ECatsBridge Simultaneous Pairs for Children in Need

Monday 6th November 2023

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. Over the past years we (well you) have helped raise an amazing £1,277,280.68 ... hopefully we will be a good bit more to that this year!

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/sims/donations.asp

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

Our thanks, as always, go to our commentators: Mark Horton for his words of wisdom on Monday and Friday, Brian Senior did the analysis for the Thursday session and Julian Pottage completes the crew, writing up the Tuesday and Wednesday events. It's always interesting to see if they got it right but you will have discovered that by now of course !

With very best wishes

Anna & Mark – the ECatsBridge Team



If East opens I Vest responds I East has a good hand in terms of controls and four-card support, so rebidding 3 would not be much of a stretch, despite the relatively poor shape. Once East raises spades West is certain to go on to game.

Some players may be able to open the East hand with a bid promising a limited three suiter. For Precision pairs that might be 2^{\diamond} , while others might start with 2^{\heartsuit} , a method described in *The Mysterious Multi*.

Against 4♠ North must avoid leading a club, which will give declarer a chance of 12 tricks. On a red suit lead declarer should

be held to 11 tricks. On a diamond lead, South wins with the jack and will probably switch to a heart. Declarer wins in dummy and might try the \bigstar K, covered and ruffed. When a spade to the ace collects North's king declarer can pitch a losing heart on a diamond and will be sure of at least 11 tricks.

After a risky - but on this occasion more testing – heart lead declarer wins in dummy and probably cashes the \bigstar A. Now the route to 11 tricks is difficult – declarer must draw trumps via the marked finesse, cash two clubs pitching a diamond from dummy and then play a diamond to the ten and queen. South wins and cashes a heart but is then endplayed as long as declarer reads the position. Not at all easy.

Makeable Contracts

	*	•	•	♠	NT
	=	=	=	=	==
Ν	-	-	-	-	-
S	-	-	-	-	-
E	3	-	I	5	3
W	3	-	Ι	5	3
	=	=====	====	==	

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In an uncontested auction EW might bid I♦-I♥-3NT.

If East starts with 2NT West transfers to hearts and then bids 3NT, East going back to 4.

If East opens a Strong I♣ the vulnerability is likely to see South pass. West responds I♥ and if East rebids 2♦ a bid of 2NT will leave East with a choice of games.

If East is the declarer in 3NT a spade lead sets up a nasty guess for declarer (in this situation a player of my acquaintance would, as dummy, write a capital J on one side of his scorecard, a capital K on the other, intending to show partner the error of his ways should they make the wrong choice).

Assuming declarer makes the right decision by playing dummy's jack, North wins and returns the $\triangleq 10$.

If declarer now takes the heart finesse, then I I tricks are possible.

If West is the declarer in 3NT and North leads the $\frac{1}{2}J/10$ it is possible to secure 11 tricks on this layout by playing on hearts, using dummy's diamonds as entries.

If EW play in hearts and East is the declarer a spade lead is easier to deal with as South is unlikely to be leading away from the ace.

If West is declarer and North leads a diamond then declarer can win in hand, play a heart to the jack, cash the $\mathbf{P}AK$, come to hand with a diamond and exit with

a heart. North wins but is endplayed to deliver an eleventh trick.





If South opens 2♣ and North responds 2♠ some tables will see a Kokish sequence where South rebids 2♥, forcing North to rebid 2♠ and then indicates a powerful balanced hand by continuing with 2NT. North can look for a major suit fit with 3♣. If South responds 3♠ North can bid 3♠ to show four hearts and then consider matters over South's 3NT.

If South starts with a Strong I♣ and North responds I♦ South rebids according to agreements (those pairs who use a relay version where South rebids I♥ may be well placed). If that requires South to rebid 3NT to show 24-26 North, with such good intermediates might make a try via 4♣. With the South hand rating 26.70 on the Kaplan-Rubens Hand Evaluator an acceptance is a strong possibility.

