Commentary for the u3a Spring Charity Bridge Festival



Friday 26th May 2023

Dear Bridge player

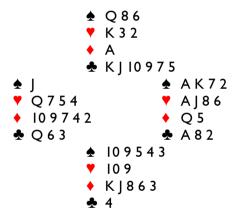
Welcome to our second national Bridge Festival, uniting and re-uniting u3a bridge players from across the United Kingdom. Games will be played all week both offline locally and online.

All results submitted will be included in the overall national scoring and the names of each day's winning pair will be posted on the <u>u3a Bridge website</u> as soon as possible once all the results have been received.

Having raised over £1,000 for last year's charities, we hope you'll help to raise even more for Alzheimer's Research and AgeUK this year.

Thank you for joining in, playing and donating at https://www.ecatsbridge.com/sims/donations.asp Have fun, spread the word and enjoy yourselves.

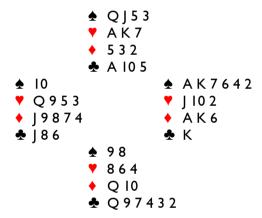
Board I. Dealer North. Vulnerability None



A bidding problem for E/W. Most will open I♣ as N, so INT or double from E? INT is not an underbid with I8 points and weak intermediates, but double is more likely to get majors in – but will W then bid diamonds? Not so good. If E/W do find ♥s, E should not get carried away. The E hand actually has 7 losers!

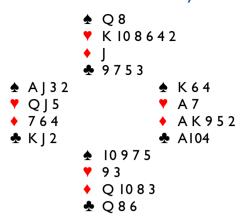
I bid INT by the way. Gets over my strength and if I X and get I from partner, what now? INT is only 7 tricks, but a decent score.

Board 2. Dealer East. Vulnerability N/S



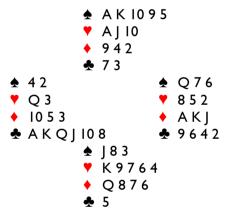
18 points again, and E will open 1♠, probably passed round to N who might try INT, when 2♠ from E will end the bidding. A ♣ to the ace and a ♣ back is the most testing defence. Nothing matters with the friendly lie of the cards, but E should play hearts after ruffing the 2nd ♣. Even if this results in a ruff, it may well be with a natural trump trick. An early ♠AK might result in E getting "forced out", though not this time.

Board 3. Dealer South. Vulnerability E/W



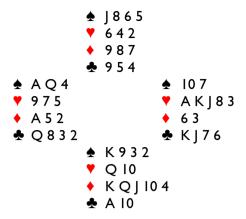
Virtually all will play 3NT. If W declares, N will lead a \checkmark , run to the Q and the natural line is to play diamonds. The defence will probably now clear hearts and as N is the danger hand, declarer might cash \triangle AK, with a happy result when \triangle Q falls. If S then shows pressure on the 5th \spadesuit , declarer might sniff out the \triangle Q for 11 tricks and a 90%+ score. If played by E, the \triangle 9 (2nd highest) will expose the spade suit.

Board 4. Dealer West. Vulnerability All



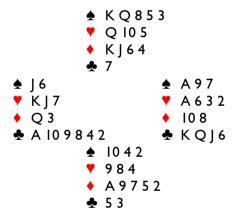
After I♣- I♠, E is between 2♣ and 3♣. This time 3♣ is best, probably keeping S out of the bidding. Par is a lucky 3♠ making for N/S, but E/W will often be allowed to play 3♣. A ♦ lead from N is required to beat this as otherwise a discard can be made on dummy's ♠Q. If W plays NT, a small ♠ will result in 9 tricks and a very good score. Played by E, a ♥ lead will beat INT, but hard not to lead partner's suit — wrong this time.

Board 5. Dealer North. Vulnerability N/S



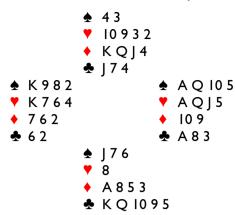
Did you open a weak NT with E? A decent ploy with strong doubletons, but with all your points in your suits, I believe that I vis better. 3NT by E has no chance on the obvious lead, but 4H should be ok. How to play vs when the 10 falls on the ace? Q10 is slightly more likely than 10 single, but might S have 10x? Also, forces may trouble you if vs are 4-1, so to the Q and a vinesse is safest. 10 tricks, but I I if you drop Q.

