



The Irish Bridge Union

Autumn Simultaneous Pairs

Thursday 9th and Friday 10th November 2017

Session Number : 7159

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.

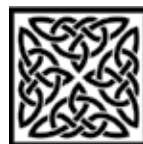
Of course one of the nice features of these simultaneous events is that we get to read the wonderful commentaries afterwards and hopefully learn a few new tips that we can use at the table in the future. Our thanks to Rex Anderson, Enda Glynn and Brian Senior for sharing their insightful and entertaining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

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

North opens 1♥ and, unless South makes a very aggressive raise, that runs round to West. The hand is too good for an intermediate jump overall, as it contains two spare clubs, while a double is a bit scary in case partner leaves it in. I would overcall a simple 2♣ and hope/expect that I would get a second chance. From there it is very unclear how things will continue. N/S can make 3NT but will never get there, but only eight tricks in hearts. E/W make 4♦ but only 3♣.

Board 2. N/S Vul. Dealer East.

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

East has only 10 HCP but is well worth a 1♠ opening with all those high cards in the long suits. When West responds INT, North has an awkward bid, reminiscent of West's problem on Board 1. North is a bit strong to overcall but this time the order of the suits makes it possible to double, intending to convert clubs to diamonds at whatever level is necessary – or does it? Would partner think that promised four hearts? 5♦ is cold for N/S but tough to get to, while a club lead beats 3NT.

Board 3. E/W Vul. Dealer South.

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

The very friendly lie of the cards means that N/S can make 6♦ or 6♠, and also 6NT if played by South to protect from a heart lead. There is no reason to imagine that anyone will bid to one of the very poor slams, the deal being more about which game to play. If South opens INT North will transfer to spades then show the clubs and South, with decent spade support, will usually choose to play in 4♠. 3NT would, of course, be the winning choice today and 3NT+3 should score very well.

Board 4. Game All. Dealer West.

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

Unless N/S are playing weak two-suited openings, when 2♠ fits the bill nicely, there will be two passes to East who will open 1♥. West has a limit raise to 3♥ and East, despite the weak hearts, has enough to accept the invitation and go on to game. Double dummy, 4♥ can be made with declarer holding the trump losers to one by playing for the actual position. In reality, declarer will start by leading low to the queen and will have two heart losers and one in each black suit – down one.

Board 5. N/S Vul. Dealer North.

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

Accl players will open the North hand 1♥ while five-card majorities will have to start with 1♦. Either way, South responds 1♠ and most Norths will raise to 3♠ with South going on to game. The best defence is to lead and continue trumps. With the ♥ A offside and diamonds four-one declarer should always fall a trick short. West might, however, need to be careful, covering with the jack if declarer leads the ♥9, in case declarer might run the nine if he does not do so.

Board 6. E/W Vul. Dealer East.

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

A solid suit, sort of, sees East open 1♠ and, assuring a pass from South, West respond with a 4♦ splinter bid, short diamonds and a sound game raise in spades. East has no reason to do other than sign off in 4♠ and should be held to ten tricks unless South has the misfortune to lead a heart from the king. It is not my style to come in on such a weak hand, but any South who makes a two-suited overcall over 1♠ will find a huge diamond fit and 5♦ doubled is a great save, costing only -300 against the vulnerable game.

Board 7. Game All. Dealer South.

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

South opens 1♠ and North responds 1NT. With South still unlimited, East is probably not worth a take-out double. However, South rebids 2♠ and when that comes back to East he might well double, still borderline because of the vulnerability – East doesn't want to force West to play a contract that will go down two for -200. The double is a big winner this time. If West responds 3♥ that should be an easy make, while my own preference of pass leads to 2♠ doubled down one for the magic +200.

Board 8. Love All. Dealer West.

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

If North opens 1♥, East will double and West respond 2♠. Whilst encouraging, that is not forcing and, with a near-minimum double, East should pass. Nine tricks for +140 is the likely outcome. If North opens 1NT nobody has an obvious bid so he may play there. The lead of a spade honour puts the defence in control. Declarer can win and lead heart towards the queen but East takes the king and after cashing the spades a club switch knocks out the ace while hearts are still blocked. Four tricks looks to be the limit.

Board 9. E/W Vul. Dealer North.

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

North has no real reason to upgrade so East will usually get to open 1♥. South has three options – make a two-suited overcall, a take-out double, or a simple 1♠ overcall. I like 1♠, as being the most flexible call. West raises to 2♥, North bids a heavy 2♠ – but anything else would be an overbid – and South makes a game try. North will accept, of course. Twelve tricks are possible but there is no reason for declarer to play West for the ♠Q when East opened the bidding, so 11 is more likely.

Board 10. Game All. Dealer East.

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

Some Easts will open 3♦ but for me the moderate suit and good outside values make the hand look more like a 1♦ opener. South will overcall either 1♠ or 2♦ (both majors). Over 1♠ North will bid 2♣ and South 2♥. North will do well to bid only 2NT because of the misfit, though even that can be beaten by a trick. Opposite the Michaels Cuebid, there is less room for a controlled auction and, as partner was vulnerable when he bid 2♦, North may just blast 3NT.