On this layout the 3-3 spade break means there are 12 tricks in no trumps, even if a club is led. Otherwise declarer can unblock the $\P AK$ and use the diamond entries to establish a third trick in hearts. The combination of the spade break and the heart situation mean that you can make 13 tricks in diamonds, but that might only be a good result if NS have bid the Grand Slam!



If West starts with INT (12-14/13-15) East transfers to spades and rebids 2NT. That leaves West with a decision – five-card support for partner but no aces perhaps suggesting a sign off in $3 \clubsuit$.

If West opens $I \triangleq$ East will raise according to system – it might not be easy to stop below game.

With the A offside it is unlikely that declarer will manage more than nine tricks.

Makeable Contracts

	*	•	•	٠	NT
	=	=	=	=	==
Ν	-	3	3	-	I
S	-	4	4	-	I
E	I	-	-	3	-
W	2	-	-	3	-
	=	=====	====	==	



If North opens 1 & South responds 1 & and then passes North's 2 & rebid. If West now comes to life with a double East will bid 3.

If North starts with a Precision style 24 and South passes West might double, but it risks East getting over-excited.

If South raises directly to $3\clubsuit$ that might end the auction. Were West to double East might consider passing, hoping that if EW have a game, they will collect -500.

3 should be a comfortable spot for EW. If South leads a club declarer wins, ruffs a club and plays a heart, after which nine tricks should be easy enough.

3♣ is not a bad spot for NS. If East leads a heart declarer wins and plays a diamond and now the defenders must get in two rounds of trumps to hold declarer to nine tricks. The only winning defence is for East to lead a club at trick one, which should restrict declarer to eight tricks.

	*	•	•		N٦
	=	=	=	=	==
Ν	2	-	-	-	-
S	2	-	-	-	-
Е	-	3	2	2	I
W	-	3	2	2	I
	=:	=====	====	:==	



The vulnerability might deter East from opening.

Were East to venture $2 \forall$ a double from North might see South decide on 3NT.

If South starts with INT (10-12/12-14)North looks for a spade fit and then jumps to $4\clubsuit$.

If South opens $| \clubsuit / | \diamondsuit$ North responds $| \bigstar$ and then goes on to game over South's raise.

The terrible trump break means $4 \pm$ has no chance – declarer will always be two down if East happens to lead a diamond. On the more likely heart lead declarer wins in hand and plays a spade to the queen disclosing the situation. As the cards lie the best declarer can do is play three more rounds of trumps taking the marked finesse, cash the top clubs then play hearts. West can ruff, but has to surrender a diamond trick to the queen.

If South is the declarer West will lead a top diamond and then switch, but the line outlined above will give declarer nine tricks.

3NT is unbeatable.

Makeable Contracts

	*	•	•	★	NT
	=	=	=	=	==
Ν	I	I	-	2	3
S	-	I	-	3	3
E	-	-	2	-	-
W	-	-	2	-	-
	=:	=====	====	:==	



If West opens 1♠ and North overcalls 2♦ East doubles or bids 2♠. Over the former South's options will include bidding 2♥/2♠ to show a good raise in diamonds. If West can rebid 3♣ East will have a decision – the club holding is good, but the trump support is modest. On balance bidding 4♠ looks reasonable.

If West cannot bid $3^{\text{(after say 1 (<math>2^{\text{(}})$)- $2^{\text{(}}(3^{\text{(})})$ then a double should see East bid $4^{\text{(}}$.

If North does not overcall and East raises to 2⁽¹⁾, West makes a try with 3⁽²⁾, and again the winning move for East is to accept.

With all the suits behaving there is nothing to the play in $4 \bigstar$.

	*	•	•	•	NT
	=	=	=	=	==
N	-	2	-	-	2
S	-	2	-	-	2
E	4	-	3	4	-
W	4	-	3	4	-
	=:			===	



If East opens INT (10-12/12-14) and South doubles that might end the auction.

