



## Fund raiser for the

# Turkish/Syrian Earthquake Appeal

Thursday 20 April 2023

Thank you for joining us – we felt so helpless and wanted to do something to help so hence this Simultaneous Pairs which we hope you have enjoyed.

It's been a simple affair – there are no overall master points, no prizes – just the hands to play and score to give you an overall result.

Our thanks go to the commentators – Brian Senior on Monday and Wednesday, Mark Horton on Tuesday and Thursday and Mark Mortimer on Friday

But more important it is to try and raise some money to send to UNICEF for this appeal. If you haven't already donated, please please do so – if you go to : <https://www.ecatsbridge.com/sims/donations.asp> there are various ways to send in your donation.

Again – thank you so much for your support. We really appreciate it !

All the best

*Anna & Mark – the ECatsBridge Team*

<b>Board 1</b>	♠ 10842	<b>Dealer N</b>
	♥ J	<b>Vul None</b>
	♦ A94	
	♣ AQJ75	
♠ A		♠ KQ65
♥ 10875		♥ AQ
♦ QJ1052		♦ K86
♣ K106		♣ 9842
	♠ J973	
	♥ K96432	
	♦ 73	
	♣ 3	

If the final contract is 3NT North might easily decide to attack by leading the ♣A, hoping to establish four tricks in the suit with the ♦A as a certain entry. It proves to be an unlucky choice, as declarer now has an easy route to at least nine tricks. If North avoids a club lead, declarer will struggle – for example after an initial spade lead declarer wins in hand and may try a heart to the queen. South wins and switches to a club which puts the defenders on course for two down.

If North opens 1♣ East has no sensible bid available. If South responds 1♥ North rebids 1♠ and a raise to 2♠ will end the auction. If South does not raise spades West doubles and East probably bids 1NT. If South then raises to 2♠ East might decide to double. It's worth noting that a weak jump response of 2♥ is also a possibility for some partnerships.

Where North starts with a Precision style 2♣ South will be constrained to pass. There is no particular reason for West to bid, and overcalling 2♦ is likely to see East try 3♣ when West might bid 3NT.

If North opens 1♦ (a possibility for some Precision pairs) East is not worth 1NT and if South responds 1♥ North can bid 1♠ when we are on familiar territory.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	1	2	-	-	1
W	2	3	1	-	2



**Board 2**      ♠ Dealer E  
 ♥ Q109865      Vul N-S  
 ♦ J987  
 ♣ J108

♠ KQ9873      ♠ AJ62  
 ♥ KJ72      ♥ 43  
 ♦      ♦ AQ63  
 ♣ AQ5      ♣ K94

♠ 1054  
 ♥ A  
 ♦ K10542  
 ♣ 7632

If East opens INT West will develop the auction using whatever methods are to hand. If West responds 2♣ East bids 2♠ and now the most descriptive bid is a jump to 4♦. When East continues with 4♠ denying a heart control West will know that the ♥A is missing. If West decides to bid on with 5♣ East bids 5♦. If West then takes the view that East is likely to hold the ♠A (not guaranteed) then bidding 6♠ is a possibility – just move East’s ♦Q into the heart suit and it is virtually laydown.

Where East opens 1♣ West responds 1♠ and East raises to 2♠. Then West might elect to jump to 4♦ as before.

If East’s opening bid is 1♦ the spade fit is quickly established but it is no longer possible to splinter in diamonds. West is likely to start by bidding 3♣ over East’s 2♠ rebid and then bid 3♥ over 3♦. If North happens to double that West might think twice about bidding 6♠.

On this layout, the pairs who bid 6♠ will be very happy when South’s ♥A appears.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	1	-	-	-
S	-	1	-	-	-
E	2	-	1	6	5
W	3	-	1	6	5

**Board 3**      ♠ K      Dealer S  
 ♥ 1073      Vul E-W  
 ♦ 1097642  
 ♣ 964

♠ A752      ♠ Q8  
 ♥ QJ96      ♥ A8542  
 ♦ 83      ♦ AK  
 ♣ 1083      ♣ KQJ7

♠ J109643  
 ♥ K  
 ♦ QJ5  
 ♣ A52

If South opens 1♠ North might try responding INT. If East doubles, South rebids 2♠ and West bids 3♥, which East raises to game.

If North does not bid INT East doubles and then goes to game over West’s 2♥.

If North leads the ♠K against a heart contract declarer wins and will surely play a heart to the ace, losing only to the ♣A.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	5	-	6	2	6
W	5	-	6	2	6

**Board 4**      ♠ 2      Dealer W  
 ♥ QJ8      Vul Both  
 ♦ 1065  
 ♣ AQJ832

♠ AKJ63      ♠ Q109  
 ♥ 102      ♥ A7643  
 ♦ QJ872      ♦ 94  
 ♣ 10      ♣ 976

♠ 8754  
 ♥ K95  
 ♦ AK3  
 ♣ K54

When West opens 1♠ North overcalls 2♣ and East either doubles or raises to 2♠. On a hand worth only one bid, raising spades looks to be the best move. After a double South can bid 2♠ to indicate a good raise in clubs. After a raise to 2♠ some players will be able to bid 2NT to indicate a good raise. If West keeps the ball in

play by bidding 3♦, East corrects to 3♠ and South has enough to bid 4♣.

