

# ECatsBridge Simultaneous Pairs for Children in Need

Friday 9<sup>th</sup> November 2020



**Together we can ...**

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

Mark and I do hope you enjoyed it despite the very strange environment and world we find ourselves in!

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!

We ask for £3 per player but if you can spare more please top it up a bit ! Then at the end of it all we can send a nice big cheque through to CiN.

You will notice this commentary is for 32 boards – we had set it up before the onset of COVID, and decided to leave it with all the boards and commentary so you could enjoy it even if you didn't play them all ! Our thanks to Mark Horton 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. Dealer North. Vulnerability None

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

If North opens a 12-14 INT East is likely to intervene and 2♣ to show the majors will be popular. Pairs using Rubensohl will be able to bid 2NT with the South hand to show an invitational plus hand with clubs and North will be happy to bid 3NT. With East likely to lead a diamond that will make in comfort. If EW save in four of a major declarer may have to play well to avoid losing -500.

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

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

If West opens 2♣ those playing Kokish will be able to continue 2♦-2NT when East can look for a major suit fit before subsiding in 3NT. One way to do that might be via the Smolen convention, East continuing with 3♣ and then rebidding 3♥ over West's 3♦ to show four hearts and five spades. Declarer can score 11 tricks by playing on spades. Anyone reaching 6♦ will have to hope that the defender on lead does not start with a trump, which is the only way to prevent 12 tricks.

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

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

If West opens 1♦ North will overcall - but at what level? I predict every bid between 2♣ and 5♣ will attract support. East can happily double 2♣, 3♣ and 4♣, when the spade fit will be located. If South, despite the apparently defensive looking nature of the hand decides to raise clubs (even bidding 5♣ over 4♣) then NS will have found a good save. As the cards lie it should not be too difficult for EW to record 10 tricks in spades.

### Board 4. Dealer West. Vulnerability All

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

If East is able to start with a 14-16/15-17 INT West, with a poor five-card suit has no reason to bid. If East starts with 1♣/1♦ South can overcall 1♠ and North has enough to compete to 2♠. If East has opened 1♦ EW can go on to 3♦.

If South plays in spades and West leads a diamond declarer has excellent chances of making 8 tricks - they key is to play a spade to the king at some point. If West leads a club and East wins and switches to a spade declarer needs to play the king, but can still be defeated if West finds the brilliant play of unblocking the queen. When East gets in with the ♦A a low heart (!) allows West to win and complete the defensive masterpiece by playing a second spade.

If South leads a spade against INT declarer should take at least 7 tricks.

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

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

After East opens 1♣ South will overcall - a Michaels Cue Bid of 2♣ may be a popular choice. If North responds 2♥ and East rebids 3♣ South can continue with 4♣. EW have the possibility of a save in clubs, but there is no especial reason for them to find it unless East is inclined to take a gamble. Then, to concede the minimum, declarer will need to find the play of crossing to dummy with the ♦K in order to run the ♣10 on the first round of trumps.

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

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

East has a perfect weak 2♠ (or Multi 2♦) and in either case South may decide to overcall 3♦. West can raise spades directly, the choice being between a slightly conservative 3♠ and a mildly aggressive 4♠. If you agree that there is no need to press for close games at Pairs then you will settle for the former. West can bid a 'Pass or correct' 3♥ if East has started with 2♦.

If the defenders start with a diamond lead against a spade contract, South needs to find a switch to the ♥K at trick two in order to restrict declarer to 8 tricks.

