



**Commentary**  
**for the**  
**IBU Autumn Simultaneous Pairs**  
**Friday 11<sup>th</sup> November 2022**

Dear Bridge Player,

Thank you very much for playing in the IBU Simultaneous Pairs 2022, and for supporting the Irish Bridge Union.

The funds raised this year will be used to defray the costs of sending what we hope will be two IBU teams to the World Championships in Marrakech in 2023 – our Open Team will definitely be competing for the Bermuda Bowl, and our Women’s Team will very likely be competing for the Venice Cup (for the first time). So your entry fees will be going to a very good cause. Players from each of these teams have contributed a commentary this week, which means that those of you who play in Wednesday or Thursday’s sessions will have the opportunity to observe their analytical skills, and gauge your own bidding and play against Ireland’s best.

We hope that you enjoyed the chance to pit your bridge wits against your fellow players across Ireland (and for those still playing online, maybe overseas as well). As ever, the hands (which are randomly dealt by computer with no manual intervention) provided plenty of challenges. Many thanks to our expert commentator(s) **Monday** – Brian Senior; **Tuesday** – Enda Murphy; **Wednesday** the Irish Women’s Team, Rebecca Brown-O’Keeffe, Jeannie Fitzgerald, Diane Greenwood, Joan Kenny, Gilda Pender and Teresa Rigney; **Thursday** – members of the Irish Open Team, Hugh McGann, Adam Mesbur, and Tommy Garvey and **Friday** – Paul Delaney for their guidance through the maze. I hope that you have picked up some useful tips from their advice.

Don’t forget to check your standing in the national results at [www.ecatsbridge.com/sims](http://www.ecatsbridge.com/sims).

**Harold Curran – President, Irish Bridge Union**

**Board 1. None. Dealer North**

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

| North | East | South | West     |
|-------|------|-------|----------|
| 1♠    | X    | XX*   | Pass     |
| Pass  | 2♦   | 3NT   | all pass |

\* Redouble shows 11+ points without prime trump support

Playing pairs we often have to decide whether to play game in a major suit or 3NT. Getting

this decision right will significantly improve your results and win you prizes.

On this hand East will bid a 2♦ overcall (risky with this weak suit) or the safer takeout double. Many Souths who find out partner has 5 spades will suggest partner play 4♠ which makes 11 tricks +450 for an average score. The alternative contract of 3NT by South also makes 11 tricks +460 and scores 80%+. Some declarers will go down in 3NT on a diamond lead if they fail to realise that the 10♦ is a 3<sup>rd</sup> stopper.

The top score on this board will be 2♦ doubled down 4 +800 a defensive triumph for NS and a chastening experience for some unfortunate Easts.

**Winning Tip:** With a double stop in your opponents’ suit and no ruffing value prefer 3NT to win extra matchpoints.

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

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

| North | East | South    | West |
|-------|------|----------|------|
| Pass  | 1♠   | Pass     | 2♣   |
| Pass  | 2♥   | Pass     | 3♥   |
| Pass  | 4♥   | all pass |      |

When your side has bidding to itself you should bid conservatively at pairs and play this hand in 2♥ or 3♥.

Aggressive EW pairs may stretch to play 4♥ by East which requires very accurate play to make. On seeing dummy declarer realises that with such weak hearts the diamond finesse must be right.

On the J♣ lead declarer should rise with A♣ throwing a diamond and play a heart. North wins A♥ and can't continue clubs profitably. North plays a diamond and declarer wins the diamond finesse. Declarer now crosses to K♠ and plays another trump making 10 tricks for a 75%+ score for EW.

Many Easts will do down in 4♥ when they ruff a spade early and suffer an overruff losing 4 trump tricks. Gentle souls who play a heart partscore will score surprising well.

**Winning Tip:** At pairs if game is a 50/50 proposition at best settle for a part score.

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

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

| North    | East | South | West  |
|----------|------|-------|-------|
| Pass     | 2♥   | Pass  | 1♠    |
| Pass     | 3♦*  | Pass  | 3♣    |
| all pass |      | Pass  | 3NT** |

\* 4<sup>th</sup> suit forcing – asks for further description

\*\* I have a diamond stop and no support for your heart suit

With the K♦ onside EW can make 12 tricks in NT for a 75%+ score. Some pairs will play 4♠ making 11 tricks and score well below average. Any pair playing in 5♣ will make 12 tricks and get a near zero for their trouble.