There are 10 tricks in clubs, and nine in spades.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	-	1	-	1
S	4	-	1	-	1
E	-	1	-	3	-
W	-	1	-	3	-

### Board 5

<p>♠ KQ1062 ♥ Q10 ♦ AQ10732 ♣</p> <p>♠ J954 ♥ K62 ♦ 964 ♣ J98</p>	<p>♠ A873 ♥ 853 ♦ ♣ Q107653</p>	<p><b>Dealer N</b> Vul N-S</p>
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When North opens 1♦ South responds 1♠ and West doubles. Although the North hand might not quite be strong enough it is tempting to make a descriptive jump to 4♣, South signing off in 4♠. If West decides to double again then East will probably be inclined to pass.

If West starts with a top club against 4♠, declarer ruffs in dummy, ruffs a diamond, ruffs a club and ruffs a diamond. If East has given count in clubs it will now be clear to lead the ♣Q, pinning the jack. Having ruffed West's remaining club honour, declarer cashes dummy's ♦A and plays a diamond. East has to ruff high and declarer overruffs and plays a winning club, pitching a card from dummy. East ruffs and plays two rounds of hearts, but declarer ruffs in dummy and plays a winning diamond and East can only score the ♠J.

The only way to defeat 4♠ is by leading hearts, which is hardly obvious, even after the splinter bid in clubs. Three rounds of hearts (or two hearts and then a perhaps difficult to find spade) will leave declarer a trick short.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	3	-
S	-	-	-	3	-
E	1	1	2	-	2
W	1	1	2	-	2

### Board 6

<p>♠ K983 ♥ Q653 ♦ KQ5 ♣ J9</p>	<p>♠ A10765 ♥ AJ8 ♦ 87 ♣ 765</p> <p>♠ 42 ♥ 4 ♦ AJ64 ♣ AKQ1082</p>	<p><b>Dealer E</b> Vul E-W</p> <p>♠ QJ ♥ K10972 ♦ 10932 ♣ 43</p>
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If South opens 1♣ North responds 1♠. Now the paths may diverge depending on South's choice of rebid. After 1♣-1♠-3♣ North might bid 3♥ and then pass South's 3NT. After 1♣-1♠-2♦ (light on points, and not 6-5, but a possibility) North will probably bid 3NT (given that 2♠ and 3♣ would not be forcing). A third possibility is that South might rebid 3NT to show a running club suit (or in this case a suit that South hopes is running). In all probability the final contract will be 3NT.

If South starts with a Precision style 2♣ North bids 2♠ and then has to take a view if South rebids 3♣. The aces are good, but the lack of a club honour is a problem. Perhaps South should try 3♦ with this type of hand, but 2♠ does not promise the earth. As an aside, if North starts with a conventional response of 2♦ some partnerships use a rebid of 3♠ to show a solid suit.

If East leads a heart against 3NT declarer takes West's queen with the ace and settles down to the clubs. That puts East under pressure. When the penultimate club is played East will be down to ♠QJ ♥K972 ♦109. If East pitches a diamond declarer can cash another club, then take the ♦A and play a spade, covering West's card. If instead East discard a spade honour, declarer can duck a spade to East and then has a finesse position against West. The only safe discard is a heart – and East must also release

a heart on the last club. Then declarer should be held to nine tricks.

When West is on lead a heart makes it unlikely that declarer will take more than nine tricks and the same should be true if West tries something else.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	1	-	2	3
S	5	1	-	2	3
E	-	-	1	-	-
W	-	-	1	-	-

**Board 7**

<p>♠ 109765 ♥ KQJ ♦ Q7 ♣ 1074</p>	<p>♠ QJ ♥ A1072 ♦ 43 ♣ AJ932</p>	<p><b>Dealer S</b> <b>Vul Both</b></p> <p>♠ AK84 ♥ 864 ♦ 1095 ♣ Q85</p>
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If South opens 1♦ and North responds 1♥ South rebids 2♦. If North then tries 2NT South will pass.

If North responds 2♣ and rebids 2♥ over South's 2♦ it is forcing for one round. All South can do is bid 3♦ when North should let matters rest, not easy when you have an opening bid opposite an opening bid.

Suppose the contact is 2NT and the defenders start by cashing five spades and then switch to hearts. If declarer takes the diamond finesse the contract is three down. Relying on the combination play of cashing the top diamonds, hoping that if the queen does not appear the clubs will play for no loser results in eight tricks.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	3	3	-	2
S	3	3	3	-	2
E	-	-	-	-	-
W	-	-	-	-	-

**Board 8**

<p>♠ K742 ♥ KQ10 ♦ A73 ♣ 952</p>	<p>♠ A986 ♥ 8 ♦ J108 ♣ AQJ63</p>	<p><b>Dealer W</b> <b>Vul None</b></p> <p>♠ 105 ♥ J974 ♦ K542 ♣ K107</p>
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If West opens INT (10-12/12-14) North will want to get involved. Those who use 2♦ to show spades and another suit will be well placed but there are many other possibilities, including Meckwell, DON'T, and golden oldies, Sharples and Cansino. Given that the main objective when overcalling INT is to contest the part score, stopping in 2♠ is a decent outcome as is playing in 2♣.

If South plays in 2♠ and West leads a top heart declarer wins and might take a club finesse, East winning with the king and returning a diamond. If the defenders take two diamonds the only safe return is a heart. For example, on a diamond continuation declarer wins, plays the ♠Q and will end up with nine or 10 tricks depending on what happens in the trump suit.

