ECatsBridge Pairs for BBC Children in Need Wednesday 13th November 2019 Session No 6143



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!!

Mark Horton 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?

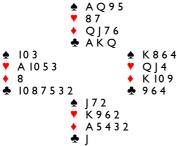
Take care - and continue to enjoy your bridge

With our very best wishes

Anna & Wark

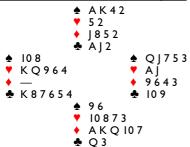
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Board I. Dealer North. Vulnerability None



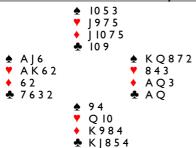
All roads should lead to 3NT, one possible sequence being 1 - 2 - 2NT-3 - 3NT. With an awkward lead East might select a passive club. Declarer wins and plays the Q, covered by the king. No doubt declarer will win and play a second diamond hoping that the suit divides and that after cashing two more diamonds the d0 or the d0 will provide an entry to dummy. This is not the day and eight tricks should be the limit.

Board 2. Dealer East. Vulnerability N/S



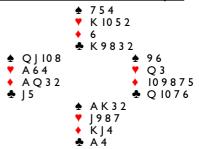
If South opens I♦ West might try 2NT to show ♥+♣. Now North can bid 3♥ to show a fit for diamonds and a spade suit, although some will insist that it shows at least five spades. In any event, South will then be doing very well to bid 3NT. In the absence of any scientific gadget, North might jump to 3NT, adopting the Hideous Hog's philosophy that if they don't lead a suit you don't need a stopper. I suspect most pairs will finish in 5♦.

Board 3. Dealer South. Vulnerability E/W



After INT-2♥*-2♠ East might mark time with 3♠ and then bid 3NT over West's 3♠, offering a choice of games. Were North to lead a club against 3NT declarer might encounter a defender who blanks the ♠K and goes down trying for an overtrick. 4♠ is much simpler as declarer can always organise a diamond ruff for a tenth trick.

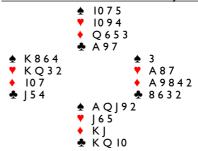
Board 4. Dealer West. Vulnerability All



If West opens INT and South doubles East will run to 2. If South passes and North doubles for take-out it will be tempting to play for +200. South cashes a top spade and switches to a heart, North winning with the king and returning a spade. South wins and must now play three rounds of clubs.

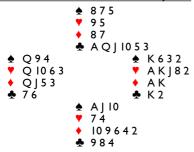
How unlucky for declarer that the ◆4 forces an honour and gives South the setting trick in trumps.

Board 5. Dealer North. Vulnerability N/S



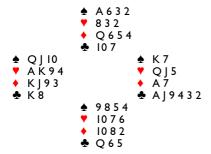
After 1\(\rightarrow\)-1NT-2NT North can only pass. If East leads a diamond declarer wins with dummy's jack, and might come to hand with a club and run the \(\rightarrow\)10. If West ducks declarer repeats the finesse, but that gives East the chance to make a discard and if it is one that shows something good in hearts West can confidently return a low heart allowing the defenders to cash out for one down.

Board 6. Dealer East. Vulnerability E/W



After 2NT-3♣*-(Dbl)-3♥-4♥ South will lead a club, but on this layout declarer always makes exactly eleven tricks, regardless of the opening lead as a none club lead allows declarer to unblock the diamonds, draw trumps and then hope to find South with a doubleton ♣A.

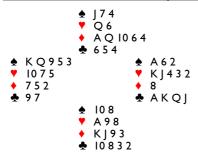
Board 7. Dealer South. Vulnerability All



After I ♥-2♣-2NT-3♥-3NT East may continue to probe with 4♣ and it will not be a surprise to see EW reach a slam.

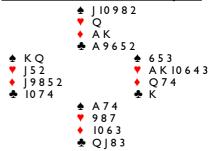
Playing in 6♣/6NT will require an inspired view in clubs, but anyone who plays in hearts will have an easy time taking twelve tricks.