If East starts with I♣/I♦ South can overcall INT over the latter, but might hesitate to do so over the former. If West responds I♥ (as opposed to I♦) East raises to 2♥. That sequence would give North the opportunity to make an inspired reopening double which South would be happy to pass.

If the final contract is INT doubled South will probably lead a club. Then declarer's best line will be to win in dummy and play a heart for the king and ace. If declarer wins the club continuation and plays a heart covering South's card a third club and another heart should ensure six tricks.

If South is in INT and West leads a heart declarer wins and plays on clubs which should result in seven tricks being taken.

If EVV play in hearts North must avoid leading a low diamond or a spade. On the likely club lead declarer wins in hand and plays a diamond to the queen and ace. After a club to dummy declarer plays a second diamond and if South does not play the jack and continue with a third club declarer's •7 will force out North's king. Then declarer can win the club return, play a spade to the king, ruff a diamond and play a low heart, putting in the nine if South plays low. Then a second heart to the king and ace leaves South unable to prevent declarer scoring two more tricks. Playing the \blacklozenge on the second round of the suit prevents this from working, as when declarer eventually plays a low heart from dummy putting up the \heartsuit Q, cashing the ace and exiting with a heart will leave declarer with only seven tricks.



South's hand is one much discussed in textbooks – do you open $| \clubsuit$ or $| \bigstar$. Despite the fact that I have unlimited space at my disposal I will confine myself to saying that it is a matter for the individual. If South opens $| \bigstar$ and North raises according to system, $4 \bigstar$ should be reached.

The spade game should also be found if South opens $1 \stackrel{\bullet}{\Rightarrow}$, the bidding probably starting $1 \stackrel{\bullet}{\Rightarrow} - 1 \stackrel{\bullet}{\Rightarrow} - 2 \stackrel{\bullet}{\Rightarrow} - 2 \stackrel{\bullet}{\Rightarrow}$.

On this layout everyone should take 12 tricks.

	*	•	•	♠	NT
	=	=	=	=	==
N	6	3	I	6	4
S	6	3	I	6	4
E	-	-	-	-	-
W	-	-	-	-	-
	=:	=====	====	==	



If West opens INT and North doubles East will use whatever methods are to hand. If East bids 2♥ and South passes North will double again leaving South a choice between playing for a penalty or bidding 2♠. Over 2♠ North raises to 3♠ and South advances to game.

If West starts with I♦ North is a bit stuck. One possibility is to pass and then double if the bidding proceeds I♦-(Pass)-I♥-(Pass)-INT. If East then tries 2♣ and South bids 2♠ the spade game should be reached. I suspect North will double immediately after which East will respond I♥. If South decides I♠ is too much of a stretch then North can double again after which there is a good chance that 4♠ will be reached.

If West begins with $I \clubsuit$ (a popular method despite holding five diamonds) and North is content to overcall $I \blacklozenge$ that might end the auction. If North prefers a double, and South bids $2 \clubsuit$ ($2 \clubsuit$ is a possibility) North might bid $2 \bigstar$ and go on to game when South raises.

It might be harder than it looks to reach $4 \pm$ on this deal.

If NS play in spades it should not be difficult to take ten tricks.

If NS defend a doubled heart contract declarer should mange six tricks – a good result for EW provided most of the opposition bid game.



There will be some players who open the South hand 2♦, presenting West with an immediate problem, to overcall 2♥, 2NT or try an off shape double. Over 2♥ East might try 3♦ and then make a decision over West's 3NT rebid. Over 2NT East could ask for a five-card major but will probably settle for 3NT. After a double East will surely bid 3NT.

Where South passes initially, West opens IV. If North overcalls 2th East's options will include bidding 3th and 3NT.

If the contract is 4♥ and North leads a diamond declarer will need to avoid taking the heart finesse, as then North can win, after which switching to a low spade or the ♣K should be enough to defeat the contract.