The 6♣ slam is a brilliant contract and many expert pairs will bid this slam at teams but play 3NT at pairs.

**Winning Tip:** At pairs never play a minor suit game if 3NT is a reasonable alternative contract.

### Board 4. All. Dealer West

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

| North | East | South    | West |
|-------|------|----------|------|
| 2♠*   | 3♦   | 3♠**     | 1♦   |
| Pass  | 4♦   | all pass | Pass |

\* Weak Jump Overcall showing a 6 card suit and 5 to 10 points.

\*\* South bids to the level of the fit with all values working well for partner in a spade contract.

EW can make 9 tricks in 3♦. However despite their combined 23 points EW can be bullied by the NS spade suit and pushed to 4♦-1.

Some NS pairs will get a top their way by scoring +140 in 3♠.

**Winning Tip:** Weak Jump Overcalls are very effective weapon and well worth adopting.

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

|   |   |
|---|---|
| ♠ Q 8 7<br>♥ A 9 7<br>♦ A Q 7 3<br>♣ A 8 3<br><br>♠ 5<br>♥ Q J 6 3<br>♦ J 6 5<br>♣ K Q 10 9 6<br><br>♠ J 10 9 4 3<br>♥ 10 8 4<br>♦ K 2<br>♣ 7 4 2 | ♠ A K 6 2<br>♥ K 5 2<br>♦ 10 9 8 4<br>♣ J 5 |
|---|---|

| North | East | South | West     |
|-------|------|-------|----------|
| 1♦    | Pass | Pass  | 2♣       |
| X*    | Pass | 2♠    | all pass |

\* Playing weak no trump a second round double by opener shows 15+ pts and no clear bid.

Many NS pairs who play weak NT will score poorly on this hand if EW compete and play the hand.

North faces an awkward rebid on the auction shown. If North passes EW are likely to play 2♣-1 for a top their way. To address these situations a strength showing double by opener is a good suggestion.

Strong NT pairs will open 1NT and after South transfers they will make 2♠ +110 for a surprisingly good score.

**Winning Tip:** If you open a weak no trump play a second round double by opener as showing a good hand with no clear bid.

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

|  |  |
|--|--|
| ♠ 6<br>♥ K J<br>♦ A J 9 8 7 5 3<br>♣ 10 9 3<br><br>♠ K Q 8 3 2<br>♥ A 9 7 5 2<br>♦ Q<br>♣ 8 2<br><br>♠ A J 5<br>♥ 8 6 4<br>♦ 10 2<br>♣ A K Q 6 4 | ♠ 10 9 7 4<br>♥ Q 10 3<br>♦ K 6 4<br>♣ J 7 5 |
|--|--|

| North | East     | South | West |
|-------|----------|-------|------|
| 3♦    | Pass     | 1NT   | 2♣*  |
| 3NT   | all pass | 3♠**  | Pass |

\* Landy showing both majors with at least 54 shape.

\*\* I have a spade stop have you a heart stop?

North bids 3♦ forcing when opponents show both majors after partners weak no trump opening.

3NT by South on a small heart lead from West poses a terrible guess at trick 1. Even if South guesses right and plays K♥ they are down in 3NT. If they guess wrong and play J♥ they are down 2 tricks.

If West leads a small spade South wins J♠ and has some hope. However 3NT still fails by one trick.

On this hand 5♦ makes comfortably for a 70%+ score. 3♦+2 will also score well.