Board 11. Love All. Dealer South.

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

South has just the sort of hand which explains why I detest the Namyats convention, in which a 4♣/♦ opener is not natural. Four Clubs is perfect on this hand and it puts West in a tough spot. With pass the only real option, West will probably double, but this is far from ideal with a 3-4-3-3 hand. East responds 4♥ but the black crossruff leads to down two. I don't think North should bid 4♠. He is void in partner's suit and should therefore fear going for -500 or more, as is the outcome on the actual deal.

Board 12. N/S Vul. Dealer West.

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

West opens 3♣ and, after two passes, South must choose between 3NT and double. While double finds a spade fit should there be one, there are a number of ways in which it can work out badly, so for me 3NT is clearly superior. Even if West manages to avoid a club lead, declarer has ten top tricks and can negotiate an eleventh if he reads the hand correctly – duck a heart and a club, for example, and East can be squeezed in the majors at the end.

Board 13. Game All. Dealer North.

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

With no entry to South's long clubs, 3NT should always be defeated. The best pace to play is a club partscore, where ten tricks are easy. Can N/S get there? Yes, I think so. North opens 1♠ and rebids 2♥ over the 1NT response. South gives reluctant preference to 2♣ and North continues with 2NT. South may raise to game, but he should appreciate that there will be communication problems if partner is 5-4 in the majors, so he might well correct to 3♣ and play there.

Board 14. Love All. Dealer East.

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

E/W can make 3NT but it will need careful play after a spade lead. They may well stop off to penalise their opponents, however. If East opens 1NT South will come in with whatever bid shows his two-suiter and West may double to show values then double again at his next turn, this time for penalty. It looks as though six tricks may be possible in 2♦ or 2♠, but only five in 2♥. E/W should therefore collect +300. How good that will be depends on how often 3NT is made or defeated.

Board 15. N/S Vul. Dealer South.

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

E/W have an easy 4♥ if they can get there. Where South opens 1NT, North will transfer to spades and East can double 2♥ whether that would show hearts or a penalty double of 1NT. South completes the transfer and, if East has shown hearts, West can compete with 3♥ and East go on to game. Where the double merely showed points, West might do likewise by doubling 2♠. Now East bids hearts and West's hand improves substantially so he goes on to game.

Board 16. E/W Vul. Dealer West.

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

West has yet another weak no trump and will be raised to game via Stayman. A club lead puts the defence ahead in the race to establish extra tricks and declarer has to settle for nine. But most Norths will lead a heart and if declare wins and plays on spades he can come to an overtrick. He might, however, duck the first heart, as he cannot know that it is safe to win and play on spades – imagine hearts five-two with split spade honours – and now he would be back to nine again if North found the club switch.

Board 17. Love All. Dealer North.

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

A popular contract will be 2♠ by North – 1♠ – INT – 2♠ – Pass. That will surely be successful at most tables, though it can be defeated. The defence must play three rounds of clubs for West to ruff, a diamond to the ace and a fourth club, ruffed with the jack. That creates a defensive trump trick and the ♥A makes six in all. But East should probably double 2♠ to compete the partscore. West responds 2NT, two places to play, and scrambles into 3♦ over East's 3♣. Down one for –50 should be OK for E/W.

Board 18. N/S Vul. Dealer East.

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

East opens 3♣ and South, though he has the perfect distribution to double, has too few high cards so must pass. West will respond 3NT and play there. If North leads a low diamond, South should drop the jack to make the position clear. South must then encourage spades with his discard on the clubs and now North can win the ♣A and lead a spade to the ace. A diamond through the queen sets the contract two tricks. On any other defence 3NT can be made.

Board 19. E/W Vul. Dealer South.

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

N/S can make 4♣ while E/W are held to eight tricks in a heart contract by a spade ruff followed by a diamond switch. In spades, East can be held to eight tricks by a diamond lead, knocking out the ♦A, as now North can win the second spade and play the heart and there is no way to get to the East hand to draw the rest of the trumps without allowing South in to give the ruff. North should trade on the vulnerability and double if West opens 1♥ and perhaps N/S can compete to the required level to go plus.

Board 20. Game All. Dealer West.

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

East may think he is midway between a 2♣ and 3♣ rebid so either open or rebid INT instead, according to his agreed NT range. 3NT by East will be the normal contract. On a spade lead, the defence sets up three tricks there and cashes them when South gets in with the ♦K. On a heart lead declarer runs it to the jack, ♣Q, ♦Q ducked, diamond to the ace, cash two top clubs, and a third diamond to South's king. South can play a heart or a spade but the ♠K will be an entry to the ♣10 for an eleventh trick.

Board 21. N/S Vul. Dealer North.

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

At most tables North will open 1♣ and rebid 2♣ over the 1♦ response, South completing the auction with a jump to 3NT. If West leads a spade, as he should, that establishes three winners for the defence. Declarer wins the third spade and plays ace and another club, getting the good news. He has nine tricks and a greedy declarer who tries the diamond finesse could be defeated. On a heart lead, there is time for declarer to make a lot of tricks if he puts up the queen.