If declarer manages to drop the doubleton $\mathbf{P}Q$ then a good view in the spade suit will be required for 10 tricks, for example playing the $\mathbf{\Phi}6$ and running it if North follows with the four.

If the final contract is 3NT the heart suit is still all important. If declarer takes a finesse North can win and switch to the \clubsuit K, a killing blow (as long as South holds on to

the jack). If declarer wins with the \clubsuit A and tries a low spade South must go up with the ace, unblock the \clubsuit J and then exit with anything – declarer has only eight tricks.



If South opens INT (13-15/14-16/15-17) North has enough to invite/bid game accordingly

If South opens an Acol style I♥ and North responds 2♣ South's 2NT rebid will see North go on to game.

If NS play in notrumps and the defenders lead a spade, declarer wins and plays a diamond for the queen and king. A second spade knocks out the remaining stopper and after a diamond to dummy's ace declarer must play a club to the jack. It is then possible to get up to nine tricks by cashing two diamonds and taking advantage of the club position.



If North starts with a weak 2 that might end the auction. If South pushes for game, then 3NT will be the obvious resting place.

Where North passes initially and South opens 1 & West might overcall 1 . If North bids 2 and South tries 2 North bids 2NT which South will consider raising to game.

If South decides to open INT (14-16/15-17) North might decide to raise to game over the latter while following an invitational sequence over the former.

If South starts with a Strong 1 & and North responds 2 the most likely resting place is 3NT.

If the final contract is 3NT and West leads a heart declarer wins and plays the \blacklozenge K. When that holds a spade to dummy's king allows declarer to establish the diamonds. 10 tricks are assured and if declarer takes the club finesse there will be 11.

3NT can be defeated, but only by an accidental lead of the riangle Q (in the style of the Rueful Rabbit!), East remembering to unblock the ten. The reason that is important is that otherwise, having won with dummy's riangle K declarer can play a club

to the jack, cash the \mathbf{A} and then exit with a low spade. East wins, but eventually can be endplayed into giving dummy two diamond tricks.



If South opens I Vest has no good move unless you think double is a good idea with this type of hand. When North responds INT South rebids 2V, ending the auction.

If West does double I♥ it's not clear what will happen next. If North bids 2♦ East might try 2♠. If that gets back to North a reopening double will see South convert it into penalties.

There is a school of thought that suggests South should open $I \triangleq$ and then rebid $2 \clubsuit$. Include me out.

If South plays in hearts, then 8 tricks should be the limit, but if West leads a heart and East wins and switches to the $\bigstar 10$ then 9 are theoretically possible, declarer winning the second round of spades and taking four rounds of hearts which will be awkward for the defenders, although declarer will have to read the position depending on the discards. If EW play in spades the best they can hope for is 6 tricks, East taking the heart lead and playing the $\blacklozenge3$ for the queen, king and ace. If North returns a diamond South ruffs, cashes two hearts and then plays a club, North winning with the king and exiting with a club. South ruffs and plays a heart and declarer must discard dummy's $\bigstarA(!)$ ruff in hand and play a club, ruffing with dummy's $\bigstarJ(!)$. Then a diamond ruffed with the $\bigstar10$ (or nine) ensures six tricks.

Makeable Contracts

	*		•	•	۲	NT
	=		=	=	=	==
Ν	I		-	2	Ι	-
S	I		-	2	Ι	-
Е	-		-	-	-	-
W	-		-	-	-	-
		===	====	====	==	
BOAI	RD 15	٨	106	432	Dea	aler S
207.		•	102		Vul	
		<u> </u>	1975		v un	
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		Y	Ol9	87		
		•	AK	342		
			64			
			υт			

If South opens I♥ and North passes, East's options will include doubling and bidding 2♥. Perhaps a jump to 4♣ should promise clubs and spades in the style of Leaping Michaels. Were that to be the case, West might try 4♥ and then bid 5♣ over East's 4♠ when 6♣ is a distinct possibility. A little contrived perhaps?