**Winning Tip:** After your opponents open 1NT use 2♣ as Landy (or Multi Landy) showing both majors.

### Board 7. All. Dealer South

|   |   |
|---|---|
| ♠ J 7 3<br>♥ K 10 6 3<br>♦ 10 6 4 2<br>♣ K 9<br><br>♠ K Q 9 4<br>♥ 2<br>♦ A 8 5<br>♣ A Q 10 8 4<br><br>♠ 8 6 5<br>♥ J 9 8 5<br>♦ K J<br>♣ 7 6 3 2 | ♠ A 10 2<br>♥ A Q 7 4<br>♦ Q 9 7 3<br>♣ J 5 |
|---|---|

| North | East | South    | West |
|-------|------|----------|------|
| Pass  | 1♥   | Pass     | 1♣   |
| Pass  | 3NT* | all pass | 1♠   |

\* If East's diamonds were weaker they could bid 2♦ 4<sup>th</sup> suit forcing to ask for a diamond stop

A straightforward auction reaches 3NT by East with South on lead. Although diamonds are the unbid suit KJ♦ doubleton is a horrible holding to lead from. This lead would give declarer 12 tricks and a top score.

A major suit lead will be chosen and with the cards lying well most declarers will make 11 tricks for an above average score.

**Winning Tip:** After your side has bid 3 suits naturally bid the 4<sup>th</sup> suit to ask for further information from partner e.g. have you a stop in this suit for NT? Or have you some support for my suit?

### Board 8. None. Dealer West

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

| North    | East | South | West |
|----------|------|-------|------|
| Pass     | 1♣   | Pass  | Pass |
| Pass     | 2NT* | Pass  | 1♠   |
| Pass     | 3♠   | Pass  | 3♣** |
| All pass |      |       | 4♠   |

\* If playing weak NT play your INT rebid as 15-17 pts and your 2NT jump rebid as 18-19 pts

\*\* 3♣ is checkback and shows interest in partners major suit lengths

Smart bidding (using checkback as shown above) reaches 4♠ a much better contract than 3NT. 4♠ makes 10 tricks in comfort with some chances for 11 tricks if declarer scores 3 tricks in diamonds.

Checkback allows you to distinguish between a 6 card suit and a 5 card suit. If West bids 3♠ immediately over 2NT this shows at least 6 spades.

3NT by East can be held to 9 tricks for a poor score if South holds up the A♠ until the 3<sup>rd</sup> round to limit declarer to 2 spade tricks.

**Winning Tip:** Modern weak no trump bidding now plays a INT rebid as showing 15 to 17 points. The older method of jumping to 2NT with some 17 point hands has been discarded.

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

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

| North | East | South | West     |
|-------|------|-------|----------|
| 2♥*   | Pass | 4♥    | all pass |

\* 2♥ shows a 6 card suit and 5 to 10 points

4♥ by South is the practical bid after partner opens a weak two. On this hand 12 tricks are made in comfort when the Q♥ falls doubleton. Against the 4♥ contract to score a top East must lead the A♠ and give West a surprise spade ruff. 4♠ by South always makes 12 tricks so NS +480 will be an average score.

Around the world weak two openings are played by 80%+ of bridge players with Multi with Polish/Tartan twos the next most popular. Strong Acol Twos are now almost unheard of.

**Winning Tip:** Adopt weak two or Multi / Tartan two openings to pose more problems for your opponents.

### Board 10. All. Dealer East

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

| North | East     | South | West |
|-------|----------|-------|------|
| 3NT   | Pass     | INT   | Pass |
|       | all pass |       |      |

At almost every table in the country South will play in 3NT. On a heart lead South immediately makes 11 tricks for a slightly above average score. On the more frequent J♣ lead South has only 10 tricks and a good declarer will look for chances for an extra trick.

Declarer spots two extra chances to make an 11th trick.

A♥ with East

Spades breaking 3-3 especially if you can lose a spade trick into the safe hand (West)

So at trick 2 play 7♠ and run it to West. East wins the 8♠ and declarer now makes 3 spade tricks without risk.

Of course a razor sharp defender with East may cover your 7♠ with their 9♠ dashing your plan.

If so after cashing all your tricks a heart towards the King also makes 11 tricks unless East continues their world class defence by unblocking the Q♠ to create an entry for partners clubs.