Board 6. Dealer East. Vulnerability E/W



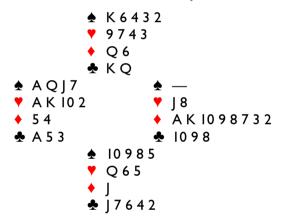
A weak NT from E will result in 3NT, one off after trick 5 because of the automatic ◆ lead. Strong no-trumpers will probably also reach 3NT with their 25 points and good fit with the same result if played by E but after (say) I♣ – 2NT (natural), N will be on lead and is a genius if they lead a ◆! Even on a small ♠ lead, declarer will probably rise and cash the 9 tricks now on offer. All a bit "luck of the draw", I'm afraid.

Board 7. Dealer South. Vulnerability All



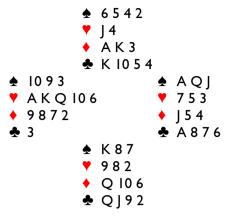
Not much to say. An untroubled 10 tricks in either major is straightforward, though a few will miss game. After 3 passes and I♥, W will bid 2♥ (possibly over S's 2♣) and will E bid 4? Might try with 3♣ and W should bid game with a doubleton ♣ and two kings — better than random Qs and Js..

Board 8. Dealer West. Vulnerability None



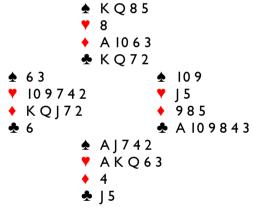
After an opening by W (1♣ playing 5-card majors and 1♥ otherwise), how can E get this hand over? Easy after 1♣ – just bid 1♦ then 5♦ over 2NT. Harder over 1♥. I think I would just bid 5♦, and opener may well give a bump to 6♦ with this very crisp and control packed hand. Don't want to be in 7, as 6 making will score decently, but a ruffing finesse (or ♠ lead) will give result in 13 tricks.

Board 9. Dealer North. Vulnerability E/W



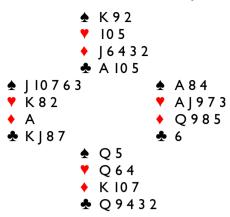
Most roads will lead to 2♥s E/W and N/S must not allow declarer to enjoy the 13th → for an overtrick and a good score. A few Norths will open — not something I recommend, except maybe a weak NT. Jackpot here as they will go for -50 or -100, beating all other N/S pairs who lose -110+ in 2♥. Avoid N openers in the bar as they will patronisingly explain to you why it is correct to open flat 11 points. They forget all the 3NT -1 contracts that have resulted.

Board 10. Dealer East. Vulnerability All



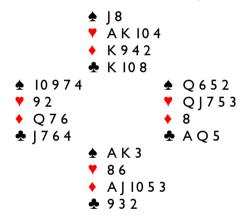
Tough luck if you bid 6♠ and went off on a ♣ ruff, as slam will make about 95% of the time. Not trivial to bid a slam though, as the key is the singleton ♦ with S. If N is able to "splinter" in diamonds. S will be discouraged. Bidding will depend on system agreements but if S can get a ♦ "cue-bid" into the game, slam should be reached. Although S has only a couple of points extra, the power of the ♥ source of tricks must be factored in.

Board II. Dealer South. Vulnerability None



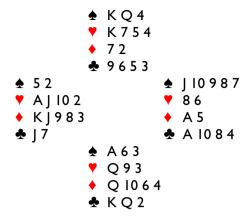
A thin game is available in either major and both need good play. The best play in either major is, curiously, to embark on a crossruff. In 4♥ a ♣ will probably be led, helping the guess. A cross-ruff now will fell the ◆K and with careful timing, declarer will emerge with 10 tricks. Drawing trumps and setting up the other major may well fail unless W guesses ♠s well (the % play of running the J fails here). Plus scores best, with +420 a near top.

Board 12. Dealer West. Vulnerability N/S



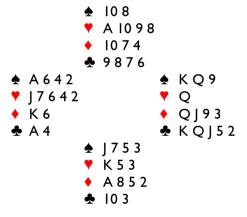
3NT for everyone I think. If N opens INT, E may well show the majors (2C?) to compete at pairs and this should allow an accurate guess in diamonds from declarer. With E holding 9+ cards in the majors, the "theory of spaces" suggests a finesse rather than playing for 2-2. Always a risk of helping declarer when showing length or shape as a defender. If S plays 3NT, the 10 (or 9) of spades lead will put the contract in jeopardy unless S guesses diamonds well.

Board 13. Dealer North. Vulnerability All



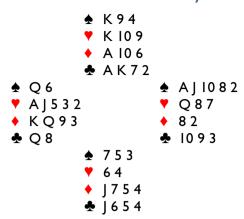
Yet another weak NT, this time from S. As long as declarer leads twice up to ♣KQx, this should make, as the defence only has 4•s and 2 aces. If they don't give S a diamond trick, W will inevitably be endplayed to give an extra trick in one of the red suits. If E competes, he may get out alive by scrambling 7 tricks in spades.

