

# ECatsBridge Simultaneous Pairs for Children in Need



Tuesday 9<sup>th</sup> November 2021

**Together we can ...**

... and by competing in this Simultaneous Pairs you have once again certainly shown that **together we can indeed do something to help make a difference** to children who really need our help.

Some of you will be playing Face-to-Face and others online but all the results will be included in the overall scoring so don't worry!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/donate/>

and you will see how you can do it – if you haven't already done so of course!

Our thanks to Julian Pottage for writing this set for us – I hope you found it interesting (and accurate!).

Take care won't you and stay safe

*Anna & Mark*

## Board 1. None Vul. Dealer North

	♠ A K J 8		
	♥ Q 10 4		
	♦ Q 8 4		
	♣ 9 8 7		
♠ Q 4		♠ 9 7 5 3	
♥ A K J 5 2		♥ 8 7	
♦ J 3 2		♦ A K 6 5	
♣ A J 10		♣ 5 4 3	
	♠ 10 6 2		
	♥ 9 6 3		
	♦ 10 9 7		
	♣ K Q 6 2		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
	INT(1)	Pass	Pass
Double	All Pass(2)		

(1) 12-14

(2) With the flat shape South has no guarantee of improving the contract by rescuing.

If East leads a heart (unlikely) or if East leads a club and West switches to heart, the defenders can defeat INT doubled by two tricks. INT doubled is in danger of making if East cashes a top diamond and West switches to a high heart after taking the ♣A. Declarer might then make four tricks in spades and one in each of the other three suits.

2♣ doubled and 2♠ doubled should be down 300 because East can score a heart ruff.

If they declare, East-West can score 110 with either red suit as trumps.

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

	♠ K J 10 7 3		
	♥ A J		
	♦ K 9		
	♣ Q 9 3 2		
♠ 6 5		♠ 2	
♥ K 9 7 6 5 3		♥ 8 4	
♦ Q 7 5 3		♦ A 10 8 4 2	
♣ 8		♣ A J 7 6 4	
	♠ A Q 9 8 4		
	♥ Q 10 2		
	♦ J 6		
	♣ K 10 5		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
		Pass	1♠(1)
3♥(2)	4♥(3)	Pass	4♠
All Pass			

(1) Those of the Robson school and playing a weak NT will ignore the strong 5-card major and open INT.

(2) West's suit is not great but the vulnerability favours making a weak jump overcall.

(3) A sound raise to 4♠. North's heart control is incidental.

The singleton club lead would defeat 4♠ because then West can score two club ruffs. On a heart lead,

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declarer can succeed even without guessing the location of the ♣J since one of dummy's diamonds could go on the fourth round of clubs.

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

<p>♠ 8 ♥ A ♦ 8 7 6 4 2 ♣ J 9 8 7 5 3</p> <p>♠ K 7 6 3 ♥ Q 6 5 4 3 ♦ K Q J ♣ K</p>	<p>♠ Q 10 5 4 ♥ K 10 8 2 ♦ A 10 9 ♣ 4 2</p> <p>♠ A J 9 2 ♥ J 9 7 ♦ 5 3 ♣ A Q 10 6</p>
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West	North	East	South
2♣(2)	2NT(3)	3♥(4)	INT(1)
(5)			All Pass

(1) 12-14

(2) Landy, both majors

(3) Lebensohl, asking partner to bid 3♣

(4) East would like to offer West a choice of majors but does not risk a misunderstanding.

(5) North is tempted to compete to 4♣ and would bid it if knowing of 4-card support.

3♥ should make exactly, with two spades and the two rounded-suit aces to lose. On the unlikely lead of the ♠A, the defenders can make a ruff and a trump trick – but they score one spade trick instead of two, so it comes to the same result.

North-South can make 10 tricks in a club contract, 11 if declarer goes against the odds and drops the ♣K offside.