If NS play in clubs, declarer can score nine tricks with careful play.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	1	2	1
S	3	-	1	2	1
E	-	-	-	-	-
W	-	-	-	-	-

**Board 9**

<p>♠ 10632 ♥ 72 ♦ J82 ♣ J986</p> <p>♠ 84 ♥ Q4 ♦ K1097654 ♣ 72</p>	<p><b>Dealer N</b> <b>Vul E-W</b></p>	<p>♠ 5 ♥ J109 ♦ AQ3 ♣ AQ10543</p> <p>♠ AKQJ97 ♥ AK8653 ♦ ♣ K</p>
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If East opens 1♣ South's options include overcalling 2♣ to show the majors, bidding 1♠ or doubling.

Over 2♣ if West passes, North bids 2♠ when the practical bid for South is 6♠. After a 1♠ overcall there is some danger that it might be followed by three passes! After a double, if West passes North bids 1♠ and again 6♠ is a seismic possibility.

The situation may change if West is able to bid something over South's intervention, a non-forcing 2♦ being the obvious possibility. Then the strategy for South will be to get North to show some preference for a major. One way to do that might be to keep cue bidding clubs.

If East starts with a Precision style 2♣ South has similar options, and here 2♠ is still the risky choice.

There is not much to say about the play in 6♠.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	5	6	-
S	-	-	5	6	-
E	2	4	-	-	-
W	2	4	-	-	-



**BOARD 10**

<p>♠ 8 ♥ AK42 ♦ K9853 ♣ K64</p> <p>♠ K9 ♥ Q97 ♦ AQJ10 ♣ AJ75</p>	<p><b>Dealer E</b> <b>Vul Both</b></p>	<p>♠ 75432 ♥ J1053 ♦ 74 ♣ 102</p> <p>♠ AQJ106 ♥ 86 ♦ 62 ♣ Q983</p>
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If South opens 2♠ promising spades and a minor West is likely to bid 2NT – and land in hot water when North doubles.

After an opening bid of 1♠ West overcalls 1NT and North doubles.

Where South passes initially and West opens 1NT, North is likely to come in with whatever conventional weapon is to hand. After 2♣ for example, promising hearts and another suit, South can break ranks and bid 2♠.

If South plays in 2♠ and West leads a heart declarer wins in dummy and takes a spade finesse, West winning and exiting with a heart. Declarer wins in dummy and must now ruff a heart. Declarer then cashes two spades discovering the 5-2 split carefully retaining dummy's remaining heart. Then a club to the king is followed by a heart ruff and diamond, ensuring a trick for the ♦K.

#### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	1	1	2	-
S	2	1	1	2	1
E	-	-	-	-	-
W	-	-	-	-	-



**BOARD 11**      ♠ 32      **Dealer S**  
                      ♥ K      **Vul None**  
                      ♦ A9764  
                      ♣ 76532

♠ Q976      ♠ 104  
 ♥ Q1098      ♥ 652  
 ♦ K1085      ♦ QJ2  
 ♣ J              ♣ Q10984

♠ AKJ85  
 ♥ AJ743  
 ♦ 3  
 ♣ AK

**BOARD 12**      ♠ Q87      **Dealer W**  
                      ♥ Q9      **Vul N-S**  
                      ♦ AJ832  
                      ♣ AKQ

♠ K95      ♠ AJ10643  
 ♥ K862      ♥ J105  
 ♦ 10954      ♦ Q  
 ♣ 105              ♣ J98

♠ 2  
 ♥ A743  
 ♦ K76  
 ♣ 76432

Which do you prefer, opening 2♣ or 1♠?

After 2♣ North may well decide to mark time with 2♦ rather than bid a space consuming 3♦. After 2♣-2♦-2♠ North bids 3♦ and then gives a grudging preference to 3♠ over South's 3♥. If South then starts an exchange of cue bids with 4♣ the conversation should stop at 4♠.

Over an opening bid of 1♠ North responds 1NT and South jumps to 3♥, which should lead to a final contract of 4♠.

If West leads the ♣J declarer wins, plays a heart to dummy's king and will want to return to hand to ruff a heart. If declarer cashes dummy's ♦A, ruffs a diamond, ruffs a heart, ruffs a diamond and ruffs a heart he can then play another diamond. When East discards (or ruffs in with the ♠10) declarer scores the ♠J and cashes the top spades and the ♥A for 11 tricks.

If declarer tries to come to hand with a club at trick three, West can ruff, but declarer can still make 11 tricks by crossruffing the red suits. The important thing is not to release the ♥A at an early stage as that will result in only 10 tricks being taken.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	2	3	5	2
S	2	2	3	5	2
E	-	-	-	-	-
W	-	-	-	-	-

If North opens 1♦ East will overcall in spades. After 1♦-1♠ or 1♦-2♠ South can double and if West passes North will rebid 2NT. With an ace, and a king in partner's suit plus a five-card suit, albeit a weak one, South just about has enough to raise to game. If West shows a high spade honour by redoubling North may decide to pass and then South will either bid 3♣ or 3♦.

If North starts with a strong 1♣ East will overcall according to system and South will usually double. After something like 1♣-(2♠)-Dble-(3♠) North is not going to bid 3NT, the options being to pass or make a responsive style double. If South then bids 4♣ North will probably go on to game.

3NT will fail if East leads a spade.

EW should score eight tricks in a spade contract, even if South leads a trump, the winning line being to play a heart to the king at trick two, followed by another heart. Declarer will be able to establish dummy's ♥8 and if the defenders neutralise that by means of a ruff from North declarer will be able to ruff a club in dummy.