Board 22. E/W Vul. Dealer East.

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

East opens 1♣ and, where South passes, West responds 1♦ or 1♠ and East rebids the clubs, after which West jumps to 3NT. All very straightforward, as is the play for 11 tricks when the ♣Q falls. But South may make a weak jump overcall of 2♥. West doubles to show values, North raises to 3♥ and that comes back to West. It is man or mouse time and West has to bid 3NT and hope to be able to run nine tricks. No problem – there are 11. Anyone getting to 5♣ could score very poorly.

Board 23. Game All. Dealer South.

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

North will open 1♣ or 1♦ in third seat and that will be passed round to West who should overcall 1♠ – even if the opening bid is 1♦, the modern style is to bid the five-card major rather than double as the latter usually loses the fifth spade. North may double for take-out but East will compete in spades and should buy the contract. All N/S can make is 1♦, while a successful heart play sees E/W come to nine tricks in a spade contract (and North may well lead a top heart).

Board 24. Love All. Dealer West.

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

E/W make 3♣ without difficulty while N/S cannot even make 1♠. However, if N/S do compete to 3♠, E/W will have to make sure they get all their tricks as down two for -100 would be very good for N/S. If West opens a weak no trump he may play there for +120. A 1♣ opening, however, sees North double and now both sides will compete aggressively, knowing that Love All is the time at which to try to declare competitive partscore deals as both sides are going down only in 50s.

Board 25. E/W Vul. Dealer North.

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

Would you open 3♦ with the North hand? Come on, how could you resist a completely solid suit? Where North does open, East may overcall 3♥ and be raised to game, South keeping quiet having been warned of the misfit. Where North passes, East opens 1♥ and South may make a Michales Cuebid, 2♥ to show spades and a minor. Double from West and South runs to 3♣. Eight tricks are possible in 3♣. In hearts, E/W can also be held to eight, North getting a ruff in each black suit and South in diamonds.

Board 26. Game All. Dealer East.

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

South opens 1♣ and West overcalls 1♥. North, knowing how tough it is to collect a worthwhile penalty at the one level, may give up on the idea and bid INT. If he is left to play there, he can come to an overtrick for +120. But South may remove to 2♣ or West compete to 2♥. Now North can double and, if South trusts him and passes, 2♥ doubled is one down on any sensible lead, down two on a low trump lead and continuation, preventing the ruff of the fourth spade.

Board 27. Love All. Dealer South.

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

N/S usually make nine tricks in a heart contract while E/W can be held to seven in spades – the fourth diamond creates a defensive trump trick. Playing five-card majors, North raises to 2♥. East should overcall 2♠ now and West will compete to 3♠ over South's 3♥. Someone needs to double that or N/S will get inadequate compensation for their missed partscore. If North responds INT, East may pass but balance with 2♠ at his next turn after North has given heart preference over South's 2♦ rebid.

Board 28. N/S Vul. Dealer West.

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

With zero defence and a nice solid suit, I can think of a lot of strong players who would open 3♣ with the West cards. East might take one look at the vulnerability and raise to 5♣, really pressuring South, who will double. The winning action is for North to pass the double, collecting at least +800, but he will probably bid 5♠. No problem, if South passes, as he should, that is an easy +650. Where West does not open, North can make a weak two bid and South raise to game.

Board 29. Game All. Dealer North.

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

South opens 2♣ and rebids 2♠ over the negative/ waiting 2♦ response. North bids 2NT (or, by agreement 3♣) as a second negative, and South bids 3♥. North jumps to 4♠ and that is that. The friendly lie means 12 tricks are easy, though declarer could hold himself to 11. East should drop the ♠10 or ♠9 under the ace. While declarer should just continue with the king, if he is feeling pessimistic he may instead lead low towards the jack, which gains a trick when West holds ♠Q9xx or ♠Q10xx.

Board 30. Love All. Dealer East.

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

East has a weak no trump and if that is what he opens West will use Stayman then jump to 3NT. I would lead a club rather than a diamond on this auction as king to four is more likely to give a trick. Declarer wins in hand and leads the ♦8, best for his communications – and runs it to the queen. If he reads the position, declarer can take six minor-suit winners then endplay North in hearts to lead from the ♠K for an overtrick. This endplay is still possible even if South's opening lead was a spade.

Board 31. N/S Vul. Dealer South.

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

If West passes, North will open 1♠ and East overcall 2♦. South could bid 2NT, if natural, but pass is very tempting, planning to pass again if partner reopens with a double. On a spade lead and trump switch, 2♦ doubled should be down two. West may open an aggressive weak two bid and East will certainly compete over North's 2♠ overcall. A heart contract can be held to seven tricks but may escape with eight, while N/S make 3♠.

Board 32. E/W Vul. Dealer West.

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

If North opens 1♣, he will surely be left to play there and fail by at least a trick. If he opens 1♦ and is left to play there, however, he can scramble seven tricks with a good club view and +70 could score very well. With his left-hand-opponent about to play in his short suit, West may double 1♦ and East respond INT, which is unbeatable. E/W can also make 1♠, though it is hard to see how they might get there.

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