### Board 4. All Vul. Dealer West

<p>♠ K Q 10 9 6 ♥ K 3 ♦ A 8 2 ♣ 9 5 2</p> <p>♠ J 7 2 ♥ A J 9 5 2 ♦ K 9 5 ♣ J 3</p>	<p>♠ 8 ♥ Q 10 8 6 4 ♦ J 10 7 6 ♣ A Q 10</p> <p>♠ A 5 4 3 ♥ 7 ♦ Q 4 3 ♣ K 8 7 6 4</p>
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West	North	East	South
Pass	1♠(1)	Pass	3♠ 2
All Pass			

(1) As on Board 2, Robson aficionados might choose a different opening.

(2) With a bare 9 high card points, it would be rash for South to use the Losing Trick Count to justify jumping to 4♠.

Even 3♠ could fail if East starts with the ♦J. After declarer wins with the ♦A, crosses to the ♠A and leads a heart, West can put up the ♥A and switch to a club. This enables East to take the ♣A and continue with the ♦10. Of course, East might (if West still has a trump), try to give West a club ruff. There are, however, far more ways that West can have J-x than a singleton jack, so reverting to diamonds seems the percentage action. 3♠ makes easily if East leads a heart at trick one.

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

<p>♠ J 8 5 4 ♥ 7 ♦ 7 5 3 2 ♣ A J 8 2</p> <p>♠ K 9 6 3 2 ♥ K 8 5 ♦ 10 8 4 ♣ K 9</p>	<p>♠ 10 7 ♥ Q 9 2 ♦ Q J 9 6 ♣ 10 5 4 3</p> <p>♠ A Q ♥ A J 10 6 4 3 ♦ A K ♣ Q 7 6</p>
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West	North	East	South
Pass	Pass	Pass	2NT(1)
Pass	3♣(2)	Pass	3♥(3)
Pass	3NT	All Pass	

(1) With so many values in the short suits, South gives showing the points precedence over the six-card heart suit.

(2) Five-card Stayman for me but perhaps ordinary Stayman for you.

(3) This shows five hearts for me but might show only four for you.

An initial diamond lead stops the overtrick in 3NT. West might find this on the auction given because South has bid hearts, North has implied spades and East had the chance to double 3♣ but did not take it. On a spade lead declarer can make 11 tricks by winning with the ♠Q, finessing the ♣J and finessing the ♥J. Although West can knock out the now bare ♠A, East is the defender with the second heart entry and has no more spades to lead.

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

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

West	North	East	South
Pass(1)	1♠	Pass	Pass
Pass	2♠(3)	All Pass	2♦ 2

(1) In first- or second- seat the spot cards might induce West to open – but not here when vulnerable in third seat.

(2) With a 5-card suit and 9 HCP, South is just strong enough for a two-level response in Acol.

(3) North has great shape but only 12 HCP and a misfit for diamonds.

The defenders should score four tricks against a spade contract. The 4-1 club break means that declarer can choose between playing the suit early (a forced action if East lead the ♣7), thereby running into a ruff, or leaving the suit until late and losing two natural club tricks. Possibly if the defenders leave dummy's heart entries intact declarer can take two club finesses without losing a ruff and so lose only three tricks..

### Board 7. All Vul. Dealer South

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

West	North	East	South
Pass	INT	2♥	1♠(1)
2♠(3)	Pass	3♦(4)	Pass 2
4♥(5)	All Pass		Pass

(1) These days most people open 1♠ with 5-5 in the black suits, giving priority to the major.

(2) A free rebid of 2♠ would show a 6-card suit.

(3) The cue bid indicates values and heart support.

(4) East might simply bid 4♥ but prefers a trial bid.

(5) With help in diamonds and prime cards, West accepts the game invitation despite being minimum.

South will probably lead the ♣Q, in which case 4♥ makes easily. On the ♦2 lead declarer will need to play West's ace on the first round of trumps, thus avoiding a diamond ruff. On a low spade lead (or more likely the ♠K lead from North if West declares), North can score the ♥Q on the third round of spades and then declarer does need to finesse in trumps.