Board 8. Dealer West. Vulnerability None



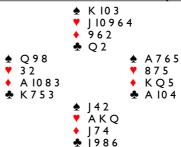
After I♥-I♠ is East worth a game forcing 3♣? As it happens West will bid 2♥ over 2♣ and then East can support spades, making it easy for EW to reach game. Still, I♥-I♠-3♣-3♥-3♠ might be the popular start. On this friendly layout, there should be eleven tricks in either major.

Board 9. Dealer North. Vulnerability E/W



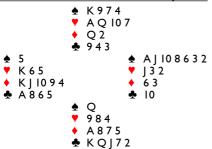
If North opens I♠ and East overcalls 2♥ South raises to 2♠. If North then bids 3♣ South has enough to jump to 4♠. If East starts with two top hearts declarer ruffs and runs the ♠J. He wins the red suit return and plays a second spade. If he finesses there is then a good case for following the Rabbi's Rule in the club suit, as if West also held the ♠K he would have raised to 3♥.

Board 10. Dealer East. Vulnerability All



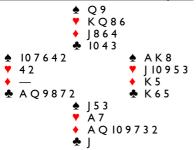
If East opens INT that will end the auction. South leads hearts and North will be able to show something useful in spades (perhaps dropping the *J9 on the first two rounds of the suit). Then South's spade switch should ensure declarer takes no more than seven tricks, although on this layout it is not essential.

Board II. Dealer South. Vulnerability None



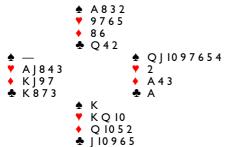
After 1 - (1 - (1 - 1)) North doubles and East bids 1 - (1 - 1) If North then bids INT East will probably bid 2 - (1 - 1), when North will do well to bid 3 - (1 - 1) is a good spot - West can lead a spade and then ruff a spade as declarer pitches a heart, but after that West will only score the ace of clubs and a diamond.

Board 12. Dealer West. Vulnerability N/S



After I♥-(2♦) West has a tough hand to get across. If he starts with a double North will bid 3♦ and East will pass. Then West will have a number of options, including 3♠, 4♣, and maybe 4♦. The latter will ensure 4♠ is reached, but otherwise it may be difficult, not least because East will assign no value to the ♦K.

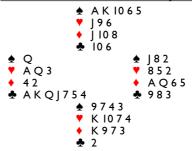
Board 13. Dealer North. Vulnerability All



If East opens I and South doubles (questionable facing a passed partner) West redoubles and North bids 2. At this point East should will probably jump to 4. which should end the auction (Well done if you pass and then defend 2. doubled!). If South does not double West responds 2. and East will probably jump to 4. (At one point some theorists argued that this promised a fit in responders suit.)

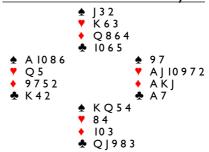
There is nothing to the play.

Board 14. Dealer East. Vulnerability None



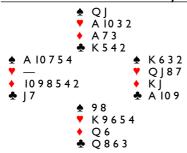
After 1 - (1 +) East will probably scrape up a double (awkward without four hearts) and South will raise spades - 3 + looks about right. Now it looks impossible for EW to reach the cold 3NT, West having to choose between 4 + and 5 + the former looking the normal choice, given that partner is a passed hand.

Board 15. Dealer South. Vulnerability N/S



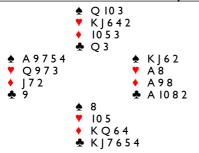
After I♥-I♠-3♥ West has an easy raise to 4♥.Were West to cue-bid 4♠ East would bid 4♠ and then West might get carried away and bid 4♠ after which East will drive to the poor slam that happens to make.

Board 16. Dealer West. Vulnerability E/W



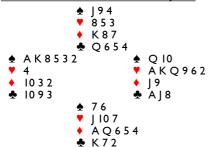
If North opens INT and East shows the majors, (a Landy 2♣ will be popular) West is sure to bid 4♠. After that, a winning guess in diamonds will lead to eleven tricks. Now suppose North were to start by leading a low diamond....