As the cards lie, 5♣ should not be too testing thanks to early appearance of the ♦Q.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	4	2	-	1
S	5	4	2	-	1
E	-	-	-	2	-
W	-	-	-	2	-

**BOARD 13**      ♠ 4      **Dealer N**  
                      ♥ AK1092      **Vul Both**  
                      ♦ J10  
                      ♣ AQ1043

♠ KQ8763      ♠ 5  
 ♥ J4                ♥ 87  
 ♦ 4                 ♦ K986532  
 ♣ J962            ♣ K75

                     ♠ AJ1092  
                      ♥ Q653  
                      ♦ AQ7  
                      ♣ 8

**BOARD 14**      ♠ 87      **Dealer E**  
                      ♥ J852      **Vul None**  
                      ♦ 1063  
                      ♣ 8765

♠ KQ9                ♠ A6543  
 ♥ 64                 ♥ K  
 ♦ K98                ♦ AJ752  
 ♣ AJ1042            ♣ KQ

                     ♠ J102  
                      ♥ AQ10973  
                      ♦ Q4  
                      ♣ 93

When North opens 1♥ East might risk a weak jump overcall of 3♦. If South then bids 4♦ North can cuebid 4♠ and may then bid 6♥ over South's 5♣. In that scenario it is by no means impossible that South will go on to 7♥.

If East does not overcall South has numerous options, 2NT being the popular way to show a good hand with heart support. At one time Fruit Machine Swiss was popular, a response of 4♣ promising at least four-card support, 2 aces and another feature. In the absence of a diamond overcall, bidding 7♥ would be speculative.

If East has overcalled then 7♥ is perhaps a reasonable proposition, although it is not laydown, even with trumps 2-2. Imagine East leads the ♠5 and declarer wins with dummy's ace and plays two rounds of trumps ending in dummy. When the suit divides declarer still needs to find a trick. The strongest line is to ruff a spade. When East discards declarer can run the ♦J, go to dummy with a diamond and play the ♠J, eventually setting up an extra trick in the suit.

If trumps were 3-1, declarer would still be able to get home by cashing the ♣A, ruffing a club and then running the ♠J. If East is the one with three hearts there is no winning line as the cards lie.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	5	3	7	3	5
S	5	2	7	3	5
E	-	-	-	-	-
W	-	-	-	-	-

If East opens 1♠ South overcalls 2♥. If West bids 3♣ North might try a tactical raise in hearts. After 1♠-(2♥)-3♣-(3♥) East can either double or bid 4♦. After 1♠-(2♥)-3♣-(4♥) there is less room to manoeuvre.

Whenever I am unsure about how an auction should be developed, I consult the man on the Clapham omnibus. His view is that over 4♥ East should double, simply promising a good hand or perhaps pass awaiting developments. When West then bids 4♠ East might resort to Blackwood, discovering West has two keycards and the ♠Q.

Where East starts with a strong 1♣ South overcalls according to system and West bids 3♣. If North raises hearts, East can always bid spades and if West raises to 5♠ East has enough to go on to the slam.

With both black suit breaking 6♠ and 6♣ are easy (and you can also make 6♦ with a good view). On paper 6♣ is best, as you have excellent chances even when trumps are 4-1, whereas a 4-1 trump break will scupper 6♠.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-		-	-
S	-	-		-	-
E	6	6	-	6	
W	6	6	-	6	

**BOARD 15**

<p>♠ A85 ♥ Q107542 ♦ 654 ♣ 6</p> <p>♠ 1062 ♥ J3 ♦ AK8 ♣ AQ1097</p>	<p><b>Dealer S</b> <b>Vul N-S</b></p>	<p>♠ 43 ♥ K9 ♦ QJ732 ♣ 5432</p> <p>♠ KQJ97 ♥ A86 ♦ 109 ♣ KJ8</p>
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**BOARD 16**

<p>♠ 1053 ♥ 98654 ♦ J ♣ QJ43</p> <p>♠ KQJ97 ♥ J32 ♦ K6 ♣ AK7</p>	<p><b>Dealer W</b> <b>Vul E-W</b></p>	<p>♠ 42 ♥ AQ ♦ Q10984 ♣ 10982</p> <p>♠ A86 ♥ K107 ♦ A7532 ♣ 65</p>
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If South opens 1♠ West will probably overcall 2♣, despite the lack of a sixth card in the suit. If North raises to 2♠, bids a non-forcing 2♥ or doubles East raises to 3♣. If South competes (bidding 3♠ or raising North's 2♥) West can only pass, but an inspired East might bid 3NT which must show diamonds and clubs, when West will retreat to 4♣ (It would be equally inspired to bid 4♦).

If South starts with INT West will probably pass and North transfers to hearts. If you play a delayed double of 2♥ as takeout it is a possibility, but is not risk free. It works well here when East bids 3♦.

It is easy to see that NS can take nine tricks in a major suit contract.

The lack of entries to dummy mean that even were declarer to divine the trump position, there should only be nine in clubs (barring a trump lead).

If declarer plays in diamonds, a winning guess in clubs results in 10 tricks.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	3	3	-
S	-	-	3	3	-
E	3	4	-	-	
W	3	4	-	-	

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If West opens 1♠ East responds INT and will then raise 2NT to game.

Where West starts with INT East's decent diamond suit just about justifies an invitational sequence which West will accept.

