

The ECatsBridge Charity Pairs Thursday 8th July 2021



Thank you so much for joining us for our Charity Pairs in aid of Kidney Research UK and the British Heart Foundation both of which are charities really badly affected by the pandemic in terms of their funding capability.

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. None Vul. Dealer North

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

After North opens 1♦, East is likely to ignore the weaker, shorter hearts and just bid some number of spades. Even if East has bid as high as 3♠, South has, with four hearts and opening values, enough to make a negative double. 4♠ is makeable by drawing trumps and taking the marked ruffing heart finesse. 5♦ is down two if East leads or switches to a club; this takes out dummy's ♣A entry to the ♥J.

Board 2. N/S Vul. Dealer East

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

For those playing Acrol style, 1♥-3♥-4♥ is a likely NS auction. If West leads a club, East can later split honours in the heart suit, put West in with the ♦A and score a club ruff to stop the overtrick for sure. If you guess the clubs right and brave the spade finesse, declarer can make

10 tricks in no-trumps even with the testing diamond lead.

Board 3. E/W Vul. Dealer South

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

If South opens a weak INT, North transfers into hearts and East may venture a reopening double. If this happens and West gets to play in 3♦, the defenders have a couple of chances to lead clubs and collect the magic 200. North-South will play in hearts at most tables. With the ♠K onside and the trump suit friendly, it is fairly easy to make 9 tricks; one of North's spades goes on the third round of clubs.

Board 4. All Vul. Dealer West

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

Most would open the East hand in first seat and surely everyone does in third seat. As hardly anyone plays strong jump overcalls these days, South may well make a simple 2♣ overcall and

play there. You can very likely make 10 tricks with clubs as trumps by winning the second spade, cashing the ♣A and leading a sneaky ♣8. West is unlikely to grab the ♣K, so you can cash the ♦A and exit with a trump. You can also succeed by playing East for a doubleton ♥A.

Board 5. N/S Vul. Dealer North

<p>♠ A Q 10 9 6 4 3 ♥ 7 ♦ 7 6 4 2 ♣ 8</p> <p>♠ 8 7 5 ♥ A Q 10 8 5 ♦ Q 8 ♣ A J 6</p>	<p>♠ — ♥ J 6 3 2 ♦ 9 3 ♣ K Q 10 7 5 4 2</p> <p>♠ K J 2 ♥ K 9 4 ♦ A K J 10 5 ♣ 9 3</p>
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When North opens 3♠, East cannot bid at once without showing a strong hand. After South raises to 4♠, East can reopen with 5♣, expecting it to be a sacrifice. As it turns out, EW have a two-suit fit in the rounded suits and, with the ♥K onside, 5♣ makes. NS do much better to go to 5♠. By dropping the ♦Q offside, a normal play on an uncontested auction, they can make 5♠. If EW pass throughout, the 3-0 spade split may persuade declarer to play East for Q-x-x in diamonds and so finish with only 10 tricks.

Board 6. E/W Vul. Dealer East

<p>♠ A 8 ♥ A Q 4 3 ♦ K 9 8 4 ♣ J 9 5</p> <p>♠ K J 10 9 6 ♥ K 10 7 ♦ 10 2 ♣ A K 10</p>	<p>♠ Q 7 3 2 ♥ 8 5 2 ♦ Q J 3 ♣ Q 8 2</p> <p>♠ 5 4 ♥ J 9 6 ♦ A 7 6 5 ♣ 7 6 4 3</p>
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West opens 1♠, North doubles and East raises spades. If this raise is 2♠, EW have the chance of a plus score because the defenders have two tricks in each red suit and the ♠A to take. NS would go down by two tricks in 3♦, with three clubs and one trick in each other suit to lose. They have the same losers, albeit scarily, if they play in one of their 4-3 fits in the rounded suits.

Board 7. All Vul. Dealer South

<p>♠ — ♥ A J 10 9 7 4 3 ♦ — ♣ K Q J 9 8 5</p> <p>♠ J 10 9 3 ♥ — ♦ J 10 6 5 4 ♣ A 6 3 2</p>	<p>♠ A K 5 2 ♥ K Q 8 ♦ K 9 7 2 ♣ 7 4</p> <p>♠ Q 8 7 6 4 ♥ 6 5 2 ♦ A Q 8 3 ♣ 10</p>
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If West opens 1♥ and North overcalls INT, it is unclear what East should do. With three hearts and a singleton, 2♥ is probably right. South might have a takeout double available for that. West will surely reach 4♥, which is easy to make. 4♠ doubled and 5♦ doubled are both down two; that is unless declarer ducks the initial club lead, after which East can score a club ruff for a three-trick defeat.

