

The ECatsBridge Summer Pairs Tuesday 5th July 2022



Thank you so much for joining us for our Summer Charity Pairs in aid of Kidney Research UK and the British Heart Foundation both of which are charities that need as much funding as possible in order to continue their work.

It was with great sadness that we learned of the recent death of Mike Mollart-Rogerson who founded this Simultaneous Pair. We are happy to be able to continue his work and raise funds for Kidney Research which we know was a charity very close to his heart..

We hope you enjoyed the hands and that they weren't too challenging – and whether or not you did well at least you can at least rest assured that you are helping to support two great charities.

The results are at <https://www.ecatsbridge.com/sims/default.asp> and if you want more general information about the event and a link to make donations then just go to : <https://www.ecatsbridge.com/sims/Summer-Pairs/default.asp>

Board 1. Love All. Dealer North.

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

Many a North may open on this excellent 10 count and then backtrack as partner jumps in ♦ and then bids and rebids ♠. If South opens 1♦, then this hand is good enough to rebid 2♠. Whilst 3NT, 4♥ & 5♦ make, 6♦ has tricky communication problems. The key is NOT to play low towards the K♠, but to play high from Dummy (unblock if East wins or switch to ♥ if he doesn't)

Board 2. N/S Vul. Dealer East.

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

East/West will do well to compete against 2♠, which always makes as West is bound to get

end-played at some stage to give the 8th trick and low to Q♣ always works to dispose of a loser on A♣.

Board 3. E/W Vul. Dealer South.

<p>♠ 2</p> <p>♥ Q 8 7 2</p> <p>♦ K 7 2</p> <p>♣ A J 10 5 4</p> <p>♠ 6 5 4</p> <p>♥ 10</p> <p>♦ Q 9 8 6 5</p> <p>♣ K Q 6 2</p>	<p>♠ K 9 7 3</p> <p>♥ K J 9 4 3</p> <p>♦ A 10 3</p> <p>♣ 9</p> <p>♠ A Q J 10 8</p> <p>♥ A 6 5</p> <p>♦ J 4</p> <p>♣ 8 7 3</p>
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Maybe North will leave 2♠, which is defeated only on a ♥ lead. Without this lead, it is still difficult to make an extra trick to better the 2NT score.

Board 4. Game All. Dealer West.

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

Third in hand East should really open here, even though it may not work very well on this hand, especially if West raises and they play in 2. Only a trump lead takes it two off. (not that

likely holding the Q) but one off is better than the positive North/South score, probably in INT.

Board 5. N/S Vul. Dealer North.

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

This should be quite a competitive auction, possibly

1♥ – p - INT -2♦ - x – 4♦

The x should be take out or extra values rather than penalties, as the trend nowadays is to only overcall on 6 card suits at the 2 level, hence East's aggressive raise with a known 10 card fit. Harder for West if South raises in ♥, but North could well make a trial bid in ♠ and get too high. North/South do well to rest in a ♣ contract, but hard to find, unless East does something awful over partner's overcall – like pass!

Board 6. E/W Vul. Dealer East.

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

Most likely auction here is INT and a transfer to 2♠, though some brave souls may venture a 2NT counting their 10s and fifth card and with West's flat hand should get to their makeable game. There may even be a few lucky pairs making 4♠, if the defence don't start off with ♥.

Board 7. Game All. Dealer South.

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

Against the normal INT by East, the defence just has to find the ♥ switch to stop the overtrick.

Board 8. Love All. Dealer West.

♠ 10 6 4	♠ Q J
♥ J 10 3 2	♥ K 8 6 5
♦ 9 5	♦ 8 7 3
♣ A J 9 4	♣ I 0 7 6 5
♠ K 9	♠ A 8 7 5 3 2
♥ Q	♥ A 9 7 4
♦ A K Q 10 6 2	♦ J 4
♣ K Q 8 3	♣ 2

There could be some big swings here. Without interference East/West could get too high in ♦ or NT, which only makes on a ♣ lead; however, if North/South compete, they may even be doubled in the making 3♠, if declarer assumes the spades will break and carefully plays the heart suit.

Board 9. E/W Vul. Dealer North.

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

1♣ – 1♥ (horrible I know, but got to be done)

INT – (East won't overcall INT over 1♣, I hope!). At first sight, this contract doesn't look great, but East will have to help you every time she gets in – just need to duck a ♦ if W plays one.

Board 10. Game All. Dealer East.

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

With 22 points and a 5 card suit, probably a bit good for a 2NT opener, but over any 2NT this is a good hand for 5 card Stayman to arrive in the safer spade contract. Playing in clubs, it is tempting to take the double spade finesse and it's hopeless for West anyway on a ♦ lead.