After a strong 1♣ if East responds 2♦ West rebids 2♠ and then raises East's 2NT to game.

If West is the declarer in 3NT and North leads a heart, South wins with the king and returns the ten to dummy's ace. Declarer plays a spade to the king and then plays a second spade. If South withholds the ace declarer will be unsure about the position, although North is likely to have given an honest signal on the first round of the suit. In any event declarer is sure to play a third spade and South wins and returns a heart. With little option, after winning declarer cashes two spades and then plays a diamond when the appearance of North's jack will mean 10 tricks are scored. South must duck but then declarer cashes the top clubs before exiting with a diamond.

If East is the declarer South has a horrible hand to lead from, especially if East has bid diamonds. Unless South leads a low heart (and continues with a low heart when taking the ♠A) declarer will be a favourite to score 11 tricks. For example, on a club lead declarer can win in dummy and play the ♠K. If South wins and plays a second club declarer wins and can play the ♦K, which results in 11 tricks.

As it happens, if South starts with a diamond declarer is hardly likely to put up dummy's king, which would again result in 11 tricks being scored.



### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	1	-	-
S	-	-	1	-	-
E	2	4	-	2	4
W	2	4	-	2	4

### BOARD 17

♠ 96	Dealer N
♥ 105	Vul None
♦ K8742	
♣ Q1064	
♠ AKJ854	♠ 103
♥ AQ92	♥ 863
♦ 5	♦ A963
♣ K3	♣ A975
♠ Q72	
♥ KJ74	
♦ QJ10	
♣ J82	

If West opens 1♠ East responds 1NT and then bids 2♠ over West's 2♥ rebid (the alternative for West is to rebid 3♠). That should see West jump to game.

In recent years, methods have been devised with the aim of helping one to bid these types of hand more accurately. Gazzilli is perhaps the best know, opener rebidding 2♣ as a relay. With 8+ points responder replies 2♦ and then the opener clarifies his hand.

Another idea is the Meckstroth adjunct, where 1♥/♠-1NT-2NT is strong, allowing all the other three-level jump rebids to show 5(6)-5(6) hands.

If West starts with a strong 1♣ North might interfere. One idea would be to overcall 1♠, showing majors or minors. If East doubles South bids 2♦ to indicate better diamonds than clubs, at the same time promising a better fit in a major. In any event, EW should reach 4♠.

On this layout declarer might take 12 tricks, particularly if North has intervened. For example, after a trump lead declarer wins in hand, crosses to dummy and plays the ♥8, planning to run it. North wins and exits with a trump, declarer winning with dummy's ten and playing a heart to the nine, subsequently finessing the queen.

After an initial club lead, declarer wins in dummy, plays a heart to the queen and then

plays two more rounds of the suit, eventually ruffing a heart with dummy's ♠10 and then collecting South's ♠Q via a finesse.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	3	2	5	6	5
W	3	2	5	6	5

### BOARD 18

♠ AQJ84	Dealer E
♥ J6	Vul N-S
♦ 54	
♣ K842	
♠ K653	♠ 72
♥ 932	♥ Q84
♦ Q10	♦ KJ632
♣ AQJ3	♣ 1075
♠ 109	
♥ AK1075	
♦ A987	
♣ 96	

If South opens 1♥ West will probably pass, although there are plenty of players who are happy to double despite the poor shape (not to mention the fact that partner is a passed hand). After 1♥-(Dble) North either bids 1♠ or redoubles and East bids 2♦. Despite having only 11 points, South ought to double that for penalties. Were South to pass, North would bid 2♠ and then probably raise 2NT to 3NT.

If West passes over 1♥ North responds 1♠ and South rebids 2♦. If North continues with 2NT there is no particular reason for South to bid on.

On this layout 3NT is sure to make – as the cards lie it is hard to see declarer failing to take 10 tricks.

The interesting contract is 2♦ doubled.

Say South leads a top heart and then switches to a club, North winning with the king and returning the ♥6. South wins, cashes another heart and then plays a club, declarer winning and playing a diamond. South goes up with the ace and plays the ♠10 and North must be sure to win and play a club, South ruffing and playing a second spade. North wins and plays a black card and that will ensure a trick for South's

♦98. Declarer can ruff high and go to dummy with diamond but cannot draw the outstanding trump.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	2	5	4	4
S	3	2	5	4	4
E	-	-	-	-	-
W	-	-	-	-	-

### BOARD 19

♠ A6	Dealer S
♥ AQJ4	Vul E-W
♦ K76	
♣ J632	
♠ 87	♠ QJ1054
♥ K982	♥ 1053
♦ AJ10	♦ 85
♣ A1087	♣ KQ4
♠ K932	
♥ 76	
♦ Q9432	
♣ 95	

If West opens INT and North doubles East will bid 2♠, either directly or via some conventional aid. Given the vulnerability, South might be tempted to try for the 'magic 200' by doubling.

If West opens 1♣ North will probably overcall INT, although it's not ideal facing a passed partner. If East decides to double (a marginal decision) South will run to 2♦, ending the auction unless East elects to bid 2♠.

The situation changes a little if West starts with 1♦, as although North can still bid INT a double from East would probably see South pass.

If North plays in INT East is likely to lead a top spade or club. Going for the latter will give declarer a theoretical chance to make the contract barring an impossible overtake by West followed by a spade switch. Were East to cash a second club and then switch to the ♠Q declarer could win in hand and play the ♦K. West must duck that, but declarer can then play a spade to dummy's king, take a winning heart finesse and exit with a club. With East out of the game West cannot prevent seven tricks being taken.