### Board 8. None Vul. Dealer West

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

West	North	East	South
Pass	1♠(1)	Pass	2♦
Pass	2♠	Pass	4♠ 2
All Pass			

(1) With a suit wide open, most people will open 1♠ even playing a weak no-trump.

(2) South is just about worth insisting on game.

If East finds a heart lead, the defenders must make 2 tricks. On any other lead, the friendly layout of the pointed suits makes 480 possible.

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

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

West	North	East	South
Pass	4♦(1)	4♥	4♠
All Pass	5♥(2)	Pass	6♠(3)

(1) You can open 1♦ or 4♦ – pre-empting seems to work best in the long run.

(2) In the context of having opened 4♦, North has an enormous hand in support of spades and so cue bids in the void.

(3) South can see very few losers facing a heart void.

On any lead other than a bizarre ♦A, declarer should make exactly 12 tricks in a spade contract. On a spade lead you cannot ruff three hearts in dummy but you can set up the diamonds.

Assuming East declares (stopping South from scoring an immediate diamond ruff) 11 tricks are available in a heart contract.

### Board 10. All Vul. Dealer East

	♠ A K 9 7 ♥ K Q 7 ♦ A K J 9 ♣ 7 4		
♠ 4 ♥ 10 8 3 ♦ 10 8 6 ♣ A Q 9 8 5 3		♠ 10 6 5 3 2 ♥ 4 2 ♦ 5 2 ♣ K J 6 2	
	♠ Q J 8 ♥ A J 9 6 5 ♦ Q 7 4 3 ♣ 10		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
Pass(1)	2NT(2)	Pass	Pass
Pass	3♥	Pass	3♦(3)
Pass	4♠	Pass	4♦(3)
Pass	6♥	All Pass	5NT(3)

(1) If non-vulnerable West would open 3♣.

(2) 20-22 in standard Acoll

(3) South transfers into hearts, then shows the diamonds and finally asks North (with 5NT) to pick a slam.

On a club lead the defenders make a trick against 6♥ or 6♦. On any other lead, declarer has thirteen winners.

### Board 11. None Vul. Dealer South

	♠ 9 5 2 ♥ A 8 5 ♦ A 5 ♣ K 10 9 7 4		
♠ A J 7 ♥ K 10 4 ♦ 10 8 6 3 ♣ A J 6		♠ K Q 10 8 ♥ Q 9 7 6 3 2 ♦ 9 ♣ Q 8	
	♠ 6 4 3 ♥ J ♦ K Q J 7 4 2 ♣ 5 3 2		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
All Pass(2)			3♦(1)

(1) South follows the 'when in doubt pre-empt' principle I mentioned on Board 9.

(2) West is too flat to act and East is too weak to do so comfortably.

Going one down in 3♦ should be a very good score for North-South. East-West do much better by declaring a heart contract. With the ♥J singleton, they can hardly fail to make 10 tricks.

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

	♠ Q 10 3 2 ♥ 2 ♦ J 8 6 4 3 2 ♣ J 7		
♠ A 8 7 ♥ K 10 3 ♦ K Q 5 ♣ K 8 5 2		♠ 9 4 ♥ 9 7 5 4 ♦ 10 9 7 ♣ 10 9 6 4	
	♠ K J 6 5 ♥ A Q J 8 6 ♦ A ♣ A Q 3		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♣	Pass	Pass	Double(1)
Pass(2)	1♦(3)	Pass	1♥(4)
Pass	1♠	Pass	4♠
All Pass			

(1) South is too strong to make a simple overcall. 2NT, if played as 19-21, would be possible I suppose.

(2) A free rebid of 1NT should show 18-19, not 15-17.

(3) North does not expect the auction to die in 1♦ and so shows the longest suit first.

(4) South is tempted to jump to 2♥, though that might suggest a longer heart suit.

A spade contract should yield 11 tricks with just the ♠A and ♣K to lose. The bidding will make it much more attractive to take a ruffing finesse against West's ♥K than to try finessing East for that card.