Board 11. Love All. Dealer South.

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

Ideally, North will pass 1♦ and then it's all down to East. Although it's the best option to pass on this deal, it's not usually right with 11 hcp, as your side will normally have the balance of points. INT does not look attractive and for many people a x shows higher values (and could well elicit too high a response from partner). I suspect there will be various part score contracts going off.

Board 12. N/S Vul. Dealer West.

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

Some Norths will open a Lucas style 2♥ – showing 5♥ & 4 or 5 of a minor and weak. 4♥ or 3NT both come down to the ♦ guess. If any East finds the spade lead, I hope they are playing for Wales! After taking 2 or 3 spade tricks, West must smoothly switch to a small ♦ giving declarer the option of going wrong.

Board 13. Game All. Dealer North.

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

Another excellent 10 count, normally worth opening and again it doesn't work very well, but even if North passes and South opens 1♥ – 1♠ – 2♥ – 3♠.

Well done S, if you pass - or if you bid and make 3NT (without a ♣ lead) .

Board 14. Love All. Dealer East.

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

Don't pre-empt make life difficult? Without this 4♥ opener, East/West would easily bid and make 3NT, but there will be quite a few taking 300 in 4♥x and some in 5♣ going off. Quite hard to bid 4NT to play in this position, which is the best score.

Board 15. N/S Vul. Dealer South.

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

What a hand. If West can open a multi or a weak 2♠, then it is likely that they will get to this grand slam, as East should think they have 14 tricks, even with hefty interference from N. On a ♣ lead the only risk is a 4/1 ♥ break and 4/0 spade break, but you can afford to test the spades then ruff the 2nd ♥.

Board 16. E/W Vul. Dealer West.

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

On best defence both East/West contracts yield the same result, however, it is probably easier to slop a trick against NT and 2♦ could go off if declarer relies on the ♥ finesse. If West opens INT (I prefer a rebid of INT, with max + 5card suit) South will do well to compete in the majors and play in 2♥ with the right methods. Isn't this perfect for the Cansino defence?

Board 17. Love All. Dealer North.

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

Normal bidding will just lead to game in 3NT or 4♥ and a few unlucky souls in ♦. On a ♠ lead against 3NT by E, declarer could take the risk of a finesse and double finesse in ♦ to make 13 tricks, however when one of them works, he is unlikely to take the other so will make 10 or 11 tricks. In 4♥ by E, you may even get a ♦ lead and do better.

Board 18. N/S Vul. Dealer East.

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

Is anyone going to be in a making contract here, I wonder? A normal pre-empt by East is already too high and any competition from N, which looks reasonable enough, particularly over 3♣, leads to a minus score.

Board 19. E/W Vul. Dealer South.

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

A difficult hand for everyone to judge. If East/West find their spade fit, then North/South must sacrifice in 5♥, but if they don't and bid the ♦ game, they mustn't. Both sides have to be on the ball defending and take the first 3 tricks by getting their ruff though.

Board 20. Game All. Dealer West.

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

If East bids over INT, they will regret it, otherwise South will probably bid stayman and settle uncomfortably for 3NT. Even on a second sight J♥ lead, this will make – one option is to play the 5 minor suit winners and throw East in with the K♠ (or finesse and duck if East covers).

Board 21. N/S Vul. Dealer North.

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

Even with the horrible trump break and a ♥ lead East/West can make 4♠, by drawing some trumps, then playing on clubs. Sadly if East/West only get to 5♣, they will not get any more matchpoints. So, how to get to 6♣?

1♥ (universal) – 2♠ (you may prefer 1x)

3♣ (3♥ more difficult) – 4♣

4♦ (1st or 2nd round control) which should drive you to slam.

Board 22. E/W Vul. Dealer East.

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

Easy to get too high here. If South opens 1♣ and West overcalls 1♥, North has to decide whether to x showing spades or bid their 7 card suit. East may jump to 4♥ (known 10 card fit again), which is ok undoubled against 3 spades, (although some North/South may go off getting the spades wrong) but over 3♥ North must compete. Over P - 1♥ - P - 2♥, North is good enough to x or bid without S getting excited.

Board 23. Game All. Dealer South.

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

An excellent sacrifice available for North/South. If you play weak jump overcalls and don't bid 3♣ on this hand, then when would you? A simple overcall may tempt South

to try and defeat the contract. East is too good to simply bid $4\spadesuit$ over $3\clubsuit$, so it may go $1\spadesuit-3\clubsuit-4\clubsuit-5\clubsuit$ and now it's a bit of a guess whether to double or compete.

