

# ECatsBridge Simultaneous Pairs for Children in Need

Friday 11<sup>th</sup> November 2022



**Together we can ...**

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

Some of you will have played Face-to-Face and others online but all the results will be included in the overall scoring as usual, so don't worry!

Thank you so so much for coming along and joining in, playing and donating – please don't forget the donating bit though, will you – just go to :

<https://www.ecatsbridge.com/sims/donations.asp>

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

Many thanks indeed to Mark Horton for writing this set for us – I hope you found it interesting (and accurate!).

*With very best wishes*

*Anna & Mark – the ECatsBridge Team*

## Board 1. None. Dealer North

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

If South opens a 12-14 INT West doubles. With two four-card suits North might decide to look for a fit. One method is to redouble to show a five-card suit somewhere (partner must bid 2♣) while a suit bid shows that suit and a higher one. Here North bids 2♣ and the fit is located. If East passes 2♣ West can bid 2♦.

If South opens 1♣ West must choose between 1♦ and a double. After 1♦ East has an easy raise to 2♦. Give West a sixth

diamond and it would then be reasonable to try 3♣ hoping partner has a stopper.

If South starts with a Precision style 1♦ West can bid INT, reaching the highest scoring contract.

There are eight tricks in no trumps and if EW play in diamonds declarer can play to eliminate clubs and hearts with the aim of forcing the defenders to open the spade suit, which should result in nine tricks being taken.

## Board 2. N/S. Dealer East

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

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If West opens a 12-14 INT that is likely to end the auction.

If West starts with 1♣ North can double. If East then jumps to 3♣ South does not have enough to bid.

If West begins with a Precision style 1♦ East responds INT.

If North is on lead against a notrump contract a top heart followed by a diamond switch gives the defenders six tricks. If North switches to a spade at trick two declarer will be doing well to rise with dummy's ace and hope the clubs come in.

If South is on lead against INT a spade lead presents declarer with an eight trick.

If EW play in clubs the defenders need to establish a spade trick before West's hearts are set up.

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

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

If West opens 1♣ (a marginal decision) North overcalls 1♥. It would be a bit of a stretch for East to bid 2♦ - the safer option is to raise to 2♣.

Were West to start with a Precision style 1♦ East would have an easy raise to 2♦ over North's 1♥.

If West does not open and North bids 1♥ South responds 1♠ and North raises to 2♠, probably ending the auction.

If West happens to play in notrumps North can lead the ♥A and if South discourages a spade switch looks to the obvious move. Declarer is in serious trouble and will probably take only four tricks.

2♠ is a comfortable spot for NS and declarer should have little trouble in securing nine tricks.

### Board 4. All. Dealer West

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

If West opens 1♠ and East responds INT South might elect to double. If West now bids 2♣ North has an easy 2♥ bid, South raising to game. If West rebids 2♠ North still has enough to bid 3♥ and the game is reached.

If West opens 2♠ (or a Multi 2♦) it should still be easy for NS to reach 4♥.

If West leads a top spade against 4♥ South wins and cashes the ♥A. When the ten appears declarer can cross to dummy with a diamond and run the ♥J for eleven tricks.

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

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

If South opens 1♥ North responds 1♠. If South rebids 2NT North continues with 3♥ and South advances to game. If South rebids 2♣ North bids 2♥ and can then bid 4♥ over South's 2NT.

If South opens INT North can look for a major suit fit, reaching 4♥ if South is able to show a five-card major, otherwise playing in 3NT.

If South starts with a Strong 1♣ North responds according to system, perhaps 1♠ to show a balanced hand and if South rebids INT the final contract will be either 3NT or 4♥, depending on the methods being employed.

On the surface 3NT appears to have little chance, but some care may be needed. Suppose West leads a spade and East covers dummy's eight with the jack. Declarer wins and plays a spade to the nine. After cashing two more spades declarer runs the ♥10. If West wins this (or ducks and then wins the next heart) a diamond switch will beat the contract – but it must be to the nine of diamonds!

If South is in 4♥ West needs to find a diamond lead, otherwise declarer will be able to pitch a losing diamond on the third round of spades and lose only three tricks.

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

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

If East opens 1♣ West responds 1♥. If East rebids 2♣ West might try 2♦ which will hit the jackpot as East can now jump to 3♥, West raising to game. If East rebids 3♣ West bids 3♥ and is raised to game.

If East opens a Precision style 2♣ and West responds 2♥, 4♥ should be reached.

If East opts for a mildly tactical INT West uses whatever systemic methods are being employed and is likely to reach the heart game.