### Board 7. Dealer South. Vulnerability All

<p>♠ 10 4 ♥ 7 6 3 2 ♦ A J 10 6 4 ♣ A Q</p> <p>♠ J 8 ♥ Q J 10 9 5 4 ♦ 9 2 ♣ J 7 5</p>	<p>♠ 9 3 ♥ K 8 ♦ Q 7 3 ♣ K 10 9 6 4 3</p> <p>♠ A K Q 7 6 5 2 ♥ A ♦ K 8 5 ♣ 8 2</p>
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If South opens 1♠ North responds 2♦. If you play that as game-forcing then a 3♠ rebid will show the quality of South's suit. If North continues with a cue bid of 4♣ East can double and a Pass by South will allow North to redouble to show a first-round control. After that start South will not stop short of 6♠, but a club lead makes this a classic 'five or seven' deal as declarer will need to locate the ♦Q in order to avoid going down in 6♠. What is more, if declarer decides to play East for the missing queen then at trick two the ♦J must be passed immediately.

### Board 8. Dealer West. Vulnerability None

<p>♠ K Q 10 ♥ 9 5 4 ♦ A 9 6 3 ♣ 10 9 5</p> <p>♠ 7 6 5 ♥ K J 10 8 ♦ Q 10 7 ♣ J 8 7</p>	<p>♠ J 9 8 ♥ 6 3 2 ♦ K 8 2 ♣ A K 6 2</p> <p>♠ A 4 3 2 ♥ A Q 7 ♦ J 5 4 ♣ Q 4 3</p>
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I daresay that a number of players holding the East hand will be tempted to open the bidding - 1♣-1♥-INT is one plausible auction and an immediate INT will also be an option for some.

Where East elects to pass a weak INT from South will be popular.

If East is in INT South needs to avoid a club lead, when declarer can put up dummy's jack and should secure seven tricks.

If South plays in INT and West starts with a passive spade lead (very much the modern approach) declarer does best to play on diamonds, hoping for a 3-3 break. If East gets in

early with the ♦K a low club will be very testing for declarer.

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

<p>♠ 10 9 8 6 4 ♥ A 10 7 3 ♦ A K 4 ♣ 10</p> <p>♠ A J 3 2 ♥ J 9 4 ♦ 10 8 ♣ A 7 6 3</p>	<p>♠ K ♥ K Q 6 2 ♦ 9 6 3 2 ♣ Q 9 8 4</p> <p>♠ Q 7 5 ♥ 8 5 ♦ Q J 7 5 ♣ K J 5 2</p>
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If the bidding starts 1♠-1NT-2♥-2♠ or 1♠-2♠-Pass-Pass then East might (despite the vulnerability) be tempted to double. Then West will be awkwardly placed, as bidding 3♣ might run into a double from South. However, passing out the double carries a significant risk, as to be sure of defeating 2♠ East needs to lead the ♠K and then switch to a low heart, which is unlikely.

After the lead of a top heart declarer should duck, win the next heart and play a club covered all around. If West exits with a spade East wins and plays back a club and now declarer needs to avoid a small trap, discarding a diamond rather than a losing heart. Then declarer can play to ruff two hearts in dummy and must get up to 8 tricks.

### Board 10. Dealer East. Vulnerability All

<p>♠ K J 6 5 ♥ — ♦ K J 9 7 ♣ A K J 9 5</p> <p>♠ A 7 4 ♥ Q J 10 8 5 ♦ A Q 6 2 ♣ 4</p>	<p>♠ Q 8 ♥ A K 9 4 ♦ 8 5 3 ♣ Q 8 7 2</p> <p>♠ 10 9 3 2 ♥ 7 6 3 2 ♦ 10 4 ♣ 10 6 3</p>
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Assuming East is not tempted to open, West will start with 1♥ and North doubles. It's easy to see EW reaching 4♥ from here. North can cash a top club, but is then awkwardly placed. Playing the remaining top club sees declarer ruff, cash a top trump and then play a spade. North wins with the king and plays a club, but declarer wins with dummy's queen pitching a

diamond, ruffs a club, draws trumps and has ten tricks.