Board 24. Love All. Dealer West.

\spadesuit 9	\spadesuit K 8 6	\spadesuit J 5
\heartsuit A K Q J 6 5	\heartsuit K 10 9 8 2	\heartsuit 5
\diamond K 8 3	\diamond 7 5	\diamond A J 8
\clubsuit 7 3 2	\clubsuit A 5 2	\clubsuit K Q J 9 8 6 4
\spadesuit J 4 3	\spadesuit K Q 6 2	\spadesuit A Q 10 9
\heartsuit 10 9 3	\heartsuit 8 7 2	\heartsuit A Q 4 3
\diamond 7 6	\diamond A Q 9 4	\diamond K 4 3
\clubsuit Q J 10 9 4	\clubsuit A 6	\clubsuit 7 3
	\spadesuit A 10 8 7 5	
	\heartsuit 4	
	\diamond J 10 5 2	
	\clubsuit K 8 5	

This is probably one of the flatter hands of the evening, whether East passes or doubles $1\heartsuit$. 9 tricks should be common enough.

Board 25. E/W Vul. Dealer North.

\spadesuit K 9 8	\spadesuit Q J	\spadesuit 9 7 6
\heartsuit	\heartsuit Q J 2	\heartsuit A 8 7 6 2
\diamond J 7 5 4 2	\diamond A Q 10 8 6 3	\diamond
\clubsuit K 8 6 5 2	\clubsuit 10 4	\clubsuit 10 9 7 6 2
\spadesuit 7 6 3	\spadesuit A 10 5 4 2	\spadesuit Q J 8
\heartsuit K 10 8 5	\heartsuit A 9 7 6 4 3	\heartsuit 10 3
\diamond K 9	\diamond	\diamond A K J 6 5 2
\clubsuit A Q 9 3	\clubsuit J 7	\clubsuit Q 4

East/West could get into trouble here with the balance of points. If East opens $1\heartsuit$ (some may venture INT) South has a good hand for Michaels or Ghestem. West doubles to show points or a penalty of one of the suits, North bids $2/3\spadesuit$ – now East's hand looks awful, but will West be able to pass? North must be careful not to lose control, especially on a \heartsuit lead, (but if you do, no matter, as long as you judge the clubs correctly) but can give up a heart and set them up or throw West in to give you 2 clubs.

Board 26. Game All. Dealer East.

\spadesuit 7 4 3 2	\spadesuit J 5
\heartsuit J 7 6	\heartsuit 5
\diamond Q 10 9 6 2	\diamond A J 8
\clubsuit 10	\clubsuit K Q J 9 8 6 4
\spadesuit K 8 6	\spadesuit A Q 10 9
\heartsuit K 10 9 8 2	\heartsuit A Q 4 3
\diamond 7 5	\diamond K 4 3
\clubsuit A 5 2	\clubsuit 7 3

East/West may not reach game, but it's worth a shot with the lovely club fit. A possible auction:-

$1\spadesuit$ – x – $1\heartsuit$ – $1\spadesuit$

$2\clubsuit$ – $2\spadesuit$ – $3\clubsuit$ – p

$3\spadesuit$ – p – 3NT

A \diamond lead is the only worry if North holds the $A\spadesuit$, but you need to duck twice, then hold your breath when you play towards the $K\heartsuit$.

Board 27. Love All. Dealer South.

\spadesuit A K 10 5 4	\spadesuit 9 7 6
\heartsuit K 9	\heartsuit A 8 7 6 2
\diamond Q 10 7	\diamond
\clubsuit A J 8	\clubsuit 10 9 7 6 2
\spadesuit 3 2	\spadesuit Q J 8
\heartsuit Q J 5 4	\heartsuit 10 3
\diamond 9 8 4 3	\diamond A K J 6 5 2
\clubsuit K 5 3	\clubsuit Q 4

Not my style to jump to $2\spadesuit$ on this hand, but those who do, have a far easier time getting to the solid spade slam. I would probably faff about after $1\spadesuit$, $2\heartsuit$ rebid, bidding my 3card club suit and treading in murky water. Once partner supports my spades, my slight advantage is that it is fairly likely she has a 6 card \diamond suit and is better than minimum, so 6NT is a good prospect.

Board 28. N/S Vul. Dealer West.

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

Horrible hand for West. Best auction for North/South is

1♣ - p - 1♣- p

2♣ - p - p - x

Otherwise, North might bid a horrid INT or South might protect by bidding 2♦. They may even get to 3NT by N, which makes on a ♣ lead and even on a spade lead East needs to duck the J♦ finesse twice to prevent North enjoying the ♦ in dummy.