If South plays in diamonds and West leads a spade declarer can win in dummy and play the ♦K. If West ducks, declarer comes to hand with a spade and plays three rounds of hearts via a finesse, ruffing the third round and playing a spade. There is no way to prevent nine tricks being scored.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	3	1	-	-
S	-	3	1	-	-
E	-	-	-	-	-
W	-	-	-	-	-

### BOARD 20

♠ Q75	Dealer W
♥ 2	Vul Both
♦ K103	
♣ AQ9743	
♠ AKJ963	♠ 1084
♥ AQ8	♥ K1064
♦ AJ7	♦ 9852
♣ J	♣ K6
♠ 2	
♥ J9753	
♦ Q64	
♣ 10852	

If West opens 1♠ North overcalls 2♣ and East doubles or raises to 2♠. If South follows the principle that it is rarely wrong to raise partner with four-card support West will have to find a bid over 3♣. If East has raised spades, it will be easy enough to jump to 4♠ and that is also a possibility after a negative double.

If West starts with a strong 1♣ and North overcalls, East doubles and 4♠ should be reached easily enough.

5♣ is a paying save for NS and there is always a chance that EW might go overboard in 5♠.

If North leads the ♥2 against 4♠ declarer wins in hand and cashes the top spades before playing a club, establishing dummy's king for a diamond discard.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	-	-	-	-
S	3	-	-	-	-
E	-	2	2	3	1
W	-	3	2	4	1

### BOARD 21

	♠ 8	Dealer N
	♥ J532	Vul N-S
	♦ 1095	
	♣ AK632	
♠ 64		♠ KQ3
♥ K84		♥ A109
♦ Q62		♦ K873
♣ Q10854		♣ J97
	♠ AJ109752	
	♥ Q76	
	♦ AJ4	
	♣	

If East is in range and opens INT South is sure to overcall using whatever methods are to hand. A Multi Landy 2♦ will be a popular choice, North probably opting for 'Pass or correct' 2♠, the likely final contract at many tables.

If East starts with 1♣ South overcalls 1♠ and West can raise to 2♣. Holding a 7-3-3-0, South is more likely to rebid 2♠ than compete with a double.

If West leads a club against a spade contract it is easy to see that declarer should score at least nine tricks.

On a diamond lead if declarer takes East's king and returns the jack West does best to duck, denying declarer an entry to dummy. If declarer exits with a diamond West needs to find a heart switch and East must put in the nine, again ensuring dummy will have no role to play. If declarer wins and exits with a heart the defenders take two tricks in the suit and can then exit in clubs, forcing declarer to lose two trump tricks.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	2	2	-
S	-	1	2	2	-
E	1	-	-	-	1
W	1	-	-	-	-

### BOARD 22

	♠ 72	Dealer E
	♥ 932	Vul E-W
	♦ J83	
	♣ J6543	
♠ AK1095		♠ Q643
♥ KQ6		♥ 754
♦ AK105		♦ 9642
♣ 9		♣ 108
	♠ J8	
	♥ AJ108	
	♦ Q7	
	♣ AKQ72	

If South opens 1♣ West will either double or overcall 1♠. If East responds 1♠ to a double, game will be reached in short order. After an overcall East might raise to 2♠ while passing will result in a missed game if South does not reopen.

Were South to start with INT West, knowing that only 4-6 points are left for North and East must double or show spades and another suit. Given the vulnerability, the latter might be more popular. After a double North bids 2♣, either directly or via a conventional redouble. Then West must decide upon a rebid. 3♣ is a possibility – and will work well if East bids 3♠. If East prefers 3♦ West bids 3♠ and then it will be up to East to bid game – how easy will that be?

If West overcalls – let's say 2♦ promising spades and another suit - a bid of 2♠ by East usually shows at least three spades (with fewer than three East bids 2♥). Is that enough for West to bid 4♠? Perhaps not, but if West bids 3♠ will East conclude that it is right to go on to 4♠?

Meanwhile there is always the possibility that NS might decide to save in 5♣.

If South's 1♣ opening is strong, the general rule for West is to pass on the first round and then bid next time to show a good hand. For example, after 1♣-1♦-INT West can now

double for penalties or overcall as if South had opened INT.

It is clear that 10 trick are available in spades.

If EW defend 5♣ doubled there is one trap to avoid. West can cash a top spade but must then resist the temptation to cash a second trick in the suit. That would allow declarer to eliminate the diamonds and subsequently endplay West to secure a second heart trick or concede a ruff and discard restricting the penalty to -500.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N		-		-	-
S		-		-	-
E	-	4	-	4	
W	-	4	-	4	

### BOARD 23

♠ AKQJ9  
♥ AQ4  
♦ K74  
♣ Aj  
Dealer S  
Vul Both

♠ 82  
♥ J8  
♦ J1093  
♣ 109753

♠ 10765  
♥ 963  
♦ A8652  
♣ Q

♠ 43  
♥ K10752  
♦ Q  
♣ K8642

Where South can open 2♥ to show hearts and another suit North will immediately think in terms of a slam. After a relay of 2NT North can bid 3♥ over 3♣ to indicate a slam going hand with a heart fit.

Where South passes and North opens 2♣ a response of 2♥ should be enough for North to push to a slam.

The same is true if North's opening bid is a strong 1♣ and South responds 1♥.