Board 14. Dealer East. Vulnerability None



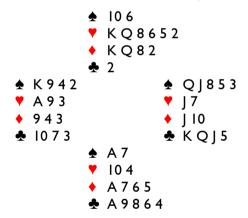
Though no game is available in theory, the field will try 3NT as E/W with their combined 28 points. The killing defence is to cash 4 ♥S and the ♠A, but W will probably have bid hearts! Just possible if N is on lead, but surely impossible for S to lead ♥K if E declares? If you beat 3NT, you deserve your 100% score! Most will make 10 or 11 tricks so even a switch to ♥K when in with ♠A (holding E/W to 9 tricks) will score really well.

Board 15. Dealer South. Vulnerability N/S



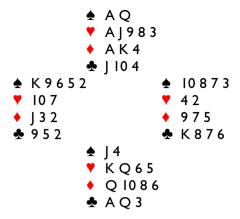
E/W should win the part-score battle with their 15 cards in the majors, but after P- I♥-INT-? will E bid? Playing 5-card majors, a raise to 2♥ seems easy enough and N//S should be punished if N tries to compete further with his 17 points. In hearts, W must play diamonds before hearts to ensure a ♦ ruff and 9 tricks. Should be easy enough for most.

Board 16. Dealer West. Vulnerability E/W



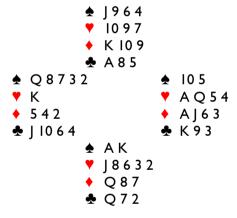
Opening styles will determine what N bids after a W pass. For me it is a clear-cut I♥ opener – I have 5 losers if I have a fit in either red suit. Too good for a weak two for me. 5♦ should make but 4♥ is the winning contract for N/S, which should make I I tricks with sensible play. After I♥- 2♣-? at pairs, with a minimum hand N should rebid 2♥ and NOT 2♦ to ensure that a 6-2 ♥ fit can be found.

Board 17. Dealer North. Vulnerability None



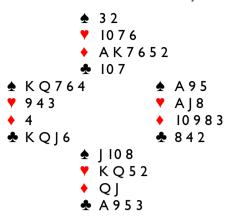
With a combined 33 points, N/S should get safely to 6♥, though with a flat hand and ♠AQ, N should consider playing 6NT — the pairs factor again. In practice, with both black suit finesses right and diamonds 3-3, it is virtually impossible not to make all 13 tricks in either contract, so the 6NT bidders will win the day. If you reached 7♥ — good score, but it's your lucky day!

Board 18. Dealer East. Vulnerability N/S



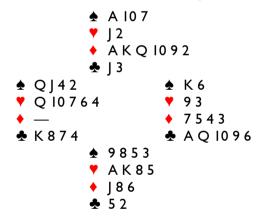
Many will transfer to spades after a weak NT opener, and the defence will need to set up a ◆ trick early to defeat this. After a ♥ lead, declarer does best to win ♥K, then start on clubs, only pitching 2 diamonds on the ♥AQ, if the defence switches to diamonds. This should lose only 3 spades and 2 clubs. Any other approach may result in declarer getting "forced out" and having another loser at the end. "Set up you side winners early" is often correct.

Board 19. Dealer South. Vulnerability E/W



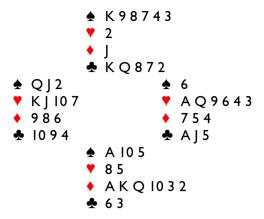
Par is 3S by E/W but will they get into the bidding? A weak NT might just keep W silent, but I of a suit should not. Care is required in 3S as the 4th ♣ needs to be dealt with. Clubs should be started early and after one round (won or ducked defensively) declarer must play ♠K, ♠A (leaving I trump outstanding) then another ♣. S, if still with ♣A, cannot rise and declarer has an answer to any defensive move. +140 E/W will score very well.

Board 20. Dealer West. Vulnerability All



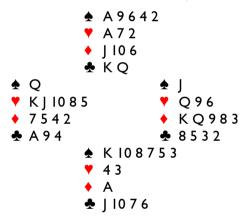
Although E/W can make 4♣, they may well not even get into the bidding. If N opens an off-beat strong NT, a ♣ lead will hold declarer to 8 of his 9 top tricks, which will score well as long as he is not in game. A ◆ contract should only make 9 tricks and will be outscored by +120. A lesson here. If the bidding goes INT and S invites, N would do well to pass 2NT. At pairs there is no need to press for close games.