### Board 11. Dealer South. Vulnerability None

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

If South opens a 12-14 INT North can look for a spade fit before advancing to 3NT. If West starts with a heart declarer wins in dummy, comes to hand with a spade and plays the ♥Q pitching a diamond. If West wins and switches to the ♣K declarer then has an easy route to 10 tricks. Ducking the heart is much more testing as to get up to 10 tricks declarer must then play a low club, which is counter-intuitive.

A passive spade lead is a little more challenging - declarer must win in dummy, unblock the ♥A, cross to hand with the ♠A and play a heart. If West ducks declarer must again find the play of a low club to have a chance of ten tricks.

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

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

If North opens a 12-14 INT South can look for a spade fit and then invite game, leaving North to try and find nine tricks in 3NT. Where North opens 1♣ the final contract is still going to be 3NT, perhaps after 1♣-1♦-INT-2NT-3NT. If East leads a spade declarer wins with the nine and runs the ♦Q, wins the spade return, comes to hand with a club and plays the ♦9, running it to West's jack. Now the ♣9 gives declarer a guess - the king delivers 11 tricks, the ten only nine - as long as East returns a

club. A spade allows declarer to win and cash the diamonds, which results in a double squeeze.

The best lead for the defence is a heart. If declarer ducks West's king and wins the second heart then the natural looking line of taking two diamond finesses will result in defeat. One way to get home is to cross to the ♦A, play a club to the king, play the ♠Q for the king and ace and play a second club. As long as declarer gets the suit right there are nine tricks.

### Board 13. Dealer North. Vulnerability All

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

A opening bid of INT is likely to end proceedings and 1♥-INT should have the same effect. With North as declarer a spade lead puts the defenders several steps ahead and declarer is likely to score only four tricks.

If South is declarer the situation is no better - unless West happens to lead a low heart. Then declarer can win in dummy and run the ♣10. Now a spade switch is taken in dummy and a second club played. If East splits, declarer wins with the ace, plays a second heart and comes to seven tricks.

### Board 14. Dealer East. Vulnerability None

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

If West opens 1♣ North overcalls in spades. Over 1♠ East will either bid 2♥ or start with a double. Then EW should reach either 4♥ or

3NT. If North prefers a weak 2♠ then East has to choose between a double and 3♥.

As the cards lie there are always 12 tricks in notrumps or clubs, but playing in hearts a spade lead by South removes a vital entry from dummy.

**Board 15. Dealer South. Vulnerability N/S**

<p>♠ A J 6 4 ♥ J 10 ♦ J 9 ♣ K Q 10 6 5</p> <p>♠ K Q 8 7 3 ♥ Q 9 8 2 ♦ 5 ♣ A J 7</p>	<p>♠ 10 9 2 ♥ A K 7 6 5 4 ♦ K 7 6 ♣ 4</p> <p>♠ 5 ♥ 3 ♦ A Q 10 8 4 3 2 ♣ 9 8 3 2</p>
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Assuming South opens 3♦ East will overcall 3♥ and West will try 4♦ and then let matters rest when East rebids 4♥. A spade lead is the fastest way for the defenders to get three tricks.

**Board 16. Dealer West. Vulnerability E/W**

<p>♠ A Q 7 5 ♥ 4 2 ♦ J ♣ Q 9 6 5 4 3</p> <p>♠ K 10 ♥ K J 5 ♦ A 10 8 7 5 3 2 ♣ 8</p>	<p>♠ J 8 6 3 2 ♥ A 10 6 ♦ Q 4 ♣ 10 7 2</p> <p>♠ 9 4 ♥ Q 9 8 7 3 ♦ K 9 6 ♣ A K J</p>
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If West opens 1♦ North is likely to overcall 2♣, balancing the quality of the suit with the space it takes away. East is not strong enough to bid 2♠ and would like to have a fourth heart for a negative double. Assuming East passes South might try 3NT. If West leads a diamond declarer wins, cashes a top club and then (perhaps with eyes closed) takes the spade finesse.