After a double if South bids 2♦ West might try 2NT. What happens after that is unclear. For example, if East bids 3♣ is West worth 3♥? Then East's 3♣ might see West bid 4♣ after which 6♣ is almost sure to be reached. Were South to open 2, promising hearts and a minor East could happily jump to 4to show clubs and spades. If that is not an option and East doubles, were West to play for penalties that should deliver -800, beating everyone who does not bid 6.

With such a powerful hand East might prefer to bid 3^{e} over 2^{e} . If West bids 3NT East will have to decide if it is right to keep going with 4^{e} .

The play in 6^{-1} is not complicated.

If South has bid, and switches to a spade after cashing a diamond, declarer wins with the nine, cashes a top club and overtakes the $\P K$ with dummy's ace to play a second club, when there is no need to ponder the possibility of finessing.



If West opens I♥ East responds 2♣ and then bids 2♠ over West's 2♦. When West continues with 3♦ East will probably sign off in 3NT.

If South leads the riangle Q and North ducks declarer wins and can play a heart to the jack for all the tricks.

With diamonds 3-3 and the favourable heart position declarer can always take 12 tricks playing in diamonds. 67 and 6NT also make.



If North opens INT (12-14/13-15) South transfers to hearts and then jumps to 4.

If North starts with I♣/I♦ South responds I♥ and then goes on to game when North raises.

If West does not double 2♦ and East leads a black suit against 4♥ declarer will consider the possibility of eliminating spades and clubs before exiting with a heart, which endplays West. If South is declarer and West leads a spade declarer wins in dummy. If East's card suggests the spades are not breaking badly declarer can take the club finesse. When it works the black suits can be eliminated for the aforementioned endplay.



If South starts with INT (12-14/13-15) North has enough to invite/bid game and 3NT will be a popular contract.

If West leads the ♠J East takes dummy's king with the ace, defenders probably cashing four tricks in the suit. If East then switches to the ♣9 the best declarer can do is win with the ace and play on diamonds for two down.

If East switches to a club at an earlier stage it might be an idea to look for easier opponents, as four down is unlikely to trouble the scorers.

Makeable Contracts

	*	•	•	♠	NT
	=	=	=	=	==
Ν	-	-	-	-	-
S	-	-	-	-	-
E	2	-	-	2	-
W	2	I	-	2	-
	=:	=====	====	===	



If South opens I♥ North responds I♠ and will probably see South jump to a game forcing 3♣. North now has alternatives, perhaps bidding 3♥ or trying a fourth suit 3♦. A jump to 4♠ would show a solid suit but should probably promise more than five cards. What is clear is that facing a hand with game forcing values North is going to push for a slam. If he discovers that a keycard is missing. then 6NT will be the logical resting place.

If South starts with a Strong $I \clubsuit$ North responds according to system and is sure to drive to a slam.

My immediate thought was that if East does not cash the \mathbf{PA} declarer will take all the tricks in 6NT, but a club lead tangles up the entries, forcing declarer to give up a heart.

	*	•	•	•	NT
	=	=	=	=	==
N	6	4	6	6	6
S	6	4	6	6	6
E	-	-	-	-	-
W	-	-	-	-	-
	=:	=====	:====	==	



If West opens INT and North overcalls (2 to show a major or 2 to promise spades and a minor or 2 indicating spades and another suit are some of the possibilities). What happens then will depend on agreements, but East may be able to employ some convention, for example Rubensohl (where bidding 3promises hearts with at least invitational values) then the heart game will be reached. Absent anything sophisticated then East will jump directly to 4.

On this layout declarer is sure to take 12 tricks in hearts.

