ECatsBridge Pairs for BBC Children in Need Tuesday 12th November 2019 Session No 5223



Well ... another year has gone by and here we are again with another edition of the Children in Need Pairs. Last year we (well you really) got to the one million pound mark - truly truly amazing. So ... I guess it's onward and upward towards the second million!!

Julian Pottage wrote the commentary for this set - Did he get it right I wonder? Our thanks go to him as always - we really appreciate the effort that goes in to writing these commentaries.

So ... did you win ? or did you have a disaster ? Or just, as we hope, an enjoyable evening's bridge helping to raise money for a wonderful cause ?

Thank you all for coming along to your clubs and supporting us - we really hope you had fun and enjoyed the hands. I hope they weren't too difficult, but equally not too easy either. I haven't actually looked at them myself, just ran the dealing program and winged them off to the commentators with my fingers crossed. No use asking Mark to look at them of course - he has never played bridge - now is that sensible or foolhardy?

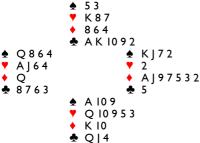
Take care - and continue to enjoy your bridge

With our very best wishes

Anna & Wark

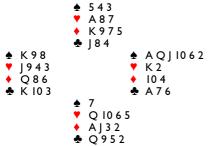
Anna Gudge & Mark Newton The ECatsBridge Team anna@ecats.co.uk https://www.ecatsbridge.com

Board I. Dealer North. Vulnerability None



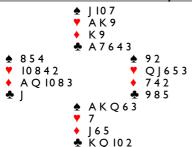
East opens 1♠, South overcalls 1♥, West doubles to show four spades and North bids 2♠ to show a value raise of hearts. East then rebids 2♠ and, with neither side vulnerable, North surely competes further, probably with 3♠. East takes the push to 3♠ or might try 3♠. With the ♠K doubleton, you can make a lot of tricks (10 on a club lead, 11 on a heart lead) playing in spades if you view it right. For North-South, 3♥ and 3♠ or both makeable.

Board 2. Dealer East. Vulnerability N/S



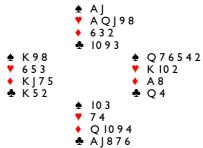
Playing 4-card majors, East-West are likely to bid I♣-INT-2♠. Barring a defensive accident, 9 tricks result (North finesses the ♣8 if South leads the suit). 3NT should go down if North lead a fourth best diamond and South, eyeing dummy's doubleton ◆10, takes the ◆A and returns the ◆J. The unfavourable vulnerability makes it unlikely that North-South will declare, although if they guess well they make 3◆.

Board 3. Dealer South. Vulnerability E/W



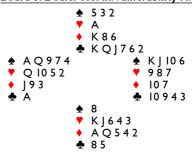
After opening 1♠ and seeing a 2♠ response, a 3♥ splinter describes the South hand nicely — as a change of suit rebid after 2-level response is forcing, you do not need 3♥ as a natural bid. After that start North is very interested in a slam; getting a good matchpoint score involves working out that it will be just as easy to discard the ♥9 on a long spade as it would be to ruff it and so play in 6NT. If you do not play 3♥ as a splinter, South raises 2♠ to 4♠.

Board 4. Dealer West. Vulnerability All



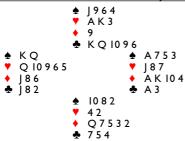
North opens I \P , East overcalls I \P and South probably finds a negative double. With no ill-placed heart honours, West is worth a 2 \P cue bid to show a value raise. East, facing a passed hand, cannot really envisage game and signs off in 2 \P . As the cards lie, with spades 2-2 and both the \P A and \P Q onside you can make 4 \P – but you would not want to be in it looking only at the East-West cards. Unless you are in 4 \P , you will probably not risk the diamond finesse.