Board 8. None Vul. Dealer West

<p>♠ 9 8 6 3 ♥ K 5 3 ♦ A 9 3 ♣ A 10 3</p> <p>♠ 7 4 2 ♥ J 8 ♦ 7 6 ♣ 9 8 7 6 4 2</p>	<p>♠ Q J 5 ♥ Q 9 6 2 ♦ 10 5 4 2 ♣ K Q</p> <p>♠ A K 10 ♥ A 10 7 4 ♦ K Q J 8 ♣ J 5</p>
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After opening 1♥ (or 1♦ playing 5-card majors) in fourth seat, South should get to rebid 2NT after a 1♠ response and play in 3NT. If West leads the ♣8 (second highest from a poor suit), declarer has the chance to make 12 tricks by taking the double spade finesse but rejecting a subsequent club finesse. One hopes that with only 28 HCP between the two hands nobody actually bids a slam.

Board 9. E/W Vul. Dealer North

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

Unable to double when holding only two hearts, East has to pass over 1♦. West responds 1♥ and then raises East's likely 1♠ rebid to 2♠. While you can make 9 tricks in a spade contract, you might need to finesse South for the ♦Q to avoid losing two trumps, two aces and a heart ruff. If East prefers to raise 1♥ to 2♥, 8 tricks are the limit and again declarer might need to play South for the ♦Q to achieve the maximum.

Board 10. All Vul. Dealer East

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

It is not easy for NS to get into the bidding. Some tables will see EW have an uncontested auction: 1♦-1♥-1♠-2♥. In spite of having only three spades, North might double 1♥. NS will not find their club fit this way, though they should reach their makeable 2♠. 2♥ makes with the ace-kings in the pointed suits and the ♥K to lose. In 2♠ the defenders can take the first five tricks with three top winners and two ruffs. Just do not cover the ♥Q with the ♥K!

Board 11. None Vul. Dealer South

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

If South opens 1♥, North will do well to raise no higher than 2♥. In fact you can make 9 tricks if you read the position, though you may need at least one endplay against West to avoid losing two tricks in clubs and one in each other suit. The lead of either minor would defeat 3♥ by North. The benign layout means EW can get out for one down in 3♣. With their 9-card heart fit, NS will surely not let them play there.

Board 12. N/S Vul. Dealer West

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

One possible auction is the simple one of INT in third seat from East and passes from everyone else. With the heart position protected and the ♣9 singleton, winning guesses in both minors could allow declarer to make as many as 10 tricks – indeed 11 tricks are possible on a heart lead if you view everything right. If a minor suit is trumps, guesswork may again feature, with possibly 130 available in clubs or 110 in diamonds.

Board 13. All Vul. Dealer North

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

At many tables EW will have an uncontested 1♥-2♥-4♥ auction. NS will be making a big mistake if they try buying the contract, with 4♠ doubled down 1400, so even 2♠ doubled down more than game. East makes an overtrick in 4♥ by discarding a diamond on the spades and taking a winning club finesse. An initial diamond lead would stop the 11th trick in no-trumps.

Board 14. None Vul. Dealer East

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

Playing a weak no-trump opening, West opens 1♣ and rebids INT over the 1♠ response. If this shows 15-17, it will hard for East not to invite game. With the ♠J, ♥K and ♦Q all where West in a no-trump contract would prefer they were not, many EW pairs will be going minus. Those who stop in major-suit partial will fare best, with 140 available thanks to the even breaks.

Board 15. N/S Vul. Dealer South

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

Using a weak no-trump and transfers, INT-2♦-2♥-3♦-3NT is the obvious start. If East can continue with 4♠ to show the spade fragment, West will get a bit excited knowing the ♣A is facing a singleton and might bid 5NT 'pick-a-slam'. With the very good hearts East will then choose 6♥. Indeed, with the spades 5-1 (so a defensive trick if spades are trumps, and a ruffing danger in 6♦ as declarer cannot draw trumps quickly) 6♥ is the only making slam.

Board 16. E/W Vul. Dealer West

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

Having opened 1♣ and seen a 1♠ response, West is rather too good simply to bid 3♣ and may well prefer 3NT (though that is less attractive if South has doubled 1♠). Many matchpoints will depend upon North's choice of lead. On a heart lead, 12 tricks for 690 are very possible – not only does the lead cost a tempo but also East's ♥9 comes into the equation. On a diamond lead, all declarer can do is use dummy's ♠A entry to take one club finesse and hope South has the ♣K singleton or doubleton.