Assuming South declares, 3NT is on (a club lead from East would defeat 3NT by North).

### Board 13. All Vul. Dealer North

	♠ J 6 4 3 ♥ A Q 10 8 2 ♦ A 4 ♣ 9 7		
♠ K 8 7 5 ♥ K 3 ♦ K 10 8 ♣ J 6 4 2		♠ Q 9 ♥ J 9 7 ♦ Q J 9 7 3 2 ♣ Q 3	
	♠ A 10 2 ♥ 6 5 4 ♦ 6 5 ♣ A K 10 8 5		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>

West	North	East	South
	1♥(1)	Pass	2♣
Pass	2♥	Pass	3♥
All Pass			

(1) With a good 5-card suit and a bit of shape, almost everyone will open the North hand even vulnerable (rule of 20).

Declarer can make 10 tricks with hearts as trumps by finessing the ♥Q rather than the ♥10. It is then possible to draw a second round of trumps and later take a ruffing finesse in clubs, losing just one trick in each suit apart from clubs. It will be quite common to make only 9 tricks, in which case it is definitely a good idea to have stopped in 3♥.

#### Board 14. None Vul. Dealer East

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

West	North	East	South
2♦	Pass	1♠	Pass
3NT(1)	All Pass	3♦	Pass

(1) West should perhaps bid 3♥ since 3NT could be the wrong contract if East has a singleton club.

Declarer might make an overtrick in 3NT by taking the ♣K on the first or second round (saving the ♣A for the third round) and knocking out the ♦A before taking the first spade finesse. This way the defenders make only one club trick to go with the ♠Q and the ♦A. Declarer will have a marked finesse against the ♦10 and be able to make two spade tricks, three heart tricks (North's discards are likely to indicate that the heart finesse is working), three diamonds and two clubs. If North discards a spade on any of the diamonds, the spade suit comes in and declarer can make 10 tricks without taking the heart finesse.

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

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

West	North	East	South
Pass(2)	2♦(3)	Pass	INT(1)
Pass	4♥	All Pass	3♥(3)

(1) 12-14

(2) For many people a 2♦ overall would be conventional.

(3) 2♥ is a transfer (planning a 2♠) rebid. The jump to 3♥ shows a minimum and 4-card heart support.

West may lead the ♠3. After a futile attempt to guess which of the ♠10 and ♠Q West has, declarer may next try a low club. West does best to go in with the ♣A and exit with the ♥3. Declarer is then likely to draw trumps and cash some clubs. Given West's reluctance to switch to diamonds, one should find the winning line of throwing spades from dummy. Those who throw diamonds could end up with a loser in each suit. If West ducks the first club or exits with the ♥J, an overtrick is possible.

#### Board 16. E/W Vul. Dealer West

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

West	North	East	South
1♠(1)	2♣(2)	2♠	Double(3)
3♠(4)	4♣	Pass	4♦(5)
Pass	5♦	All Pass	

(1) West has too much outside spades and too much inside for a weak 2♠ to be right.

(2) If a jump to 3♣ would be weak, as I recommend, North must start with 2♣.

(3) South doubles to get both unbid suits into consideration.

(4) Despite being vulnerable North bids to the nine-trick level with the known nine-card fit.

(5) South suspects that 4♣ is not the partnership's best contract!

5♦ could make despite the 4-0 trump break – if you ruff three hearts in dummy, just do not bash out the ♦K.

### Board 17. None Vul. Dealer North

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

West	North	East	South
Pass	Pass	Pass	Pass
1♠	Pass	2♠(1)	Pass
Pass(2)	Pass (3)		

(1) Holding 3-card trump support and a ruffing value, the raise is correct even playing 4-card majors.

(2) With the devalued singleton ♦K, West is not worth a game try.

(3) The vulnerability may persuade North to reopen with 2NT – better to lose 50 or 100 than 110 and perhaps the opponents will take the push to 3♠ and go down.