Board 5. Dealer North. Vulnerability N/S



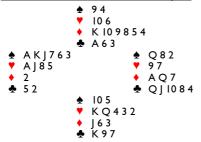
After North opens I♣, South responds I♥, West overcalls I♠ and North rebids 2♣, East might make pre-emptive raise to 3♠. South might find a competitive double of that. Then North, liking the look of three low spades facing a shortage, could head for game. 5♠ makes so long as you start trumps from dummy. An initial club lead followed by a low spade to the king and a club back for a ruff would beat 5♠.

Board 6. Dealer East. Vulnerability E/W



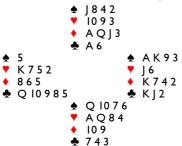
If East-West play a strong NT, a transfer auction will lead to 4♥ played by East. Any lead bar a diamond should beat this since North can stop a club ruff by playing three rounds of trumps. If East opens I♠, West might downgrade the hand to a INT response and play there. Since North has to concede two club tricks to set up the suit, 8 tricks roll in. 4♥ normally fails if West declares but might make if North tries to put South in with a club for a diamond ruff.

Board 7. Dealer South. Vulnerability All



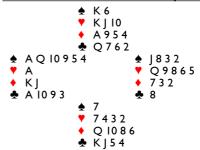
Unless North-South play weak twos in three suits or someone opens light, West gets to open l ♠ in fourth seat. East, if lacking a method to show 3-card spade support, responds 2♣. West then rebids 2♥, East gives (jump) preference to spades and West goes on to game. With the ♦K onside and breaks friendly you can make an overtrick in 4♠ – but you would have to risk the contract to do so if you get a heart lead.

Board 8. Dealer West. Vulnerability None



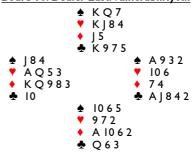
If North opens a weak INT, East may very well double, it being normal to do so when you have more points than the opener advertises. If South has a bid to show both majors, it would be prudent to use it. With careful play 2♠ makes. INT doubled could go two down if East finds an inspired lead — one down is more likely. INT doubled might even make if the defenders block the club suit (low from East, queen from West).

Board 9. Dealer North. Vulnerability E/W



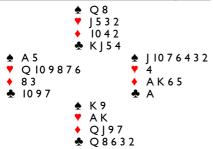
If North opens a weak INT, West doubles in fourth seat. East retreats to 2♥ and West converts to 2♠. With four-card spade support and a singleton and having already shown a weak hand, East should find a raise to 3♠. West then has an easy decision to bid game. North's opening bid means that declarer should guess the diamonds right and make II tricks. INT doubled can go two off – though if East leads a heart, West must be careful to avoid an endplay.

Board 10. Dealer East. Vulnerability All



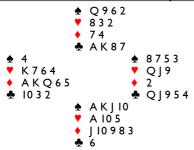
West opens I → in third seat, which North can double for takeout. If East responds I ♠, this might end the auction. While the play in a 4-3 fit is often difficult to predict, making 8 tricks seems about normal. The defenders should make two trumps, a heart a diamond and another trick somewhere. With the favourable lie in the heart suit, South might make INT if West leads a spade or a fourth best diamond.

Board II. Dealer South. Vulnerability None



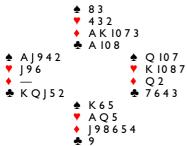
If South opens INT, East is a bit good for a simple 2♠ overcall and might bid 3♠, which cannot be weak in fourth seat. West would be doing well to find a raise, the doubleton diamond turning out to be just what East is looking for. 10 tricks roll in on any reasonable line. A club contract should yield only 8 tricks, the defenders having two chances to find their ruff in the diamond suit.

Board 12. Dealer West. Vulnerability N/S



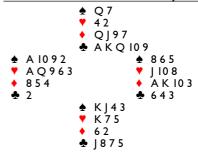
South will be unable to enter the auction after West opens I → and East responds I ♣. Nor is it sensible to do anything after West rebids 2 → and two passes follow. 2 → goes two down because South can discard a heart on a top club. North-South should do better if they can find their spade fit, with I 40 available — East's pips in the trump suit are good enough to stop I 70. East-West can get out for one off in 2♣ or 2 ♥.