**Winning Tip:** As declarer at pairs you must aim to make extra tricks in the play of the hand.

### Board 11. None. Dealer South

|  |  |
|--|--|
| ♠ 10 8<br>♥ 4 3<br>♦ 9 8 6 5 3<br>♣ A Q 10 7 | ♠ J 9 7 3<br>♥ A 9 8<br>♦ 7<br>♣ J 9 5 3 2   |
| ♠ K Q 2<br>♥ K J 7 6<br>♦ A K Q 4<br>♣ 8 6   | ♠ A 6 5 4<br>♥ Q 10 5 2<br>♦ J 10 2<br>♣ K 4 |

| North | East     | South | West |
|-------|----------|-------|------|
| 1♠    | Pass     | 1♥*   | Pass |
| 3NT   | all pass | 2NT   | Pass |

\* Strong No Trump players will open 1♦

On this auction West will lead a diamond. Most experienced players lead their second highest from 4/5 small cards (here the 8♦) to show they do not have an honour. The diamond lead gives declarer nothing and 9 tricks will be the normal score.

The 5 card major players who open 1♦ may receive a favourable 4♥ heart lead. Now if they can manage 4 heart tricks they have good chances for 10 tricks and a massive top score. It will not be easy for East to find a club switch when they are in with the A♠.

**Winning Tip:** When leading against NT from 4 or 5 small cards lead your second highest.

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

|   |   |
|---|---|
| ♠ 2<br>♥ A K 10 2<br>♦ K 9 7 5 3<br>♣ A 8 7 | ♠ K 10 5 3<br>♥ Q 9 6 4<br>♦ A 4 2<br>♣ K Q |
| ♠ A Q 9 8 7 4<br>♥ 8<br>♦ 8<br>♣ 10 9 6 5 3 | ♠ J 6<br>♥ J 7 5 3<br>♦ Q J 10 6<br>♣ J 4 2 |

| North    | East             | South | West       |
|----------|------------------|-------|------------|
| X*<br>4♠ | Pass<br>all pass | 3♠    | 1♦<br>Pass |

\* although you only have a doubleton club partner will strain to bid a major.

Finally a competitive auction with both sides having 20 points and at least a 9 card fit.

What should South bid after North makes a takeout double?

1♠ shows 0 to 7 points

2♠ a jump response shows 4+ spades and 8 to 10 points

The best bid with this attractive and shapely South hand is a jump to 3♠ which shows 6 good spades and less than 9 points. North happily bids game and 11 tricks are easily made.

Many NS pairs will miss this 20 point game and play 2♠+3 or 3♠+2. In this competitive auction EW can sacrifice over 4♠ by bidding 5♦X-3 for +500 to NS. This will still score below average since the spade game is not bid often enough.

**Winning Tip:** When you know you have a 6-4 fit bid aggressively to game. After all with 6 trumps in one hand and 2 ruffs in the other you may make 8 trump tricks. If you don't make game your opponents will certainly have game in their best fit.

### Board 13. All. Dealer North

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

|              |             |              |             |
|--------------|-------------|--------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| INT          | all pass    |              |             |

The weak and strong no trump openings trade gains and losses during a session.

The strong no trump bidders quickly find their spade fit and play in 2♠ or 3♠. Their risk is that they may overbid to game going down for a duck.

When West leads a heart against a spade contract East has a chance to shine as a defender. They must withhold their K♥ to keep declarer to 9 tricks 2♠+1 +140 NS.

Meanwhile the weak NT camp will miss the spade fit and usually make +120 and a slightly below average score.

**Winning Tip:** As declarer when you see dummy consider how the bidding will go at other tables especially with a different no trump range.

### Board 14. None. Dealer East

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

|              |             |                |             |
|--------------|-------------|----------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b>   | <b>West</b> |
| Pass         | Pass<br>3NT | 2♠<br>all pass | 3♥          |

The East hand is close to an opening bid but pass is best with no intermediate cards in the long suits and the doubleton KQ♥.

South leads the Q♠ against 3NT and bemoans their bad luck when this lead gives 3 spade tricks. Nevertheless regardless of the lead 10 tricks are made in 3NT due to the fortunate club position which limits NS to one club trick.

Any declarer playing in 4♥ will have a miserable time of it and go down for a duck.

**Winning Tip:** Don't fret about your 'bad leads'. Many other players will make the same lead. Clear your head and focus on the task in hand which is to defend the hand with care and accuracy.