Makeable Contracts

i lancabit		aucu			
	*	•	•	♠	NT
	=	=	=	=	==
Ν	-	-	-	-	-
S	-	-	-	-	-
E	-	5	6	I	2
W	-	5	6	I	3
	==	====	====	==	
BOARD	21 🔺	QI	09865	2 Dea	ler N
	•	109	64	Vul:	N-S
	•	52			
	*				
▲ 4	-				
	17			• o	y 520
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👁 AJI	0985			👁 K	(63
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	•	Α			
	•	QJI	0863		
	*	Q4	2		

North is vulnerable, has a four-card major on the side and a void. Even so, put me down for $3 \bigstar$. If South raises to $4 \bigstar$ and West doubles what should East do? Bidding 4NT, promising at least two places to play is a possibility. Whether West then has enough to bid $6 \bigstar$ is hard to say. If East decides to bid $5 \clubsuit$ do you see West bidding on? Suppose West raises to $6 \clubsuit$? Should North risk a double?

If North decides to pass initially and South opens $1 \blacklozenge$, West must choose between a simple $2 \clubsuit$ or a double. If West prefers the former and North bids $2 \bigstar$ East can raise to $3 \clubsuit$. Then it is not totally safe for West to ask for keycards, but it will result in the excellent $6 \clubsuit$ being reached. Cue bidding is safer, West trying $3 \blacklozenge$ and then making a decision over East's $3 \bigstar$.

6 \clubsuit is likely to make but a little care will not go amiss. On a spade lead declarer wins in dummy, cashes the \clubsuit K unblocking a high club from hand and draws trumps via the marked finesse. It is then possible to enter dummy with a fourth club to play a low heart.

6[•] has little chance. If it is played by West and North leads a spade declarer wins in dummy and plays a heart, but after taking the ace South can play a second spade, promoting a trump trick for partner.

	*	•	•	۲	NT
	=	=	=	=	==
Ν	-	I	-	3	-
S	-	I	-	3	-
E	6	-	4	-	3
W	6	-	5	-	3
	=:	=====	====	:==	



If South opens a weak $2 \blacklozenge$ West, facing a passed partner, could try 2NT but on balance it is probably best to double. If North raises to $3 \blacklozenge$ that might end the auction.

If South passes initially and West opens I♣ North overcalls I♥. If West rebids INT that will close proceedings unless South backs in with 2♦. Assuming the next two players then pass, East might reopen with a double, locating the spade fit.

If West's I♣ is Strong and North overcalls a natural I♥ East passes and will do so again if West rebids INT. If West prefers a double the spade fit will again be located, but it's not likely that EW will bid 4♣.

If West starts with an Acol style $1 \triangleq$ that lack of a sixth heart will probably not deter North from overcalling $2\P$. If East raises to $2\clubsuit$ West will either go quietly, downgrading the $\P K$, or try 2NT leaving East to decide between $3\clubsuit$ and $4\clubsuit$. Were East to raise $1\clubsuit$ to $3\clubsuit$ West will probably go on to $4\clubsuit$.

If West plays in notrumps and North leads a top heart declarer can win with dummy's ace and run the $\clubsuit 10$, taking nine tricks. If South has bid and North leads a low diamond, the defenders should score 6 tricks as long as South withholds the $\bigstar K$.

If West is in 4♠ and North leads a heart declarer can win in dummy and play a diamond, North winning and exiting with a heart. Having won that declarer has more than one winning line. One option is to

cash a top spade, ruff a diamond, play a second spade collecting South's queen, ruff another diamond and then run the $\clubsuit 10$.



Here, referring back to Board 21, South is vulnerable and has a void and a five-card major on the side. If South decides to open 3 Vest might overcall 3NT, giving East a problem. If East bids 4 as a transfer to hearts and continues with 4 it is possible that EW might reach a slam.

If South decides to pass and West opens a Strong $I \clubsuit$ East responds $I \heartsuit$. If West rebids $2 \clubsuit$ East raises to $3 \clubsuit$ and it is hard to see EW stopping short of $6 \clubsuit$.

If West starts with INT (14-16/15-17) East transfers to hearts and probably rebids 3NT, West correcting to 4.