Board 13. Dealer North. Vulnerability All



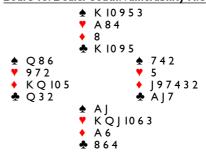
With good controls, a five-card suit and two tens, North will surely open the bidding. The honour location suggests this should be with 1 - 1 rather than INT. South is a bit strong for a limit raise but lacks a good alternative unless an inverted 2 - 1 is available. A 3 - 1 overcall from West may induce South to try 3NT next. After the - 1 K lead, the winning heart finesse sees this home. To get out for one down in - 1 West must wait to lead trumps from dummy.

Board 14. Dealer East. Vulnerability None



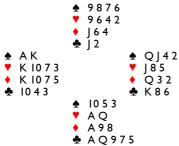
With a good heart suit, West is likely to open I♥ in third seat. North overcalls 2♣, East raises to 2♥ and South in turn raises to 3♣. Having opened with only I0 HCP it is not easy for West to go to 3♥, although when neither side is vulnerable it often pays to declare the contract. With the ♥A over the ♥K, 3♣ goes one off. The winning heart finesse combined with the winning double diamond finesse means that I70 is possible in a heart contract.

Board 15. Dealer South. Vulnerability N/S



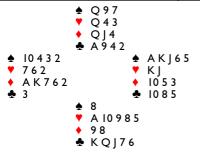
I♥-I♠-3♥-4♥ would seem to be the routine auction here. After a diamond lead, declarer can make 12 tricks by finessing West for the ♠Q. With the ♠K in dummy, this is more attractive than taking the ruffing finesse (which results in only 10 tricks). At many tables, declarer will try to combine the possibility of ruffing the suit good on a 3-3 split with a doubleton ♠Q and not finesse either way — this leads to 11 tricks.

Board 16. Dealer West. Vulnerability E/W



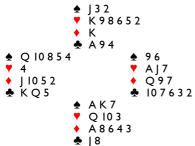
For the third time in this set we may have a weak INT opening doubled. North will not relish this eventuality. As the cards lie, most undoubled contracts are cheaper than losing 180 in INT doubled. Best of all is to lead the \$\display\$1 and collect 200 — but who is going to find that? In fact INT doubled may fail even after a normal spade lead. After unblocking the spades, declarer might need to lead an inspired \$10 to make it.

Board 17. Dealer North. Vulnerability None



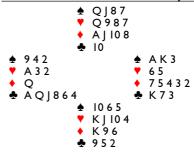
After East opens I♠, South might bid 2♠ (Michaels) or overcall 2♥ (hearts being a major) or overcall 2♠ (clubs being a better suit). West will often bid 3♠ with the overcall (having no choice in the matter if South bid 2♠). North is flat but knows love all favours competing and will take some action. 4♠ makes with the winning spade view. 4♥ goes down two if the defenders find their club ruff and their top tricks. 4♠ goes down only one.

Board 18. Dealer East. Vulnerability N/S



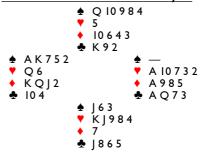
If South opens a weak INT, North transfers into hearts and invites game, South accepting. With 25 HCP and a 9-card fit, other methods lead to 4 too. Since the A takes care of North's possible spade loser while a ruff deals with the third round of clubs, a winning trump view would result in an overtrick. In fact 12 tricks are on if the 1 scores at trick one. Declarer can set up the fifth diamond and, needing an extra entry to enjoy it, might play East for the 1.

Board 19. Dealer South. Vulnerability E/W



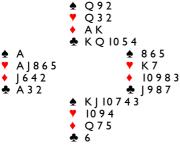
At favourable vulnerability, North might venture sporting takeout double of West's I♣. Whether or not North-South get in on the action, East responds I♠, West rebids 2♣ and East raises to 3♣. Only if someone takes a bullish view will East-West reach 3NT. In a club contract, the losers are one in each side suit. 3NT has nine top tricks and four top losers, with little scope for variation in the number of tricks made.