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

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

|              |             |              |             |
|--------------|-------------|--------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| 1♠           | Pass        | 1♥           | Pass        |
| 3♦           | Pass        | INT*         | Pass        |
| 4♠           | all pass    | 3♠           | Pass        |

\* 15 to 17 points

This hand is a difficult declarer play challenge and the bad spade break will defeat the 4♠ contract at most tables.

With East on lead against North's 4♠ they have a choice between a small heart lead and the active A♣. On the A♣ lead West signals attitude and plays 8♣ (normal attitude) or 2♣ (if playing reverse attitude). With spades 4-1 the active lead defeats 4♠ quickly for an average board.

If a passive heart is led then some declarer's will be able to make 4♠. They win Q♥ and looking to discard clubs play to A♠ dropping the revealing Q♠ singleton. After discarding two clubs on the AK♥ declarer finesses a diamond. Now they lose a diamond and two trumps but the 33 diamond break sees them make 4♠ for a huge 90%+ score.

**Winning Tip:** Against a suit contract a good defensive agreement is to lead Ace for attitude and lead King asking partner for count.

**Board 16. E/W. Dealer West**

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

|              |             |              |             |
|--------------|-------------|--------------|-------------|
|              |             |              |             |
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| 2♦           | 3♣          | 3♥*          | 1♠          |
| 4♥           | 4♠          | Pass         | 3♠          |
| 5♥           | all pass    |              | Pass        |

\* In a competitive auction if you have a long and strong suit you must bid it !

The vulnerability (EW vul and NS non-vul) will encourage NS to bid actively and find their 6-4 heart fit. They will be richly rewarded for their enterprise with 5♥ (frequently doubled) making when the diamonds are easily setup with K♣ as a valuable side entry.

Whenever EW are allowed to play in 4♠ the contract is defeated on a heart lead and a singleton diamond switch with a ruff to follow. 4♠-1 will score quite well for EW with 5♥ a surprise make for NS.

**Winning Tip:** Compete fiercely when the bidding reveals both sides have a good trump fit especially when you are short in their suit.

**Board 17. None. Dealer North**

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

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

|              |             |              |             |
|--------------|-------------|--------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| Pass         | Pass        | 1♥           | X           |
| XX*          | 1♠          | 3♣           | Pass        |
| 4♥           | all pass    |              |             |

\* redouble shows 11+ points (and playing 4 card majors denies 4+ hearts)

South opens 1♥ playing 4 card majors and West doubles for takeout. Now there is no bid to describe the North hand exactly. Perhaps XX (usually 11+ pts) is best in that it shows close to the value of the North hand.

The defence and play to 4♥ by South illustrate good bridge technique.

West leads K♣ asking for count with East playing 8♣. After cashing A♣ West gives East a club ruff and can do so with 7♣ or 5♣. West wants a spade return and plays 7♣ as suit preference (higher card for higher suit) for a spade return.

After East returns a spade South should rise with the A♠ since the spade finesse will surely fail. With 27 points for NS and West showing opening values with the takeout double the diamond finesse is marked. Now South makes 4♥ for an average score.

Expert players can show off their technical skills by making the contract without taking any finesse. They cash one round of diamonds (J♦ to A♦) and then simply cash all their trumps and the 4<sup>th</sup> club. Now West cannot keep the K♠ and a guarded Q♦ – this is called a show up squeeze.

This expert line pays off dramatically on an alternative layout shown below. At trick 12 declarer knowing West has K♠ rises with K♦ to drop the doubleton Q♦ offside.

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

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

**Winning Tip:** When giving partner a ruff use suit preference to indicate the suit you want partner to return.

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

|   |   |
|---|---|
| ♠ K 9 5 2<br>♥ Q 9 3<br>♦ Q 9 2<br>♣ Q 8 3<br><br>♠ 10 7 6<br>♥ K J 4<br>♦ K J 8 5<br>♣ A K 5<br><br>♠ A Q 8 3<br>♥ A 10 8<br>♦ 10 6<br>♣ 9 7 6 4 | ♠ J 4<br>♥ 7 6 5 2<br>♦ A 7 4 3<br>♣ J 10 2 |
|---|---|

| North | East  | South | West |
|-------|-------|-------|------|
| Pass  | Pass  | Pass  | 1♦   |
| Pass  | 1♥    | Pass  | INT  |
| Pass  | Pass* | Pass  |      |

\* East can bid 2♦ although now NS knowing EW have a fit will bid and make 2♠

At many tables West will play in INT. While this may seem a dull board INT is regarded as the most challenging contract to play or defend at pairs.