If West starts with an Acol style $I \clubsuit$ and rebids INT over East's $I \clubsuit$ a checkback auction might lead to $4 \clubsuit$. However, if West can show 15-16 with three-card heart support East might look for a slam via $4 \clubsuit$ and West will be happy to co-operate.

If the final contract is 4♥ and a diamond is led declarer wins and cashes the ♥K getting the bad news. After three rounds of spades, ruffing, declarer plays another heart and then tries a club to the queen. North wins and exits with a diamond, declarer winning, cashing the A and then playing the 4, pitching a club if North ruffs and securing 11 tricks.

6♥ is doomed but 6NT is a very good spot. The chance of 5 heart tricks is 96%. When declarer sees that suit divide 5-0 it is possible to fall back on the safety play in clubs of cashing the ♣A which delivers four tricks almost 83% of the time. Unlucky, as is the excellent 6♣.



If West opens INT (10-12/12-14) that is likely to conclude matters.

If West starts with $I \clubsuit$ East responds $I \clubsuit$ and then passes the INT rebid.

Suppose North leads a spade. If declarer plays low from dummy South puts in the nine and the defenders are one step ahead. Best is to play the ± 10 from dummy, taking South's king with the ace and ducking a diamond. South wins and returns the ± 9 and North wins and returns the ± 8 . Declarer takes dummy's jack and ducks another diamond. If North wins that and cashes a spade, it will then be essential to switch to a heart to hold declarer to seven tricks.



Were North to open a 10-12 INT South might decide the simple move is to cross fingers and jump to 3NT.

That apart, South will usually be the one to initiate proceedings, opening $| \blacklozenge$. West overcalls $| \blacklozenge$ and if North doubles East raises to $2 \oiint/3 \clubsuit$ according to taste. If East's raise is to $2 \clubsuit$ then South's options will include $3 \blacklozenge$ and $3 \clubsuit$, North probably bidding 3NT in either case. If East has bid $3 \clubsuit$ South can bid $4 \blacklozenge$ or perhaps try a double. Were North to pass that with an eye to the vulnerability, the defenders would be on to a good thing.

With both red kings onside, declarer can score 12 tricks in diamonds (taking all 13 requires declarer to play a club to the ten and then take a double finesse in hearts!).

I I tricks should be the limit in 3NT.



If East opens 27 West is likely to jump to 47.

If East starts with a Multi $2 \blacklozenge$ West might try 2NT and then jump to $4 \clubsuit$.

Where East does not open South has a hand type we have seen before – a preemptive option with a five-card major and a void on the side. If South opens 3^{\diamond} that will end proceedings unless East decides to protect with 3^{\heartsuit} (or a somewhat doubtful double).

How will EW fare in 4♥?

If East is the declarer and South leads the \bullet K how obvious is it for North to overtake and switch to a club? If North follows with the five and South switches to the \blacklozenge J declarer can win with dummy's ace, draw trumps and take a club finesse, subsequently leading towards the \blacklozenge Q to establish a tenth trick.

If West is the declarer and North leads the A should South's +2 be a suit preference signal for a club?



If West opens I♥ East responds 2♦ and then bids 2♠ over West's 2♥. When West continues with 2NT East will drive to slam, 6♥ being the likely resting place.

If North leads the $\bigstar J$ against $6 \checkmark$ declarer will win with the ace, unblock dummy's hearts, ruff a spade, draw the outstanding trump and play a diamond to the queen. If declarer thinks South started with five spades leading dummy's $\bigstar Q$ at this point will pin North's ten and ensure 12 tricks. As the play develops North will be squeezed in the minors, giving declarer an overtrick.

If declarer does not divine the spade position, North will have to make a discard on the third round of hearts. If that is a diamond declarer can play three more rounds of the suit forcing North to lead into the club tenace. If North's discard is a club, declarer will need to reject the idea of playing South for the $\clubsuit K$.

It's also possible for declarer to put in dummy's \blacklozenge 9 on the first round of the suit which gives an 89.5% chance of four tricks but might cost a valuable overtrick.