**Board 17. Dealer North. Vulnerability None**

<p>♠ K J 9 8 5 3 ♥ J 8 4 ♦ 9 2 ♣ A 7</p> <p>♠ Q 7 ♥ 10 5 2 ♦ K Q J 7 ♣ K 8 6 5</p>	<p>♠ 4 ♥ A K 7 6 ♦ A 8 3 ♣ Q J 10 9 4</p> <p>♠ A 10 6 2 ♥ Q 9 3 ♦ 10 6 5 4 ♣ 3 2</p>
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If North opens 2♠ East doubles and South supports spades. If South bids 3♠ West can double. When East then bids 4♣ West will probably raise to 5♣ although given that the ♠Q is probably worthless a Pass looks best. (You might like to consider what a bid of 4♥ by West should mean - having already denied four hearts it perhaps shows this sort of hand). If South bids 4♠ and West doubles East has to choose between defending or bidding 5♣. If North starts with a Multi 2♦ East will probably pass planning to double 2♠ on the next round.

There are three losers in clubs, but you can score 10 tricks in hearts - declarer can ruff a spade and duck a heart before forcing out the ♣A. You might call that a lucky contract.

**Board 18. Dealer East. Vulnerability N/S**

<p>♠ Q 8 6 5 4 ♥ 6 3 ♦ A 8 7 ♣ K 8 2</p> <p>♠ K 10 2 ♥ 10 9 7 ♦ J 4 3 ♣ A 9 6 5</p>	<p>♠ J 9 3 ♥ Q J 8 5 4 ♦ K 9 6 5 ♣ 7</p> <p>♠ A 7 ♥ A K 2 ♦ Q 10 2 ♣ Q J 10 4 3</p>
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Where East passes and South opens with a 14-16/15-17 INT North raises to game. When South starts with 1♣ North responds 1♠ and again the notrump game should be reached.

Some players will open the East hand, 2♥ being one possibility, but South can overcall 2NT and will get to game, probably via a transfer to spades by North.

I suspect most players holding West's cards would lead a heart even if East has not opened 2♥. If declarer wins the first heart and plays on

clubs West takes the second round and plays a heart. Declarer will need to duck that (but might not, thinking that hearts will be 6-2). Winning the third heart declarer might lay down the ♠A. If West follows with a small spade it is easy to see that declarer will lose only one more trick, but were West to follow with the king (!) declarer would be held to 9 tricks. Declarer can avoid this remote possibility by cashing the club winners before playing on spades, as East comes under severe pressure.

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

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

South has a good hand for those who have an opening bid that shows a weak hand with the majors. Imagine you are East and the bidding starts 2♥-Pass-3♥. In that scenario East might try 3NT. On a heart lead the best declarer can do is play on spades, the lucky position in diamonds resulting in only one down.

Where EW get a free run things are unlikely to be different, even if East starts with 2NT. If West is able to look for a heart fit East's spade bid will ensure that South leads a heart against 3NT (which would probably be the case in any event).

### Board 20. Dealer West. Vulnerability All

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

If East opens 1♦ West responds 1♥. If East then bids 3♣ West must choose between 3♦ and 4♦

(the latter tends to show good trump support in an otherwise modest hand). Those who reach 6♦ will find it is easy to make on this layout. Playing in 3NT it is worth noting that were South to find an inspired heart lead the fact that there is only one diamond entry to dummy in the diamond suit will see most players take only nine tricks.

### Board 21. Dealer North. Vulnerability N/S

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

If South can open 1NT, that will be the contract. If South starts with 1♥ North raises to 2♥, ending the bidding unless West elects to re-open with a double. Where South begins with 1♣ North responds 1♥ when South should be content with raising to 2♥.

Defending 1NT West has a horrendous hand to lead from. However, as the cards lie everything should result in at least one down. Note that if West leads the ♠J declarer might not play dummy's queen (although here it simplifies the play) as after winning with the ♠A the spade suit is 'frozen' assuming East has the king. It should not affect the outcome, declarer never getting more than 6 tricks.