North with an honour in every suit cannot lead passively and selects a 4<sup>th</sup> best lead of 2♠. It is good technique now for South to play Q♠ to discover if partner holds K♠. This keeps defensive communication wide open. Your trick target is higher against INT than 3NT. After the Q♠ holds NS clearly have 4 spade tricks but South is looking for more. A switch at trick 2 by South to 7♣ is best and now EW are likely to 2 down for a defensive top for NS.

By delaying the spade cash out South is able to play through West twice to setup additional tricks.

The alternative defence of cashing 4 spades immediately leaves North on lead to play around to the honours held by West. Now West will likely escape with INT-1 and share the matchpoints with 2♦-1 contracts.

**Winning Tip:** As a defender after dummy goes down take 15 seconds or so to consider the whole hand and make a defensive plan. There is no need to play quickly at trick 1 since both the declarer and 3<sup>rd</sup> hand defender are equally entitled to think.

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

|   |   |
|---|---|
| ♠ K 7<br>♥ J 8 2<br>♦ K 10 6 2<br>♣ K 10 5 4<br><br>♠ A 8 6 5 2<br>♥ 9 5 3<br>♦ 9 5 3<br>♣ A 3<br><br>♠ Q J 10<br>♥ K 4<br>♦ A J 8 4<br>♣ Q 8 7 2 | ♠ 9 4 3<br>♥ A Q 10 7 6<br>♦ Q 7<br>♣ J 9 6 |
|---|---|

| North | East  | South | West |
|-------|-------|-------|------|
| Pass  | Pass* | INT   | Pass |

\* Non-vul many aggressive East will bid hearts. On this hand a vulnerable East must pass.

This deal illustrates the powerful pre-emptive effect of the weak NT opening. The strong NT allows EW to compete to 2♠ whereas the weak NT opening ends the auction.

A heart lead or early switch will always hold declarer to 7 tricks INT making and a good score for EW. However West will lead the 5♠ and North wins K♠ as West shows count with 3♠. If declarer now plays a club the Queen West wins and continues with a small spade to keep defensive communications open with partner. Now declarer must find the Q♦ to make 8 tricks for +120 and a good score for NS.

The top score on this for NS is 3♣/3♦ which can make 10 tricks +130 if the Q♦ is successfully finessed.

**Winning Tip:** If your opponents look to play in INT at pairs and you are non-vulnerable look to overcall with the slightest excuse.



### Board 20. All. Dealer West

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

| North | East | South | West     |
|-------|------|-------|----------|
| 1♣    | Pass | 1♥    | Pass     |
| 1♠    | Pass | 2♠    | all pass |

The battle of the 11 counts with North the most likely to find an opening bid.

South bids 1♥ picking off the best EW contract of 2♥ making and freezing EW out of the auction.

North will play in 2♠ with East on lead. To defeat 2♠ East must lead a heart or a trump. West must now switch through diamonds twice to get 6 tricks for EW.

Frequently the defence will falter and declarer will be able to setup clubs for diamond discards making 2♠.

**Winning Tip:** In many suit contracts your best plan is to immediately begin to setup the side suit in dummy for discards.

### Board 21. N/S. Dealer North

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

| North | East | South    | West |
|-------|------|----------|------|
| Pass  | 1♣   | Pass     | 1♥*  |
| INT** | X    | 3♦       | Pass |
| Pass  | 3♥   | all pass |      |

\* West's hand is too good to pass 1♣ with two good major suits

\*\* North as a passed hand shows the unbid suits with the unusual NT

With points split 20/20 and both sides having a good fit 10 tricks are made by 4♥ (EW) and 4♦ (NS).

There will be many doubled contracts making on this board.

If South passes East's 1♣ opening and West bids a cheeky 1♥ now North (a passed hand) is keen to enter the auction. A take out double by North shows 44/54 in the unbid suits. This leaves the Unusual INT available to show a more shapely 55 hand.