Board 20. Dealer West. Vulnerability All



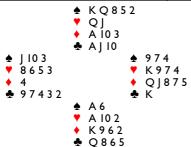
If the auction starts 1 - 2 - 3 +, it will be hard if not possible to keep East from bidding a slam. While the A + K is onside, the breaks in both red suits are poor. 6 + K fails on the likely singleton heart lead because North can discard a club and threaten to overruff the third round of clubs. If East declares, the beer card is the only lead to beat 6 + K, a cross-ruff being possible on any other lead. 3 + K makes with an overtrick: four tricks in diamonds and two in each other suit.

Board 21. Dealer North. Vulnerability N/S



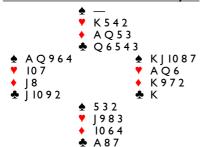
Playing a weak INT, North opens I♣. South then responds I♠ and West either doubles or overcalls 2♥. North could rebid INT after a double but would double 2♥ (the hand is not good enough to rebid 2NT). If the defenders find their heart ruff—and they will get a second chance since West has a fast trump entry—they can hold a spade contract to 8 tricks. A heart lead holds a no-trump contract to 7 tricks.

Board 22. Dealer East. Vulnerability E/W



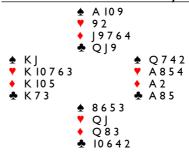
If South opens a weak INT, North probably transfers into spades with the intention of going for a slam only if South super accepts. If South bids 2♠ and North rebids a pushy quantitative 4NT, South might pass the buck with 5NT.The majority of pairs will not reach a slam. With spades 3-3 and the ♥ K onside you must make 6NT. If you drop the ♣K offside – if West leads the ♣7 perhaps – you make all 13 tricks.

Board 23. Dealer South. Vulnerability All



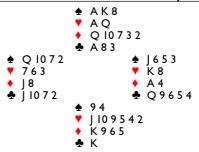
After North opens I♣ in third position, East overcalls I♠, the upper limit for a simple suit overcall being much higher than in days of old. West, with good five-card support and a bit of shape, raises to 4♠.With both red suits lying well for declarer (and a ruffing finesse against the ♣ Q on too), the defenders have two aces to take against 4♠ – the bidding does nothing to suggest that South should underlead the ♣A.

Board 24. Dealer West. Vulnerability None



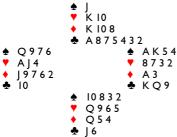
West, with a moderate five-card suit and values everywhere may open a weak INT, Robson fan or not. East, holding four cards in each major, has a textbook Stayman response. This (and indeed almost any method) leads to 4♥ by West. The way the trumps lie, it is impossible to lose a trick in the suit. This means that declarer can draw trumps, knock out the ♠A, discard a club on the ♠Q and claim 12 easy tricks.

Board 25. Dealer North. Vulnerability E/W



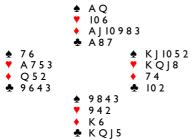
Normally declarer will attack trumps early and play to drop the \blacklozenge J (after catering for a bare \blacklozenge A), emerging with 11 tricks. In 3NT, on the lead of either black suit, you lack the tempo to set up both red suits and can make at most 9 tricks for a poor matchpoint score.

Board 26. Dealer East. Vulnerability All



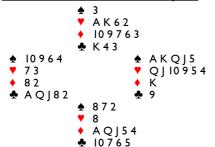
East-West should just about reach 4\(\bar{\pma}\). If you play weak no-trump and 4-card majors, you bid 1\(\bar{\pma}\)-3\(\bar{\pma}\)-4\(\bar{\pma}\). If you play strong and five, you can get there via 1NT-2\(\bar{\pma}\)-2\(\bar{\pma}\)-2\(\bar{\pma}\)-2\(\bar{\pma}\)-1NT-4\(\bar{\pma}\) (or West rebids 2\(\bar{\pma}\) if you play non-promissory Stayman). If North shows the clubs, this may not affect the contract but could deflect South from the most testing lead, which is a heart. You need to grab the \(\bar{\pma}\)A to block the suit and set up diamonds early — otherwise a heart force spells trouble.