2♥ is no better, declarer having no realistic chance of more than seven tricks (declarer will concentrate on trumps and spades and can then play three rounds of diamonds to ensure a club trick - or be handed a ruff and discard).

### Board 22. Dealer East. Vulnerability E/W

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

If South opens 1♦ North responds 1♠ and probably rebids 3NT over South's 2♣. This time East has a tough lead. On a heart lead declarer is just about certain of 10 tricks (and guessing the diamonds should be 11). A club is not too bad, but 10 tricks are still virtually secure. A spade looks relatively best, but if declarer wins and plays three rounds of diamonds West is on lead and needs to find a heart exit to be sure of holding declarer to 10 tricks.

### Board 23. Dealer South. Vulnerability All

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

If South opens 1♠ North responds 2♥. If East comes in with 3♣ South bids 3♥ and North 4♣. If South continues with 4♦ North might ask for key cards before settling for 5♥.

Where South passes initially North opens 1♥ and East overcalls 2♣. If South then jumps to 4♦ North will settle for 4♥.

Where South has not opened, if East leads the ♠Q declarer wins in hand and might cash the ♥A, which will result in all the tricks being taken.

If East cashes the ♣A at trick one and continues the suit then only adherents of the Rabbi's Rule will score 12 tricks.

### Board 24. Dealer West. Vulnerability None

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

If West opens 1♣ North is not quite good enough for 1NT but if East responds 1♥ South can come in with 1♠. If West rebids 2♣ North can double (an old-fashioned concept, the penalty double). Then East does well to bid 2♦, West giving preference to 2♥. If you can find your way to 3NT from there, congratulations.

Where West does not rebid 2♣ North can jump to 2NT when South has an easy raise to game.

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

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

You will recall that I mentioned the possibility of an opening bid to show a weak hand with both majors on Board 19. Were North to do that here and South raise to 3♥ East could re-open with a double. Were West to reject the penalty in favour of bidding 3NT then a heart lead to the ace would leave South with a nasty decision at trick two (declarer will surely get the clubs right after the opening bid).

Where North passes and East opens 1♣ South overcalls 1♦. The general approach in this situation is to double with both majors or with only one to bid it, so West responds 1♥. If North passes East bids 1♠ and West tries 2♦ when all East can do is bid 3♣. Now West might conclude the best chance for game is to bid 4♠.

If South leads a trump declarer wins in hand and plays a heart. Then as long as declarer gets the clubs right there will be ten tricks.

If South starts with two rounds of diamonds and then cashes the ♥A the defenders rely on declarer going wrong in clubs.

Cashing one diamond and switching to a club (!) is a killing blow. Declarer wins, but playing a heart allows South to win, give partner a club ruff and repeat the dose after getting back in with a diamond.

Cashing two diamonds and then switching to a club is much tougher - declarer wins in hand and must then ruff a diamond high, playing North for four trumps to the ten.

### Board 26. Dealer East. Vulnerability All

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

When West opens 1♠ East responds INT and then gives preference to spades over the 2♦ rebid. If North leads a club South wins and returns the suit (as good as anything) and declarer ruffs and should now cross to dummy with a diamond and play a spade to the queen and king. If North tries playing two rounds of hearts declarer wins in dummy and plays two rounds of spades finishing with nine tricks. The trap to avoid is playing a heart early which allows North to win and return a heart when the defenders are one step ahead of declarer and should take five tricks.

### Board 27. Dealer South. Vulnerability None

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

When West opens 1♠ East uses whatever methods are available to describe his hand (perhaps an old-fashioned limit raise to 3♠ or a more sophisticated Bergen raise) and 4♠ is reached.