Looking at K-Q-J of clubs it is a big ask for North to find the trump lead needed to stop 10 tricks in a spade contract. On a normal club lead, declarer can ruff one club in dummy and discard another on the ♦A.

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

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

West	North	East	South
Pass	2♦ (2)	Pass	2♣ (1)
Pass	3♣ (3)	Pass	2NT
All Pass		Pass	3NT (4)

(1) With the decent 5-card suit South treats the hand as worth 23 points rather than 22.

(2) Negative or waiting.

(3) If you play 5-card Stayman, North looks for a 5-3 fit.

(4) In my methods this shows three spades (in case North is 5-4 in the majors).

The 3-3 diamond division enables 3NT to succeed – the defenders lack the time to make a long spade and two clubs before declarer can knock out the red aces and secure nine tricks.

If South does not upgrade the hand, the contract would be 2NT rather than 3NT.

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

<p>♠ K 10 8 7 3 ♥ K 10 9 5 ♦ K 8 ♣ A 3</p> <p>♠ J ♥ A J 6 ♦ A Q 7 6 ♣ K J 9 6 2</p>	<p>♠ 5 4 2 ♥ Q 7 4 3 ♦ 10 9 3 ♣ Q 5 4</p> <p>♠ A Q 9 6 ♥ 8 2 ♦ J 5 4 2 ♣ 10 8 7</p>
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West	North	East	South
1♣	1♠	Pass	Pass
All Pass 2			3♠(1)

(1) With 4-card support and nothing to be ashamed of, South raises to the level of the fit.

(2) West would have doubled 2♠ but the auction is now too high.

With both red aces outside the spade game is a bit of lucky make. Declarer can avoid a second heart loser by ruffing two hearts in dummy before drawing trumps.

If West plays in clubs, a spade lead and a heart switch sets up a heart ruff for a fifth defensive trick.

**Board 20. All Vul. Dealer West**

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

West	North	East	South
Pass	Pass	1♠	Pass
2♦(1)	Pass	2NT(2)	Pass
3NT	All Pass		

(1) A 5-card suit and 9 HCP suffices for a two-level response, especially when the suit is so good.

(2) 15-19 forcing – East leaves room to explore a possible 5-3 spade fit.

South has a natural club lead against 3NT. Given that hearts are wide open, declarer has no plans to take a deep finesse in spades and therefore has no need to conserve dummy's entries; this makes it right to run five rounds of diamonds. So long as one defender or the other keeps three spades and declarer finesses the ♠Q, nine tricks result. If both defenders discard a spade – most unwise if East has bid the suit – twelve tricks could result.

**Board 21. N/S Vul. Dealer North**

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

West	North	East	South
Pass	Pass	Pass	1♦
Pass	1NT(1)	Dble(2)	Rdble (3)
Pass	Pass	2♠	Pass
Pass	2NT(4)	All Pass	

(1) With soft values outside and modest diamond support, this seems more descriptive than raising diamonds.

(2) Takeout of diamonds – this brings both majors into play (West is unlikely to bid clubs as North has implied clubs.)

(3) South has a decent hand but not quite enough to raise.

(4) East's double suggests that diamonds are breaking badly.

With ♦J-x-x-x in the West hand declarer has only seven definite tricks (three spades, three diamonds and a club). Making the vital eighth trick depends upon a winning view in clubs after stating low to the king (or queen). If East has bid or wins the first club or hesitates before ducking, declarer should take the winning view of finessing the ♣10 on the second round.

**Board 22. E/W Vul. Dealer East**

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

West	North	East	South
		1NT(1)	Pass
2♣(2)	Pass	2♦(3)	Pass
3NT	All Pass		

(1) 12-14

(2) Asking for 4-card majors – East is looking for a 4-4 heart fit.

(3) Denies a 4-card major.

Although a Stayman auction in which opener has denied a major generally calls for a major-suit lead, how is North to guess to lead a spade? On any other lead, declarer has time to set up the diamonds for eleven tricks, just losing two diamonds. On a spade lead (and continuation after North takes the first diamond with the ♦A) the defenders must come to a spade trick too.