Board 21. Dealer North. Vulnerability N/S



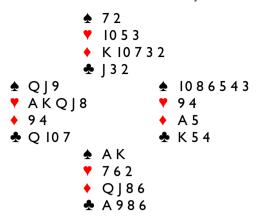
I really dislike a spade pre-empt with the N hand. Too much playing potential, and it might be in clubs! If you subscribe to the (very dubious) theory that there is no "space" between a I♠ and a 2♠ opening, you should open one. Par is 5♥x by E/W for -500 but a few N/S pairs will miss game with a misguided N 2♠ opening, so -500 will not score as well as it should.

Board 22. Dealer East. Vulnerability E/W



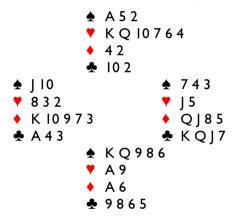
The spade suit will again win the day though I suppose a few might miss game. I'm just about ok with a 2♠ opening from S this time, but if N has seen his partner often open a weak 2 with KJxxx and a J on the side, game may again wither on the vine. I am a great believer in a consistent pre-empting style in Ist or 2nd position. It can be agreed as sound or aggressive, but if hugely wide-ranging, partner never knows what to do!

Board 23. Dealer South. Vulnerability All



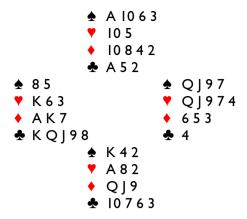
It's those spade bullies again! Except this time it may be hard to bid them in certain auctions. Try I → I ▼ - 3 → -? Would you introduce six to the I0? Over a weak NT, W should double and I recommend something like INT- x- 2 → - x*-p- 2 ▼ - East's double is takeout. 6 ♠ an A and a K is certainly enough. 4 ♠ is a slightly lucky make with ▼ s 3-3 but + I70 will beat ▼ contracts, so will be above average.

Board 24. Dealer West. Vulnerability None



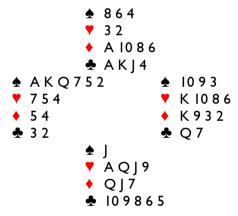
Eleven tricks in either major here. The only danger will be if N opens a "weak" $2\P$. As mentioned in hand 22 you should not make weak twos too wide-ranging, as partner will not know what to do. It's only a weak 2 if you specifically play that 2^{nd} in hand is always a solid opening — a theoretically sound approach. Otherwise, again I would open I and game will be reached for above average.

Board 25. Dealer North. Vulnerability E/W



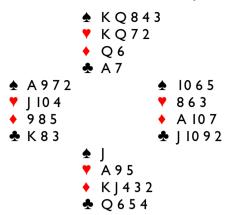
Easy for strong NT pairs. After 3 passes W opens INT and after Stayman, E can bid 2H to play in the optimum heart part-score. Weak no-trumpers will start I♣- I♥. Too good for 2♥, W will bid INT. It's now harder for E to insist on hearts, but that is the winning action which E should probably find with this potentially entryless hand. To make INT, declarer may have to play a ♣ to the 9 when in dummy for the only time with a ♥ honour. Tough.

Board 26. Dealer East. Vulnerability All



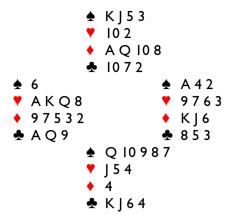
I don't really approve of II point minor based openers, but S will have to open I♣ to do well on this board. N/S can make 5♣ and any pair getting there will score really well. There is a case for opening a semi-psychic I♥ to ensure a good lead, but then 5♣ will probably not be reached. If the bidding goes I♣- (2♠)-? N is a bit too good to just bid 3♣, and 3♠ may just stimulate S to co-operate with his singleton ♠.

Board 27. Dealer South. Vulnerability None



3NT round the room I think. S will make at least 10 tricks with the favourable red suit breaks, but if played by N, the ♣J lead makes things harder. Indeed if declarer rises Q, the contract should go off! Assuming a good ♣ guess, N will inevitably secure 9 tricks, probably with a sigh of relief. Play it by S if you can!

Board 28. Dealer West. Vulnerability N/S



The bidding from E/W will probably start I♣-I♥-3♥ and will E go on? Only 8 points, but good cards in ♠s – did you? S, of course, may introduce a frisky I♠ and N will certainly support with well-placed (they think!) ♠s.

S may lead the ◆4 against a ♥ contract and W should get it right after A and another. S would surely not lead a bid suit with Qxx? Even if declarer rises ◆K, 10 tricks can be made by setting up the 5th ◆.

Some nice hands to reward good pairs players, I think.