Board 27. Dealer South. Vulnerability None



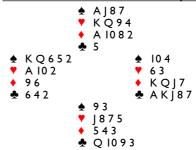
If North opens I → and East overcalls I ♠, South probably bids 2♠, the spade holding suggesting that North should declare a no-trump contract. North, with spades well held, rebids in NT rather than diamonds. In fact East leads a heart, enabling the defenders to take the first four tricks. Once East turns up with 5-4 in the majors, it is clear to finesse West for the ◆Q. If you guess the diamonds correctly, you can also make 5♣ or 5♦.

Board 28. Dealer West. Vulnerability N/S



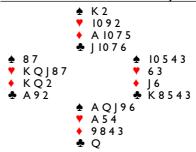
East opens I♥, planning a 2♠ reverse, and may get quite excited when West responds I♠.West with only 7 HCP and four trumps, knows not to look for a slam. In 4♠, there are just three top losers. If for some reason the initial lead is a club, the ♦K goes away on a club for II tricks. Either repeated diamond forces (North ducking the first round of trumps so that dummy cannot ruff) or a defensive spade ruff should defeat ⁴♥.

Board 29. Dealer North. Vulnerability All



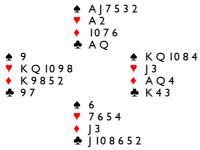
Whether North opens 1 → or 1 , East is likely to overcall 2 . West is a bit light to bid 2 → over that but may well try it if North reopens with a double and South bids 2 . 2 → makes with three spades, a heart and a diamond to lose. The 4-1 club split offside means that 8 tricks are also the limit in a club contract. 2 would fail after an initial diamond lead or a club lead and immediate diamond switch.

Board 30. Dealer East. Vulnerability None



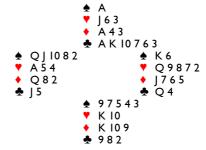
South opens 1♠, West overcalls 2♥ and North finds a negative double. With five strong spades, South is likely to bid 2♠, not 3♠ after that. As the cards lie you can make 110 whichever of the pointed suits you have as trumps. You do not lose two tricks in each red suit if you play in diamonds because West cannot ruff the third round of spades and make two trump tricks. 2♥ goes down via a spade overruff.

Board 31. Dealer South. Vulnerability N/S



Unless East-West play some sort of weak two-suited openings, North gets to open I♠ in third seat. Given the vulnerability, East passes over that. West reopens with 2♥ or maybe 2♠. East then springs to life. As the cards lie, East-West can make game in hearts or no-trumps. Indeed you can make 10 tricks in no-trumps, although on a club lead you will surely hold up the ♠K (to cater for a 5-3 break) and make only 9.

Board 32. Dealer West. Vulnerability E/W



After North opens I♣, the combination of the adverse vulnerability and moderate suit will mean that most East players pass. South's I♠ response then stops West from coming in. While the textbook rebid for North is 3♣, an off-beat 2NT will be the choice of some. If West doubles 3NT to ask for a spade lead, this will stop any overtricks but yield very few matchpoints. On a heart lead, a winning guess yields 10 tricks. 5♣ makes whether you guess the hearts or not.

Please read me!!

Hopefully you have read this far because we have yet another favour to ask you!

Mark and I use eBay to sell items to raise funds for RNLI - mostly stamps or old bank notes ... things with some small value that are easy to post. If you have anything like that and could send it to us - well that would be marvellous! Every little helps and living as we do on a fairly small island off the top of Scotland we are very aware of the value of the RNLI and the courage of all its volunteers and want to do our bit to support them.

Did you know that we run a lot of other Simultaneous Pairs?

Our special Charity ones are held during the year - the January one (with no master points) raises money for UNICEF; the March one, the Charity Challenge will be raising funds for RNLI in 2019, and there is the Kidney Research one in July.

In addition there are Scottish, Irish, Welsh and Celtic Sims.

The EBU licence covers affiliated clubs for the Charity events, and we run a special session for non-affiliated English clubs so they are not excluded.

All the details are on the website - probably best to have a look at the calendar which is at: https://www.ecatsbridge.com/sims/info/calendar.asp as details about each of the events is linked from there.