Board 17. Dealer North. Vulnerability None



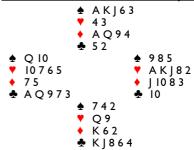
After 1♠-(2♣) West's 3♠ is raised to game by East. South is likely to lead a top diamond and declarer wins and should play for spades to be 3-1. Then he can take advantage of the heart position to set up a ruffing finesse against North and score eleven tricks. The best lead for the defence is club, but even then declarer can, with careful play, take eleven tricks. The key is to play on hearts after taking a spade finesse before drawing the last trump.

Board 18. Dealer East. Vulnerability N/S



If East opens I ♥ West responds I ♠ (overcalling 2 ♦ is far too dangerous) and East rebids 3 ♥. If West then bids 3 ♠ East will raise to 4 ♠ and the friendly breaks in both majors will result in either I I or I 3 tricks, depending on North's choice of lead. Knowing that dummy has a powerful side suit should be enough for North to try the otherwise dangerous diamond lead.

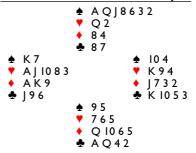
Board 19. Dealer South. Vulnerability E/W



After 1 - 2 - 2 - 2 North has no reason to bid on. If East now makes the bravest protective bid in history with 3 North will take the push.

Maybe East should risk overcalling 2. Having cashed two hearts East switches to a club and three rounds of the suit will promote a trump trick for the defence.

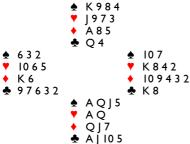
Board 20. Dealer West. Vulnerability All



When West opens I♥ North will overcall in spades. Despite the poor distribution there will be votes for 3♠, which should end the auction.

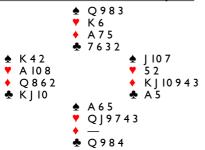
If EW play in hearts, the best defence is not easy to find. If North leads a club South wins and to get the maximum must switch to a spade. Not easy as North might easily be leading a singleton club.

Board 21. Dealer North. Vulnerability N/S



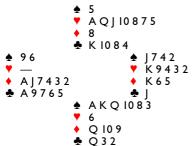
After 2NT-3 *-3 * there is more than one way for North to show both majors and whichever is used NS should reach 4 . With care, declarer can collect all the tricks. On a spade lead trumps are drawn and clubs played, declarer pitching a heart and ruffing the fourth round in dummy. Then a heart finesse is followed by the last trump pitching a diamond and East is squeezed in the red suits.

Board 22. Dealer East. Vulnerability E/W



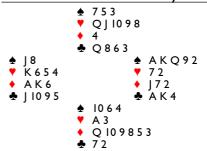
If East can open a weak 2♦ here is one possible sequence: 2♦-(2♥)-3♦-(Dbl*)-Pass-(3♥)-4♦. If South leads a heart declarer wins with dummy's ace and plays a trump. North wins the second round, cashes the ♥K and exits with a trump, leaving declarer to negotiate the black suits. It is clear South has the ♠A but who has the ♠ Q? Maybe declarer will try the ♠J, putting up dummy's king and then play South for the ♣Q.

Board 23. Dealer South. Vulnerability All



After I♠ West might bid 2NT. North is sure to bid hearts - my guess is 4♥, which will turn out badly, especially if East doubles. Suppose West starts with an overcall of 2♠. North bids 2♥ and East raises to 3♠. If South bids 3♠ (hard to resist) and West keeps quiet (tempting to bid 4♣ but East cannot have a good raise - with that he would have bid 2♠) North is sure to bid 4♥. Even if East does not double, +200 should be a good score.

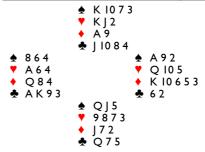
Board 24. Dealer West. Vulnerability None



In old fashioned Acol the bidding would go INT-3♠-3NT. Whatever methods are employed, 3NT should be the final contract.

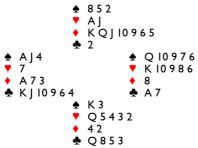
If North leads the ♥Q South overtakes and returns a heart and then as long as North does not discard a club or cover the ♣J there will only be eleven tricks.