If NS play in 6♥ (or 6NT) the defenders need to score the ♦A at trick one to get a trick.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	2	6	6	6
S	4	2	6	6	6
E	-	-	-	-	-
W	-	-	-	-	-

### BOARD 24

♠ 108  
♥ J875  
♦ AQ95  
♣ QJ3

Dealer W  
Vul None

♠ KQJ93  
♥ 6  
♦ J  
♣ A98652

♠ A4  
♥ KQ1043  
♦ K10864  
♣ K

♠ 7652  
♥ A92  
♦ 732  
♣ 1074

If West opens 1♣ East responds 1♥ and then uses a fourth-suit 2♦ over West's 1♠ rebid before settling for 3NT.

If West starts with a Precision style 2♣ East can relay with 2♦ and then bid 3NT over West's 2♠. (West might rebid 3♠ to show the 5-6, but the quality of the clubs and the overall strength of the hand argue against it.)

South has an awkward hand to lead from against 3NT. A diamond will see North win with the ace and then a diamond return should give declarer an easy route to 10 tricks.

An unlikely heart lead is no better.

If South starts with a club declarer has a tougher task. After winning in hand the best strategy is to cash five spades, putting North under pressure. Even so, declarer will need to read the position. For example, if North comes down to ♥J875 ♦AQ ♣Q declarer can cash dummy's ♣A and then play the ♦J which should result in 10 tricks.

Declarer must play in a similar fashion if South leads a spade.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	-	-	-	-
S	-	-	-	-	-
E	4	3	3	4	4
W	4	3	3	4	4

### BOARD 25

♠ 8743  
♥ K  
♦ Q7  
♣ A76432

Dealer N  
Vul E-W

♠ A102  
♥ J972  
♦ A94  
♣ K85

♠ K95  
♥ 1054  
♦ J10532  
♣ J10

♠ QJ6  
♥ AQ863  
♦ K86  
♣ Q9

If South opens 1NT North might follow an invitational sequence facing 14-16, but otherwise will probably pass and hope for the best.

If South starts with 1♥ North might respond 1♠ and then pass a rebid of 1NT.

As is frequently the case, determining the outcome of a low-level contract is tricky, as many twists and turns are possible.

If West leads a heart against 1NT declarer wins in dummy and plays a club to the queen, West winning with the king. Now a second heart allows declarer to win, cash a third heart and clear the clubs, the ♦Q eventually proving to be an entry to dummy. The strongest defence is for West to switch to a low diamond when the best declarer can do is go up with dummy's queen and play a spade for the queen and ace. If West exits with a spade, East wins and plays two rounds of diamonds, West winning. Now only exiting with the ♣5 will restrict declarer to six tricks.

Well done if you found a route to 2♣!

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	-	-	1	-
S	2	-	1	1	-
E	-	1	-	-	1
W	-	1	-	-	-

### BOARD 26

♠ J6  
♥ AQ3  
♦ 973  
♣ J9864

Dealer E  
Vul Both

♠ 84  
♥ 97642  
♦ J854  
♣ A3

♠ Q1075  
♥ J105  
♦ KQ  
♣ K1075

♠ AK932  
♥ K8  
♦ A1062  
♣ Q2

If South opens 1♠ North responds 1NT and then gives preference to spades over 2♦ or passes a 2NT rebid.

If South starts with 1NT North is not worth an invitation.

If South begins with a strong 1♣ North might respond 1♠ to show a balanced positive. Then it is likely that NS will get to 3NT.

On a good day you might record nine tricks in notrumps, but here the fates conspire against you. The best chance for four spade tricks is to start with a low card to the jack and then cash the top spades. No joy. In clubs you will sometimes score three tricks finding the ten on you left and the suit 3-3. Not today.

In practice after a heart lead declarer will win and probably play on spades (in 3NT with a more fluid entry position you might try for three club tricks) which will usually lead to seven tricks unless declarer guesses to put in the ♠9 on the second round of the suit.

### Makeable Contracts

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	2	1	2	2
S	3	2	1	2	2
E	-	-	-	-	-
W	-	-	-	-	-

**BOARD 27**      ♠ Q105      **Dealer S**  
                      ♥ AK93      **Vul None**  
                      ♦ Q3  
                      ♣ K984

♠ A9742      ♠ KJ8  
 ♥ 8            ♥ Q6542  
 ♦ J4            ♦ 62  
 ♣ AJ1065      ♣ 732

♠ 63  
 ♥ J107  
 ♦ AK109875  
 ♣ Q

If South opens 3♦ and West is tempted to overcall 3♠ should North double? It happens to work well here. 3NT is a possibility, but needs partner to have a very good suit – and even then might not be laydown.

If South starts with 1♦ and West overcalls 1♠ North might simply bid 3NT. If West makes a two suited overcall to show the black suits 3NT is still a possibility.

If East leads the ♠8 against 3NT the defenders can take the first six tricks – it looks easy enough, but will everyone get it right?

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	4	1	-	1
S	-	4	1	-	1
E	2	-	-	2	-
W	2	-	-	2	-

**BOARD 28**      ♠ Q8765      **Dealer W**  
                      ♥ 4            **Vul N-S**  
                      ♦ A532  
                      ♣ K104

♠ J2            ♠ AK4  
 ♥ K65        ♥ J87  
 ♦ Q9874      ♦ KJ6  
 ♣ Q96        ♣ J852

♠ 1093  
 ♥ AQ10932  
 ♦ 10  
 ♣ A73

If East opens INT South overcalls according to system and NS will probably finish in 2♥ –

North being declarer when South's overcall is a Multi Landy 2♦.