If West opens INT (12-14/13-15/or a shaded 14-16) North might overcall $3\clubsuit$. If East bids $3\bigstar$ (or transfers via $3\heartsuit$) the final contact will be 3NT. As it happens EW do well defending $3\bigstar$ doubled, but that may only happen if East doubles it and West passes.

If North does not overcall East responds 2 and then jumps to 3NT.

If West opens $1 \blacklozenge$ and North overcalls $2 \clubsuit$ East bids $2 \clubsuit$ (or is perhaps able to transfer with $2 \heartsuit$) and again EW are likely to play in 3NT.

If North leads a club against 3NT declarer will have to make decision about the location of the ♥A. Deciding to win the first club and play a heart results in 10 tricks. If declarer decides to cash eight winners and only then play a heart, South will have four tricks, but have to surrender a heart at the end.



If East opens INT (14-16/15-17) South might overcall – perhaps 2♠ to show spades and a minor, or 2♦ promising spades and another suit, although one must remember that partner is a passed hand. Opposite 14-16 West might elect to make a point showing double. Opposite 15-17 jumping to 3NT is not out of the question.

If South does not overcall West faces the same problem depending on partner's range.

If East opens I♥ in the Acol style, South overcalls I♠ and West doubles. If North raises to 2♠ East can bid 2NT and West will raise to game.

If South leads a spade against 3NT declarer wins in dummy and plays a diamond to the jack. When that holds declarer might try a heart to the queen. When that wins a second diamond would see North play an honour, holding the trick. If South discards a club North needs to find a heart switch to hold declarer to nine tricks.



What should East open?

After $I \clubsuit$ West responds $I \diamondsuit$. If North chips in with $I \bigstar$ and East rebids $2 \bigstar$ South's hand is nothing special but $2 \diamondsuit$ is a reasonable way to describe it, North signing off in $2 \bigstar$. If East then bids $3 \bigstar$ West might be tempted to try 3NT.

If East decides to open 3^{\clubsuit} that could end the auction unless North decides to protect with a double. That would see South respond 3^{\heartsuit} when West probably does not quite have enough to double but might be tempted.

If East is able to start with a Precision style 2♣ West might try looking for a heart fit via a conventional 2♦ response and then let matters rest when East rebids 3♣.

On a spade lead by South against a notrump contract declarer can go up with dummy's king and play a club, being assured of nine tricks when the ace appears. If South leads a top diamond the defenders should have an easy route to six tricks.

If EW play in clubs, then declarer is odds on to record ten tricks.



If South opens I ♠ North responds 2♣. If East bids 2♥ South raises to 3♣ and North must choose between bidding 3♠/4♠ or perhaps marking time with 3♥.

Contrast that with the likely auction if South does not open. Over North's $I \triangleq$ East overcalls $I \P$ and South bids $I \triangleq$. Now North has an easy raise to $2 \clubsuit$, but there is a chance that NS will stop short of game.

If South plays in spades and West leads the ♥A it is important to switch to a minor suit. If it is a diamond East wins and must return the ♣6. Declarer can win that and play ace and another spade but West wins and can play a second diamond, promoting the ♠J and holding declarer to nine tricks.

	*	•	•	♠	NT
	=	=	=	=	==
Ν	4	-	-	3	2
S	4	-	-	3	2
E	-	2	I	-	-
W	-	2	I	-	-
	=	=====		==	



If North opens $I \checkmark$ South responds $I \bigstar$. If North raises to $2 \bigstar$ South has enough to drive to at least $6 \bigstar$.

If West leads a trump against a spade contract declarer can win in dummy and play a club to the ace. When the king falls it is easy to score two club ruffs in dummy to take all the tricks.

	*	•	•	♠	NT
	=	=	=	=	==
Ν	3	4	7	7	7
S	3	4	7	7	7
E	-	-	-	-	-
W	-	-	-	-	-
	=:	=====	====	==	