Board 25. Dealer North. Vulnerability E/W



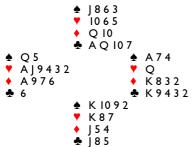
If North opens INT that might easily end the auction, although there will be some players who compete with an underweight double. If East leads a low diamond the odds play is dummy's two, hoping East has lead from a suit headed by the \star KIO/ \star QIO. Declarer takes the queen with the ace and plays on spades. That gives declarer a good chance of emerging with six tricks.

Board 26. Dealer East. Vulnerability All



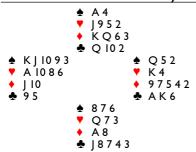
After I♣-(3♦) East doubles. West bids 4♣ and East's 4♥ must be offering a choice of majors, West bidding 4♠. There is a route to 12 tricks, but I doubt it will be found. Declarer wins the diamond lead, crosses to the ♣A and plays a spade to the jack followed by a heart. North takes the ace and exits with a diamond. Declarer ruffs in dummy, ruffs a heart, cashes the ♠A, ruffs a diamond and draws the last trump, squeezing South.

Board 27. Dealer South. Vulnerability None



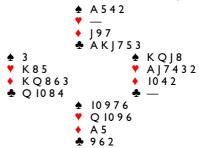
How to reach 4♥? Perhaps via I♥-2♣-2♦-2♠*-3♥-4♥? Although there appears to a loser in every suit, the missing high cards are located in such a way that declarer should only lose three tricks. For example on a spade lead South wins with the king, but even returning a club is no good, as now declarer will be able to pitch two diamonds on the ♣A and ♣K.

Board 28. Dealer West. Vulnerability N/S



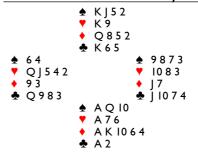
If North opens INT West will come back into the auction with something to show the majors and EW should play at a safe level in spades. To be sure of holding declarer to nine tricks South must lead a trump. Otherwise declarer can cross-ruff hearts and clubs (ruffing the fourth heart with the Φ Q) for an effortless ten tricks.

Board 29. Dealer North. Vulnerability All



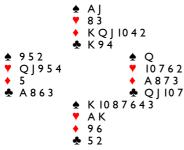
After I♣-(I♥)-Dbl-(2♥) how many spades should North bid? 3♠ look about right and unlike a jump to 4♠ East might decide to let it go. The strongest defence is to lead a top trump. If declarer wins and plays a top club East does best to discard. If declarer then plays a trump, East wins and can do almost anything to restrict declarer to a maximum of seven tricks.

Board 30. Dealer East. Vulnerability None



This deal is all about reaching a grand slam. It's a perfect fit - and it may not be easy. After 2NT-3♣*-3NT if North bids 4♦ South will be delighted. Now cue-bidding might be the way to go - after 4♥-4♠-5♣ North can bid 5♥ and then continue with 6♣ over South's 5♠. Even then, South can't quite count 13 tricks, but may be willing to speculate, like Mr. Micawber that something will turn up and bid 7♦.

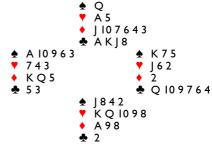
Board 31. Dealer South. Vulnerability N/S



After I♠-2♦-2♠-3♠-3♠ North bids 4♠. If West leads a diamond, the defenders should get three tricks. Is there any chance EW can bid up to5♥? After I♠-(2♥!)-3♦-(4♥)-4♠ East might be tempted by the vulnerability to come again - but it's far from clear that West should overcall.

Still, Terence Reese maintained that playing Pairs you should strain to enter the auction.

Board 32. Dealer West. Vulnerability E/W



After I ♦-I ▼-(I♠) if NS reach 3NT declarer may have a clue to the winning line. East wins the spade lead and returns the ♠7 for the eight and nine. Declarer wins the club switch in dummy and plays a diamond for the eight and queen. He wins the next club in dummy and plays five rounds of hearts. West has to pitch two spades and is thrown in with the ♠A to lead a diamond - a nice way to end the session.

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.