If East starts with 1♣ South overcalls 1♥ and West bids INT.

The eight-card spade fit can deliver 10 tricks, but there is no obvious way for NS to locate it.

If the defenders start with three rounds of spades against a heart contract West ruffs and exits in a minor. If that is a diamond declarer takes the ace and can then get up to nine tricks by playing a heart to the ten. If West exits with a club declarer plays low from dummy and can then get up to nine tricks by guessing to play for the heart position that remains, cashing the ace and exiting with a low card.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	1	-	2	4	-
S	1	-	2	4	-
E	-	1	-	-	-
W	-	1	-	-	-

**BOARD 29**      ♠ Q86            **Dealer N**  
                      ♥ Q            **Vul Both**  
                      ♦ 9864  
                      ♣ J9654

♠ KJ952            ♠ A1043  
 ♥ K4                ♥ AJ32  
 ♦ AJ5                ♦ 2  
 ♣ KQ2                ♣ 10873

♠ 7  
 ♥ 1098765  
 ♦ KQ1073  
 ♣ A

If South opens 1♥ West must choose between overcalling 1♠ and INT.

After 1♠ East's options will include some kind of splinter and the popular 2NT to show good support for spades. If South then introduces the diamonds, either bidding the suit or doubling a diamond splinter, West has enough to bid game.

If West overcalls INT East looks for a spade fit and when West bids 2♠ over South's 2♦ East has enough to bid game.

The danger for South is that too much bidding might persuade declarer to get the trump suit

right in 4♠ and that will mean 12 tricks are taken.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	-	2	-	-	-
S	-	2	-	-	-
E	4	-	2	6	5
W	4	-	2	6	5



**BOARD 30**

♠ 842  
♥  
♦ A9762  
♣ KQJ93

**Dealer E**  
**Vul None**

♠ KQ5  
♥ AKQ742  
♦ KQ  
♣ 52

♠ 6  
♥ 9863  
♦ J853  
♣ 10764

♠ AJ10973  
♥ J105  
♦ 104  
♣ A8

If South opens 1♠ and West doubles North has an awkward hand to express. A redouble will probably see South bid 2♠ and if West then bids 3♥ North has enough to jump to game.

If West leads a top heart, declarer ruffs in dummy and now does best to play a spade to the ace. After ruffing a second heart declarer plays three rounds of clubs pitching a heart and West ruffs and switches to a diamond. Having taken dummy's ace declarer can pitch a diamond on the ♣J for 11 tricks.

On a diamond lead declarer can win in dummy and play three rounds of clubs pitching a diamond and should again record 11 tricks.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	2	2	-	5	1
S	2	3	-	5	1
E	-	-	3	-	-
W	-	-	3	-	-



**BOARD 31**

♠ A8  
♥ Q5  
♦ K1075  
♣ AQ1085

**Dealer S**  
**Vul N-S**

♠ J432  
♥ J8642  
♦ A83  
♣ 7

♠ Q1097  
♥ 9  
♦ 9642  
♣ KJ96

♠ K65  
♥ AK1073  
♦ QJ  
♣ 432

If South opens 1♥ North responds 2♣, the most likely outcome being a final contract of 3NT. That is also the case if South opens 1NT.

Opening 1NT keeps the major suit hidden and if West leads a heart declarer is sure of ten tricks by winning with the ten and forcing out the ♦A. Were West to win and exit with a heart declarer could win in dummy, come to hand with a diamond (or if West ducks a round of diamonds, a spade after cashing dummy's diamond winners) and cash the ♥AK, forcing East to hold on to three clubs. Then declarer crosses to dummy's ♠A and exits with a club to endplay East. I doubt anyone will go down that somewhat double dummy route!

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	3	3	4	1	3
S	3	3	4	1	3
E	-	-	-	-	-
W	-	-	-	-	-



**BOARD 32**

♠ AK73	♠ QJ1062
♥ 952	♥ K64
♦ K6	♦ J109
♣ KJ96	♣ A3

♠ 98      ♠ 54

♥ J1087    ♥ AQ3

♦ AQ8742   ♦ 53

♣ 4        ♣ Q108752

**Dealer W**  
**Vul E-W**

If available should West open a weak 2♦? A four-card major on the side is not ideal, but the suit is decent so I'll vote for yes. If North doubles South, depending on agreements, will sometimes be able to bid a value showing 3♣. Is North worth another bid? Assuming South's 3♣ is in the range of 8-11 then there are hands that will deliver a play for game. North might try 3♦ and then let matters rest when South rebids 4♣.

Where West passes initially and North opens 1NT South can transfer to clubs, but will not have any game ambitions, even if North is able to indicate a good club fit.

If North starts with 1♣ East is likely to overcall 1♠. If South jumps to 3♣ West might like to make a negative double, but with only a doubleton spade it might prove to be a bid too far.

Bidding 3♦ with West's cards might work, although South might take the push to 4♣.

NS can take 10 tricks in clubs, while EW can collect eight in diamonds. If EW play in spades seven tricks should be the limit – and that will be an unfortunate end to the session if the contract is 3♠.

**Makeable Contracts**

	♣	♦	♥	♠	NT
	=	=	=	=	==
N	4	-	-	-	
S	4	-	-	-	
E	-	2	-		-
W	-	2	-		-

