



The Irish Bridge Union

Autumn Simultaneous Pairs

Monday 6th November 2017

Session Number : 4617

Welcome to another instalment of our ever popular simultaneous pairs event - where the hands you have just played (well) have also just been played in most clubs all over Ireland (North and South) as well as in some neighbouring clubs in the UK and abroad.

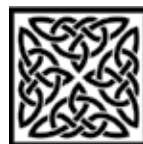
Of course one of the nice features of these simultaneous events is that we get to read the wonderful commentaries afterwards and hopefully learn a few new tips that we can use at the table in the future. Our thanks to Rex Anderson, Enda Glynn and Brian Senior for sharing their insightful and entertaining wisdom with us.

On behalf of the Irish Bridge Union, I want to thank you for taking part and remind you that your continued support in ventures like this helps us to promote, coach and send Irish players abroad to participate in European and World Championships. It is heartening to see that this investment in our players is starting to reap dividends at under 16, under 26, Women, Senior and Open levels - as some of our players are now being recognised as being among the top players in the world.

Our organisational skills have not gone unnoticed either so we will be among the front runners in the contest to host the World Championships in the not too distant future and if we are successful in our bid we will be calling on you for your support once more.

Bridgefully yours,

Fearghal O'Boyle, I B U President



Board 1. Love All. Dealer North.

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

6♣ fails when the trump finesse loses. Playing in 5♣ after a diamond lead declarer should play a spade from table at trick 2. 3NT should be the usual contract at pairs.

Board 2. N/S Vul. Dealer East.

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

With 24 points held by North/South many players will reach 3NT which is likely to fail on a heart lead. But if East opens the bidding with a weak NT North/South may extract a penalty

Board 3. E/W Vul. Dealer South.

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

A strong INT by South should end the bidding. The weak no-trumpers are likely to achieve a better result playing in 3♦ With 24 points held by North/South many players will reach 3NT which is likely to fail on a heart lead. But if East opens the bidding with a weak NT North/South may extract a penalty.

Board 4. Game All. Dealer West.

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

If North makes an unsound 1♠ overcall East/West should take at least 200 from 2♣ for a reasonable score.

Board 5. N/S Vul. Dealer North.

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

East/West are unlikely to make 3♦ after North opens the bidding, but competing to 4♦ should collect a plus score if North/South misjudge and bid 4♠.

Board 6. E/W Vul. Dealer East.

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

3♣ should make comfortably as due to the lack of entries to the East hand, West will play clubs from the top and find KQ doubleton

Board 7. Game All. Dealer South.

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

The bad trump split means that 4♠ should not make and may well be doubled by South.

Board 8. Love All. Dealer West.

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

32 points in the North/South hands, but lack of a fit should dissuade all but the most aggressive from bidding the slam which is certain to fail.

Board 9. E/W Vul. Dealer North.

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

A club part score for North/South, but East/West are vulnerable and may lose 200 in INT.

Board 10. Game All. Dealer East.

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

Only 29 points for North/South but good suits and lots of controls leaves 12 tricks easily available in 6♥. 6NT makes without a spade lead, when you set up the diamond suit.

Board 11. Love All. Dealer South.

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

This time 30 points not enough for North to make 6♥ because East has a clear diamond lead. If 15 points is within South's NT range, South will be declarer and can make the slam; after elimination of trumps and spades, West can be thrown in on the third round of clubs.

Board 12. N/S Vul. Dealer West.

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

If East opens INT that may end the bidding unless a very intrepid South shows both poor quality major suits at unfavourable vulnerability. Such enterprise should get its just deserts with minus at least 200.

Board 13. Game All. Dealer North.

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

Not a good enough fit for East/West to make 4♠ on minimal values

Board 14. Love All. Dealer East.

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

25 points and 2 balanced hands makes 3NT the spot for North/South. However the 5-3 heart fit may make an unsuccessful 4♥ by South popular after North's INT opening and a transfer sequence.

Board 15. N/S Vul. Dealer South.

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

6NT is successful because on this hand the club finesse wins.

Board 16. E/W Vul. Dealer West.

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

Not one finesse right for vulnerable East/West.

Board 17. Love All. Dealer North.

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

Despite holding only 21 points North/South with 10 trumps make 4♥ when the ♠Q wins a trick.

Board 18. N/S Vul. Dealer East.

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

Oh fickle fate! Again North/South hold 21 points and 10 trumps but this time there are only 9 tricks in 4♥ because the black Q does not take a trick.

Board 19. E/W Vul. Dealer South.

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

Both 3NT and 4♥ make the same number of tricks, with 4♥ much the safer contract.

Board 20. Game All. Dealer West.

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

If West opens 2♥ there should be a lively auction with East doubling some number of spades. 3NT by South may be the popular contract.

Board 21. N/S Vul. Dealer North.

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

After East opens 1♠ East/West will reach a 22 point game. Holding 5♣ and 5♠ with a weak opening bid, 1♠ is the preferred opening bid

Board 22. E/W Vul. Dealer East.

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

A 1♠ opening this time should propel North/South into 3NT which can be beaten on a club lead

Board 23. Game All. Dealer South.

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

4♣ is makeable after a successful guess in the heart suit with 23 points because of the joint fit in diamonds and spades.

Board 24. Love All. Dealer West.

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

With both hands balanced and 29 points despite the 4-4 heart fit 3NT is the higher scoring contract.

Board 25. E/W Vul. Dealer North.

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

After North responds 1♠ to partner's 1♣ opener, North/South should reach 4♠ without difficulty

Board 26. Game All. Dealer East.

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

Game is a fortunate make for North/South with a combined 23 count

Board 27. Love All. Dealer South.

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

If West opens the bidding East with a heart fit plus controls plus a good suit may drive to the poor slam which is successful thanks to the lucky lie of the cards.

Board 28. N/S Vul. Dealer West.

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

3NT is the spot for East/West with 2 losers and 30 points.

Board 29. Game All. Dealer North.

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

6NT for East/West with 34 points and both hands balanced with no fit. Declarer will need an early heart finesse to make 12 tricks.

Board 30. Love All. Dealer East.

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

With 2 aces missing North makes 11 tricks in spades.

Board 31. N/S Vul. Dealer South.

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

24 points for East/West but as both hands are 4-3-3-3 there are only 8 tricks in 3NT.

Board 32. E/W Vul. Dealer West.

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

East/West could make 6♠ if the trumps were 2-2 but the 3-1 spade break should doom the slam.

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