a low club from dummy results in at least 11 tricks.

### Board 13. All Vul. Dealer North

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

  

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

If East opens 1♣ South might overcall 1♦ and when West bids 1♥ North can raise to 2♦. When that gets back to West 4♥ will end the auction.

If East starts with a Precision style 2♣ the classical response is a game forcing 3♥ which East raises to game.

On a diamond lead declarer wins, cashes dummy's top clubs discarding a diamond and then plays the ♥9. Given that declarer can get back to dummy in the spade suit there is no reason to reject the finesse, but here nothing matters, declarer losing two hearts and a spade.

### Board 14. None Vul. Dealer East

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

  

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

If South opens 1♣ West must choose between a simple 1♦ and a double. After 1♦ if East bids 1NT West has an easy raise to game. If West starts with a double and East bids 1♥ West's 1NT will be raised to game.

If South does not open and West starts with 1♦ East responds 1♥ and EW get to game, West either rebidding 2♠ or 2NT/3NT according to agreements.

If West begins with a Strong 1♣ East might give a negative response of 1♦, but game is sure to be reached.

If West is declarer in 3NT and North leads a heart South will probably win with the ace and return the nine. After winning with the king the simplest line for declarer is to play a spade to the queen which guarantees at least ten tricks.

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

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

  

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

If South opens 1♦ and North responds 2♣ the rebid of 2♦ will see North bid 2NT. Although South only has 12 points the aces suggest going on to 3NT (the Kaplan Rubens Hand Evaluator rates the South hand at 14.35).

If South starts with a 12-14 INT North will use whatever methods are at hand to raise to 2NT and again South should advance to game.

Say a heart is led. Declarer can win in dummy and play a diamond to the ten and jack. He then wins the heart return and plays a diamond for the queen and ace. Clearing the diamonds gets declarer up to eight tricks and a club finesse against West will deliver a ninth.

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

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

If North opens a 12-14 INT South is just worth an invitational sequence to 2NT. If North starts with a 'modern' 1♣ East might overcall 1♠ when South has a classical 2NT available.

If a spade is led against a notrump contract declarer will win as cheaply as possible and play on clubs. Then a winning view in diamonds will deliver at least nine tricks.

### Board 17. None Vul. Dealer North

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

If South opens 1♦ North responds 1♥. If South rebids 3♦ North must choose between a jump to 5♦, or a raise to 4♦ (in his excellent *Acol Index*, Eric Crowhurst suggests that is forcing). If South rebids INT North might pass but with excellent trick taking potential South should prefer 2NT when North has an easy raise to game (or a forcing bid of 3♦).

If South starts with INT North might look for a heart fit which might lead to 3NT but were North to pass East might protect with a Landy 2♣ when South can bid 2♦ when game might get back into the picture as after West's 2♠ North will raise to 3♦ when South might take a shot at 3NT.

3NT is the best game. On a spade lead if East takes the ace declarer wins the next round and forces out the ace of diamonds.

Winning the spade return declarer cashes the diamonds and 11 tricks are possible if declarer reads the position. By the time the last diamond is played West will be down to ♥KJ9 ♣J10 and be

forced to throw a club. Then declarer plays a heart to the queen and advances the ♣Q.

5♦ will be defeated if West leads the ♣J.

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

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

If West opens 1♦ North overcalls 1♥ (there was a time when it was in vogue to make an intermediate jump overcall of 2♥, promising a hand that would have opened 1♥ and rebid 2♥) and East doubles. Now there is a case for West to rebid 3NT, counting on East for a spade stopper and protecting the ♥K.

If West starts with a Strong 1♣ North should pass, intending to bid on the next round, suggesting a good hand. For example after 1♣-1♦-2♦ North can bid 2♥.

Played by West the club position means that declarer should always score 11 tricks in 3NT.

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

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

If West opens 1♣ North overcalls 1♠ and East bids 2♦. If South raises to 2♠ West continues with 3♦ and North has to decide if it is right to compete with 3♠. An alternative for South is to double 2♦, suggesting a heart suit with a spade fit or to bid a direct 2♥. The first is sounder with a relatively modest suit. If North does bid 3♠ then East has enough to keep going with 4♦.