Now as both sides bid the red suits your score on the board is down to competitive judgement as you assess the level of your fit. Many South's will be deterred by the vulnerability from bidding a later 4♦. Brave South's confident of a 10 card diamond fit will bid 4♦.

Many Easts will now double 4♦ hoping for the magic +200 but they will be sorely disappointed.

In fact EW can make 4♥ with the lucky spade position allowing time to setup clubs for 10 tricks.

**Winning Tip:** With good values in the majors respond to partners 1♣/1♦ opening with less than 6 points

### Board 22. E/W. Dealer East

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

| North | East     | South | West |
|-------|----------|-------|------|
|       | 1♦       | X     | Pass |
| 2♦*   | X        | 2♥    | Pass |
| 2♠**  | Pass     | 4♦*** | Pass |
| 4♠    | all pass |       |      |

\* forcing with at least game invitational values

\*\* 2♠ is forcing – after the take out double and cue bid NS must at least invite game

\*\*\*a splinter (singleton or void) in support of spades

No matter how fancy the bidding very few pairs will bid the cold 6♠ slam.

What do you bid with the North hand opposite partners takeout double ? Have you agreed with partner what a cue bid of 2♦ means?

The classic bridge author Mike Lawrence has the following excellent definition in his book 'Tips On Competitive Bidding' page 134.

"If partner doubles a minor a cue bid can be made on invitational and game forcing hands. There are two scenarios

You have two suits to show with invitational or stronger values.

You have a game forcing hand with one suit

If partner doubles a major suit opening play the cue bid as game forcing."

On this hand there is nothing to the play with 12 tricks made at all tables for a 50% score.

**Winning Tip:** Discuss with partner this definition of a cue bid opposite a takeout double.

### Board 23. All. Dealer South

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

| North | East | South | West     |
|-------|------|-------|----------|
| Pass* | 1♠   | INT** | Pass     |
| 3♥    | 3♠   | 4♥    | 2♠       |
|       |      |       | all pass |

\* Some players will find a way to raise hearts with the North hand but pass is reasonable

\*\* South's INT rebid shows extra strength 18-19 pts since partner passed a one bid

If both sides compete actively NS will be driven to play in 4♥ a contract which cannot be touched.

Strong NT 5 card major bidders who open 1 minor with South may not find their heart fit and instead play in NT. With all the cards well INT will also make 10 tricks +180 and beat all the heart part scores. The spade suit will win many auctions however anybody bidding 4♠ will be doubled down two tricks.

**Winning Tip:** If partner passes your one level opening bid your INT rebid becomes much stronger and shows 18-19 pts

### Board 24. None. Dealer West

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

| North | East | South | West |
|-------|------|-------|------|
| INT   | Pass | Pass  | Pass |

On this hand anyone playing strong No Trump will likely bid to 3♦ making for a good score for NS. Now if EW bid to 3♥ NS must double this for penalties to protect their score. 3♥X is down 2 tricks for a top for NS.

The weak NT will have a harder time of it. North declaring INT on a spade lead can scramble 7 tricks but will not score well.

**Winning Tip:** If your side has a making part score and holds the balance of the points and the opponents outbid you strongly consider doubling them for penalties. On this hand 3♥-2 undoubled +100 will be a rotten score compared to +110 in 3♦.

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

|   |   |
|---|---|
| ♠ 10 5 3<br>♥ Q 4<br>♦ K 10 7 3 2<br>♣ 9 4 3<br><br>♠ Q J 2<br>♥ J 7 6 3<br>♦ A Q 8<br>♣ Q 7 6<br><br>♠ A K 9 8 7 6 4<br>♥ K 10 9 2<br>♦ —<br>♣ K 2 | ♠ —<br>♥ A 8 5<br>♦ J 9 6 5 4<br>♣ A J 10 8 5 |
|---|---|

|              |             |              |             |
|--------------|-------------|--------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| Pass         | 1♦*         | 4♠**         | Pass        |
| Pass         | Pass        |              |             |

\* East opens light using the rule of 20

\*\* The right bid !

A normal opening bid shows 12 points or more. However you can open the bidding with less if you have good shape as compensation. The rule of 20 is a guide as to whether to open a marginal hand.