If North leads the ♣Q declarer wins and plays a spade. When South discards it is clear that two trump tricks must be lost. North wins the trick and switches to a heart. Now declarer is threatened with the loss of four tricks. After winning with the ♥A declarer needs to get rid of the losing heart. It can only go on a diamond but it will not help to find the suit 3-3 as North can ruff the fourth round when the defenders still get four tricks. Needing North to hold four diamonds declarer's best chance is to find South started with a doubleton jack or ten, which fails on this occasion.

### Board 28. Dealer West. Vulnerability N/S

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

If East tries a third in hand 1♣ South doubles and North bids 2♦ over West's 1♠. If South passes that and West bids again then NS should go on to 3♦.

Declarer has every chance of ten tricks on this layout and there is one very pretty possibility. After a spade lead to the ace declarer plays a heart and West wins with the king and exits with a club, East taking the ace and playing a



second spade to dummy's king. When West's queen comes up on the first round of diamonds declarer plays a heart and East wins and exits with a trump. Declarer wins in dummy, pitches a club on the ♥Q, ruffs a spade high and plays the ♣J, ruffing East's queen. In the three-card ending cashing dummy's ♦A catches West in a three-suit squeeze.

### Board 29. Dealer North. Vulnerability All

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

If North opens 1♠ I suspect that South is likely to pass. If West then tries INT East will be happy to pass, but If North starts with a top spade it should be easy enough to switch to hearts giving the defenders the first seven tricks.

If North starts with INT South will transfer to hearts and play there unless West feels like bidding 3♣.

### Board 30. Dealer East. Vulnerability None

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

If East opens INT, 12-14/13-15/14-16, that is likely to be the final contract. On a low club lead declarer wins and tries a spade to the king and ace. Now when South cashes the clubs East is in trouble, as throwing two spades means that South does not need to guess that partner has the ♠J and can cash the ♠Q8 squeezing East out of a heart. Then a heart exit forces declarer to lead away from the ♦K at the end for three down.

If East opens 1♣ and West ignores the diamonds and responds 1♠ East can bid 2♠ but if the defenders leave the diamond suit alone and declarer fails to divine the spade position then the contract should be two down.

### Board 31. Dealer South. Vulnerability N/S

<p>♠ J 10 7 6 5 3 ♥ 8 4 ♦ A 10 7 ♣ A 8</p> <p>♠ 9 8 ♥ J 10 5 ♦ Q J 6 5 ♣ K 7 6 3</p>	<p>♠ K Q 4 2 ♥ Q 7 6 3 2 ♦ K ♣ 10 9 5</p> <p>♠ A ♥ A K 9 ♦ 9 8 4 3 2 ♣ Q J 4 2</p>
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If South opens 1♦ North responds 1♠ and then has to choose over South's rebid of 2♣. Given the power of aces an invitational 3♠ is reasonable, but South is not worth a raise. On a heart lead declarer wins in dummy, unblocks the ♠A and runs the ♣Q. A club to the ace is followed by the ♠10 and East wins and exits with a heart. Declarer wins in dummy and might try the ♦9. If West happens to cover that it will result in the loss of a precious trick.

### Board 32. Dealer West. Vulnerability E/W

<p>♠ Q J 7 2 ♥ A J 8 6 4 ♦ 8 6 3 ♣ 8</p> <p>♠ A K 10 9 3 ♥ Q 3 ♦ J 10 9 5 2 ♣ 10</p>	<p>♠ 5 ♥ K 7 5 ♦ Q 7 4 ♣ A K Q 9 6 4</p> <p>♠ 8 6 4 ♥ 10 9 2 ♦ A K ♣ J 7 5 3 2</p>
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If West opens 1♠ and rebids 2♦ over the response of 2♣ East might try a fourth suit 2♥. If West knows the classics and follows Terence Reese's dictum that Qx is a good holding for no trumps then 3NT will be played from the best side. West wins the heart lead and attacks the club suit. When North discards on the second round declarer should play on diamonds which will be good enough for eight tricks.