Were West to start with INT North would want to be able to come in, with a Landy 2♣ being a popular choice. If East then bids 2♦ South bids 2♥ and West raises to 3♦, which will end the auction unless North or South takes another bid.

Ten tricks are easy in diamonds, while NS can score eight tricks in either major.

**Board 20. All Vul. Dealer West**

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

Those who play the Muiderberg convention might open the North hand 2♥ (hearts and a minor) when East's possible 2NT overall should end the auction.

Otherwise East's alternatives will be 1♣ (sometimes a strong club) or INT. Over the latter South bids 2♠, which could end proceeding unless West is inclined to be active. Where East opens 1♣ South overcalls 1♠ and now West can get involved - double probably being the popular choice. East has an easy INT rebid and if South comes again with 2♠ there is a risk that the contract will be doubled.

If NS play in spades the defenders should manage six tricks, three trumps, a heart and two clubs.

If EW play in notrumps then seven tricks are possible.

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

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

If North opens 1♣ South responds 1♠ and West can join in with a double, East bidding 2♥ that might end proceedings.

If North passes initially, South might open 'third in hand' with the possibilities including 1♠ and 2♠ (especially if the later also promises a minor suit). West can double 1♠ and might also double 2♠. The vulnerability might deter North from getting involved so EW could end up playing in 2♥/3♥.

If South does not open and West starts with INT East might elect to pass, although the odds favour finding a major suit fit when you hold both majors

and at this form of scoring the 4-4 fit is likely to produce a better score.

If West opens 1♣ East responds 1♥ and West raises to 2♥ (even if South bids 1♠).

With trumps breaking and the ♦A onside, declarer has every chance of securing nine tricks in hearts. On a club lead one option is to win with the ace and play a heart to the five (the suit is set up for an 'intra-finesse and although that doesn't work here the principle of retaining trump control is important). North wins and returns a club honour to dummy's king and now declarer plays a heart to the ace followed by a diamond to the king. When that holds declarer ruffs a club and plays a second diamond, South winning and switching to spades. Declarer takes dummy's ace and plays the ♦Q ensuring nine tricks.

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

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

If you consider holding four cards in the other major to be a bar against opening 2♥ or a Multi 2♦ then look away now.

Where East opens 2♥ South does not have enough for 2NT and West has no reason to advance.

If East opens 2♦ South doubles and West does best to pass, when North has no good bid. 3♣ might attract a penalty double from West, so North's best shot might be to try 2♠, hoping to escape a double.

Where East passes initially South might open INT (12-14, 13-15, 14-16) when West is likely to pass unless a suitable gadget is available (for example modified Landy uses 2♣ to show at least 4-4 in the minors). When North passes East is sure to bid - it's just a question of knowing if anything changes when the overcaller is a passed hand.

2♥ is a reasonable spot for EW and with trumps 3-3 there should always be eight tricks.

### Board 23. All Vul. Dealer South

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

If South opens 1♥ and West overcalls 1♠ North has enough to raise to 2♥ and East competes with 2♠. Assuming South passes West might try 2NT when East has enough to raise to game. Were South to rebid 3♥ then West could try 3NT.

Another possibility is for West to overcall INT. With a reasonable five-card suit East might follow an invitational sequence which should see West advance to game.

3NT and 4♠ are sure to make, the only question being how many tricks are taken, which probably depend on what happens in the diamond suit.

### Board 24. None Vul. Dealer West

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

If North opens INT South transfers to spades and then bids 3NT. With a flat hand it usually makes sense to ignore the 5-3 spade fit and 3NT has better chances than 4♠ on this layout.

If North opens 1♣ South responds 1♠ and North rebids INT. Then South can use some form of check back to discover if North has a spade fit before bidding 3NT, offering North a choice of contracts.

If East leads a top diamond against 3NT (it is a good idea to lead the queen in this situation, promising the king or jack and asking for an attitude signal) and declarer ducks (a Bath Coup) then a club switch looks obvious. Given that declarer must lose a spade trick, if declarer wants to play to make the contract then it is essential to win with the ♣A, come to hand with a heart and tackle the spades. The best line in the spade suit is to start with the

jack, intending to play a spade to the ten on the next round, which offers a 42% chance of four tricks. Here the 4-1 break means that line fails and declarer will have to settle for seven tricks. However, if declarer, perhaps being unsure of the best way to tackle this combination, starts with a spade to the seven, it will be easy to score four tricks in the suit, winning the diamond return with the ace, playing the ♠J for the king and ace, returning to hand with two rounds of hearts and taking the marked spade finesse.