Add your high card points to the length of your two longest suits. If the total comes to 20 or more open the bidding.

After East opens 1♦ how do you handle the South hand? Experienced players bid aggressively with a strong suit and 74 shape and will bid 4♠ immediately with this 4 loser hand.

The spotlight turns to West who has 12 points with partner having opened. Many will double for penalties, but the right bid is a disciplined pass. Queens and Jacks are not good defensive tricks against a high level suit contract. 4♠ by South makes easily.

**Winning Tip:** Opening light is winning bridge but your partner must be on the wavelength. Sometimes they must pass opponents high level bids with good hands.

### Board 26. All. Dealer East

|  |  |
|--|--|
| ♠ 10 7 6 3<br>♥ Q 7 3 2<br>♦ A J<br>♣ A 5 4<br><br>♠ K 9 8<br>♥ —<br>♦ K 9 6 4 3 2<br>♣ 10 7 3 2<br><br>♠ Q J 4 2<br>♥ A 9 8 5 4<br>♦ Q 5<br>♣ Q 9 | ♠ A 5<br>♥ K J 10 6<br>♦ 10 8 7<br>♣ K J 8 6 |
|--|--|

|              |             |              |             |
|--------------|-------------|--------------|-------------|
| <b>North</b> | <b>East</b> | <b>South</b> | <b>West</b> |
| 3♥           | INT         | 2♣*          | 2NT**       |
|              | Pass        | Pass         | Pass        |

\* Landy/Multi Landy showing both majors

\*\* 2NT is Lebensohl – a relay to 3♣ planning to play in 3♦

This hand illustrates a very useful convention to handle intervention over your INT opening.

After South shows both majors West wants to play in 3♦ but an immediate 3♦ bid is forcing and they hold only 6 points.

A popular expert convention is 2NT Lebensohl which asks partner to bid 3♣ then West will pass with clubs or on this hand correct to diamonds. You can bid 3♦ immediately with strong hands and use 2NT Lebensohl to compete with weaker hands.

**Winning Tip:** There is a lot more to learn about Lebensohl. Checkout the full convention at the excellent [Bridgebum web site](#)

### Board 27. None. Dealer South

|  |  |
|--|--|
| ♠ J 9 4 3 2<br>♥ 8 7<br>♦ Q 9 7 5<br>♣ 8 6<br><br>♠ A K 8 7<br>♥ A 4<br>♦ A 8 2<br>♣ 9 7 5 2 | ♠ Q 10 6<br>♥ K 10 5 2<br>♦ 6 3<br>♣ K Q 4 3<br><br>♠ 5<br>♥ Q J 9 6 3<br>♦ K J 10 4<br>♣ A J 10 |
|--|--|

| North | East     | South | West |
|-------|----------|-------|------|
|       |          | 1♠    | Pass |
| 2♣    | 2♥       | 3♥*   | Pass |
| 3NT   | all pass |       |      |

- \* South looks to have partner play 3NT. This could be worth an extra trick.

East bids hearts primarily to attract a heart led from partner. This will knock 3NT by 2 tricks.

**Winning Tip:** Make as many lead directing bids as you dare. It will help stop partner from making bad leads.

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

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

| North | East     | South | West |
|-------|----------|-------|------|
|       |          |       | Pass |
| Pass  | Pass     | 1♥    | Pass |
| 3♥    | all pass |       |      |

With no clear opening bid this hand will frequently be passed out. If South does open 1♥ and North invites game they will go minus 3♥-I with the hearts lying very poorly.

A popular expert convention for the North hand is 2♣ (Drury) by a passed hand asking partner if they have game interest. Now NS stop safely in 2♥ for +110 and a top score.

| North | East | South | West |
|-------|------|-------|------|
|       |      |       | Pass |
| Pass  | Pass | 1♥    | Pass |
| 2♣*   | Pass | 2♥**  | Pass |
| Pass  | Pass |       |      |

- \* Drury – I have support with 10/11 pts. Have you game interest?

- \*\* I am minimum lets play in 2♥. Any bid other than 2♥ shows game interest.

**Winning Tip:** For accurate passed hand major suit bidding use the Drury Convention.

Experienced players please review the [Bridgebum web site](#).