Board 17. None Vul. Dealer North

<p>♠ J 9 5 3 2 ♥ 9 8 5 ♦ 9 4 ♣ 9 8 4</p> <p>♠ Q 6 4 ♥ Q 10 6 ♦ K J 8 5 ♣ K 7 2</p>	<p>♠ 10 8 ♥ K J 7 3 2 ♦ A Q 10 3 ♣ 10 6</p> <p>♠ A K 7 ♥ A 4 ♦ 7 6 2 ♣ A Q J 5 3</p>
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If South opens 1♣ in third seat and East protects with 1♥, South will either double or try INT. Either way West can raise hearts and North can compete to 2♠. East, with strength concentrated in two suits, should then compete to 3♥. As it happens 3♥ is making but -50 would be better than -110 if it was not. 2♠ should make with careful play – the winning line is to cash at most one top trump and then lead the ♣Q. This way East cannot score a club ruff and West cannot draw dummy's trumps.

Board 18. N/S Vul. Dealer East

<p>♠ — ♥ A Q J ♦ Q 8 ♣ A K Q 10 9 5 3 2</p>	<p>♠ A K 10 8 7 5 2 ♥ 8 6 ♦ K 9 3 ♣ 6</p> <p>♠ Q J 9 6 4 3 ♥ 7 3 ♦ A 7 ♣ J 8 4</p> <p>♠ — ♥ K 10 9 5 4 2 ♦ J 10 6 5 4 2 ♣ 7</p>
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North surprises East by opening 1♠. South probably responds INT. West might bid 3♠ asking for a spade stopper whatever South has done. East certainly has a spade stopper! On a heart lead in 3NT declarer makes 12 tricks; on a diamond lead it will be normal to settle for 10. 6♣ is a fine slam, making either if North has the ♦K, or if North leads a spade, or if South has the ♥K.

Board 19. E/W Vul. Dealer South

<p>♠ 10 7 6 5 ♥ J 3 ♦ 4 3 ♣ K 5 4 3 2</p>	<p>♠ 9 4 3 ♥ 8 4 ♦ 7 5 ♣ A Q 10 8 7 6</p> <p>♠ A Q 2 ♥ K 7 6 5 2 ♦ K J 8 ♣ J 9</p> <p>♠ K J 8 ♥ A Q 10 9 ♦ A Q 10 9 6 2 ♣ —</p>
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South opens 1♦ and North, who is too weak to respond 2♣, bids INT. East has very poor hearts and may elect to pass or double (takeout of diamonds) rather than overcall 2♥. EW are in trouble if they declare and there may be some 800 scores on the virtual traveller. The limit for North in no-trumps should be 8 tricks so long as the defenders do not lead clubs at any point.

Board 20. All Vul. Dealer West

<p>♠ A 4 3 ♥ A 8 2 ♦ K 7 3 ♣ Q J 6 2</p>	<p>♠ K 10 9 ♥ 10 9 6 ♦ Q 9 6 5 4 ♣ 10 8</p> <p>♠ J 8 7 ♥ K J 7 5 4 ♦ 10 8 2 ♣ A 7</p> <p>♠ Q 6 5 2 ♥ Q 3 ♦ A J ♣ K 9 5 4 3</p>
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If West opens a weak no-trump, East will most likely transfer into hearts. Holding four spades and a doubleton heart, South will feel tempted to reopen after West completes the transfer and two passes follow. Unfortunately East has a rather better hand than North does and NS are likely to go down 200 or 300 in any contract they try. EW can make 140 in hearts, though a losing trump finesse could result in making only 110.

Board 21. N/S Vul. Dealer North

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

If North opens 1♥, South is quite likely to respond with a 4♣ splinter, showing a raise to 4♥ with a club shortage. With the seemingly wasted ♣K, I am not sure North is going slamming over that. Although the trump layout is unfriendly, the ♦K and the ♠K are both favourably placed for declarer, meaning that 6♥ makes. 6NT also makes if you squeeze East in the minors.

Board 22. E/W Vul. Dealer East

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

Having seen East opens 1♠ and raise 2♥ to 3♥, West might bid game on the basis of the two-suit fit in the majors. If hearts are trumps, the defenders should get more than one chance to score a spade ruff to hold declarer to ten tricks. If spades are trumps, only an initial heart lead will ensure a ruff and so a third defensive trick – it will be natural for declarer to avoid finessing into the ♠10 or ♥Q.

Board 23. All Vul. Dealer South

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

1♣-1♥-1♠-2♣-2NT seems the usual way for NS to bid. South should not pass 1♠ to show a weak hand – EW are going to have the majority of the spades. With the benign layout in both minor suits, declarer can make 10 tricks in a no-trump contract via four tricks in each minor and the two major-suit aces. The defenders lack the time to make tricks in both majors.

Board 24. None Vul. Dealer West

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

If West opens a weak 1NT, East can transfer into hearts and South can overcall 2♠. West will happily compete to 3♥. With the ♥K inside, making 10 tricks is easy. If South plays in 3♠ (doubled), an inspired lead of the ♦4 allows the defenders to score a diamond ruff without losing their second club trick. I doubt that anyone will find this, so often South will escape for one down.