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

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

Unless North has a way of opening to show a weak hand with both majors, East will start the action. After INT West has a hand that can invite game, an invitation that will be declined. There is some chance that South might bid over INT - say 2♦ to show spades and another suit. Then North can jump to 3♠, which West might be tempted to double.

If East opens 1♦ one option will be to make an inverted raise to 2♦. If East now bids 2♠ to show the stopper in that suit West bids 2NT, ending the auction.

When West bids 2♦ North might consider bidding 2♥. As North did not open with a weak 2♥, logically this should suggest both majors, but this type of bid requires good partnership understanding.

It is easy to see that it is possible to take ten tricks in spades.

If EW play in no trumps then it is important for West to be declarer, otherwise an inspired South might find a heart lead when declarer will be in serious trouble.



### Board 26. All Vul. Dealer East

<p>♠ J 2 ♥ 5 4 3 2 ♦ K 10 8 6 ♣ J 10 5</p> <p>♠ — ♥ A Q J 9 8 ♦ J 4 3 2 ♣ K Q 9 4</p> <p>♠ K 6 5 3 ♥ 10 7 6 ♦ Q 9 5 ♣ 8 7 2</p>	<p>♠ A Q 10 9 8 7 4 ♥ K ♦ A 7 ♣ A 6 3</p>
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If East opens 1♠ West responds 2♥. If East then jumps to 3♠ West may not be able to bid 4♣, as many partnerships treat that as a cue bid in support of spades. With a void in partner's suit West might settle for 3NT. Those pairs who bid a slam should be fine if it is in a black suit and you can also take 12 tricks in hearts. 6♠ requires declarer to find a way to lose only one trump trick, the 21% chance of cashing the ace and following it with the queen coming home. Those who play in 6NT will need to avoid a diamond lead to have a chance, but they will need to take a winning guess in spades.

### Board 27. None Vul. Dealer South

<p>♠ 8 5 ♥ A 9 6 4 2 ♦ 7 2 ♣ Q 10 5 3</p> <p>♠ K Q 9 4 ♥ J 3 ♦ K Q 10 8 6 ♣ 9 7</p> <p>♠ J 7 6 3 ♥ K Q 7 5 ♦ J 9 3 ♣ J 2</p>	<p>♠ A 10 2 ♥ 10 8 ♦ A 5 4 ♣ A K 8 6 4</p>
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If West opens 1♦ it is possible that North might overcall 1♥. If East then bids 2♣ South might jump to 3♥ when East will either rebid clubs, support diamonds (do you play 4♦ as forcing?) or double. In the latter case West bids 3♠ and now there is a lot to be said for East raising to 4♠.

If West passes initially and East opens INT, West will look for a spade fit before going to game.

If East starts with 1♣ West responds 1♦ and if the rebid is INT West advances to 3NT.

There are always at least ten tricks in spades, but 3NT will go down on a heart lead - and that is the likely choice.

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

<p>♠ Q 9 4 2 ♥ Q J 3 ♦ 10 3 ♣ K 9 6 2</p> <p>♠ K 10 7 5 3 ♥ 9 5 2 ♦ 7 6 ♣ A J 10</p> <p>♠ A J ♥ K 10 7 6 4 ♦ A 9 5 2 ♣ Q 3</p>	<p>♠ 8 6 ♥ A 8 ♦ K Q J 8 4 ♣ 8 7 5 4</p>
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If East starts with a third in hand 1♦ South overcalls 1♥ and West might join in with 1♠, North's raise to 2♥ ending the auction.

If West leads a diamond declarer wins with the ace and plays a heart to the queen, East winning and returning the ♥8. Declarer wins in dummy and plays the ♦10 East winning and switching to a spade. If declarer takes the ace and cashes three more hearts West will probably come down to ♠K10 ♣AJ10. If declarer exits with the ♠J West wins and does best to exit with the ♣J. If declarer guesses to play dummies king it will mean nine tricks, while playing low will deliver eight. It all depends on whether you think West would bid 1♠ without the ♣A.