**Board 23. All Vul. Dealer South**

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

West	North	East	South
Pass	2♣ (2)	Pass	INT (1)
Pass	3NT	All Pass	2♦ (3)

(1) 12-14.

(2) Stayman – I like to play jumps as shortage and so would bid 3♠ rather than 2♣.

(3) Denying a 4-card major.

On the normal ♠Q lead in a no-trump contract, declarer can make eight tricks by playing on hearts but only seven by playing on diamonds.

After the ♠Q lead in a club contract, the winning line for eleven tricks is to take the ♠A and lead low to the ♦J. You then have the ♦Q as an entry for leading towards dummy's heart honours.

#### Board 24. None Vul. Dealer West

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

West	North	East	South
1♠	Pass	2♣(1)	Pass
3NT(2)	All Pass		

(1) Since 2♥ would show a 5-card suit, East needs to bid a 3-card club suit.

(2) I play the jump to 3NT as 15-16 with exactly four cards in the major.

The computer reckons that an overtrick is possibly in 3NT, though this is rather difficult to achieve without the inspired view of ducking the first round of hearts to South's bare ace. Many tables see West make just nine tricks.

Even 3NT could fail if South captures a heart honour at trick one and switches to a low diamond and if West then fails to rise with the king. In practice South is much more likely to switch to a club, which is less testing.

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

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

West	North	East	South
1♠	Pass	1♦	Pass
2♠(1)	Pass	2♣	Pass
4♠	All Pass	2NT(2)	Pass

(1) If 2♠ is not at all constructive, West is tempted to bid 3♠.

(2) East might pass 2♣ and indeed might have to if West hesitated before bidding 2♠.

West can make 10 tricks without taking any finesses. It is simply a matter of unblocking the ♥A-Q, crossing to dummy and discarding a diamond on the ♥K. The defenders just make three trump tricks. They might not even make that if the first round of trumps starts low from dummy to an honour and North suspects West is underleading the ♠A on the second round. North should reason that West almost certainly would lead high on the second round with a suit headed by the A-J-10.

#### Board 26. All Vul. Dealer East

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

West	North	East	South
2♥ (2)	2NT (3)	Pass	INT(1)
All Pass		Pass	3♣(4)

(1) 12-14 – this seems to have come up a lot today!

(2) Hearts and a minor if you play Multi Landy

(3) Lebensohl: often a hand that wishes to compete in a suit lower ranking than West's main suit.

(4) Forced



With the ♣K onside declarer has nine easy tricks in a club (or no-trump) contract. On any lead other than the ♣K in a club contract, you can make an extra trick by playing on hearts and taking ruffs in the South hand.

**Board 27. None Vul. Dealer South**

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

West	North	East	South
			2♠(1)
3♣	3♦	5♣	5♦ 2
Double	Pass (3)		

(1) Weak – the four low hearts will deter some but not many.

(2) Sacrificing at equal vulnerability is risky, though the hand could be massively worse for diamonds than it is.

(3) East has some misgivings about defending but is reluctant to bid a slam with an aceless hand. Perhaps it would have been better to bid 4♦ on the previous round.

If the defenders find their heart ruff, 5♦ down is down two; if not, it is down only one.

6♣ makes easily for East-West.

**Board 28. N/S Vul. Dealer West**

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

West	North	East	South
INT(1)	2♣(2)	2NT(3)	4♥
All Pass			

(1) 12-14 – this saves possibly having to open 1c and rebid 2♣.

(2) Landy, both majors

(3) Lebensohl: on this auction often a hand wishing to compete in clubs. East is taking advantage of the vulnerability!

The defenders are likely to cash the first three tricks against 4♥. The mirror image distribution North-South means it would not matter if they did not.

5♣ doubled goes down three if declarer takes the losing club finesse or down two if declarer plays for the drop.