With both major suit kings favourably placed declarer should score eleven tricks. Here is one possible line of play after South leads a high diamond: Declarer wins, plays a spade to the queen, a heart to the eight, cashes the ♥A and then takes two rounds of spades, ruffing. A spade is discarded on the ♣A and declarer then plays the ♦10. South wins, but declarer ruffs the club return in dummy, draws the outstanding trump and plays a diamond establishing the overtrick. Were the defenders to start with a club declarer would have a shot at 12 tricks.

#### Board 7. All. Dealer South

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

If South opens 2♥ East bids 2NT and West raises to game.

If South starts with a Multi 2♦ North bids 2♥ and East's 2NT is raised to game.

If South passes and West opens 1♦ East responds 1♠ and West rebids 2♣. If East then employs a fourth-suit 2♥ South will probably double and if West bids 3♣ East continues with 3NT.

With diamonds not breaking declarer will probably need to rely on the spade finesse to get up to nine tricks. I say probably because if South decides a heart lead is too risky and leads a spade declarer will already be assured of nine tricks.

#### Board 8. None. Dealer West

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

If West opens 1♠ and East passes South might protect with 2♣. If West doubles North might try 2NT. If West comes again with 3♦ East will correct to 3♠.

If West starts with a Strong 1♣ and North overcalls, either naturally or conventionally, East will pass, and West will bid spades. Provided EW stop short of game they should score well.

With no entries to dummy outside the trump suit declarer should score nine tricks in spades.

**Board 9. E/W. Dealer North**

<p>♠ 8 7 6 5 4 3 ♥ 10 ♦ K J 9 ♣ J 10 8</p> <p>♠ A 10 ♥ K 8 6 2 ♦ Q 6 3 ♣ 9 6 4 2</p> <p>♠ K J ♥ A Q J 9 7 ♦ 7 5 4 2 ♣ 5 3</p>	<p>♠ Q 9 2 ♥ 5 4 3 ♦ A 10 8 ♣ A K Q 7</p>
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If North opens 2♠ (never mind the quality!) East overcalls 2NT and West raises to game, perhaps looking for a heart fit along the way.

If North makes a disciplined pass and East opens 1NT South will have a decision. Bidding 2♥ (or making some conventional bid) might see West decide to play for penalties. If North runs to spades East is sure to double.

If East opens 1♣ South overcalls 1♥ and West bids 1NT. If East raises to 2NT West scores a goal by passing.

If EW play in no trumps a heart lead from North or South (as long as it is the ace or queen) will hold declarer to eight tricks. After anything else declarer has a chance to make nine. If North has shown a weak two in spades and South leads the ♠K declarer's task will be simplified.

If North plays in spades six tricks should be the limit – the simplest defence being to start with three rounds of clubs forcing dummy to ruff.

2♥ is no better and might be worse if declarer misguesses spades.

**Board 10. All. Dealer East**

<p>♠ A 10 5 ♥ A Q 9 7 ♦ A K 6 ♣ 7 5 2</p> <p>♠ K J 6 3 ♥ K 10 2 ♦ 9 3 2 ♣ 8 6 4</p> <p>♠ 9 8 7 4 ♥ J 5 ♦ 5 ♣ K Q J 10 9 3</p>	<p>♠ Q 2 ♥ 8 6 4 3 ♦ Q J 10 8 7 4 ♣ A</p>
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Those partnerships who have a weak 2♦ available might be tempted to employ it with East's hand, despite the four-card heart suit. If North bids 2NT South might look for a spade fit before settling for 3NT, but there is also something to be said for an immediate 3NT, trusting that the lack of an outside entry will not be an issue.

Where East passes South will have a similar problem – opening 3♣ is a possibility despite the four-card major. If South does open 3♣ North bids 3NT.

If North opens 1NT the final contract should be 3NT and that is likely to be the outcome after other opening bids, including 1♣, (strong or otherwise) 1♦ and 1♥.

If East leads a diamond against 3NT declarer wins and plays a club, East winning and playing a second diamond. If Declarer wins, crosses to dummy with a club and plays the ♥J eleven tricks will be a possibility.

**Board 11. None. Dealer South**

<p>♠ K 6 5 4 2 ♥ 8 6 5 ♦ J 6 5 4 ♣ 9</p> <p>♠ Q 10 8 ♥ A K ♦ Q 8 ♣ Q 10 8 5 4 2</p> <p>♠ 9 7 3 ♥ J 9 7 4 ♦ K 3 ♣ A J 7 6</p>	<p>♠ A J ♥ Q 10 3 2 ♦ A 10 9 7 2 ♣ K 3</p>
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If West opens 1♣ East responds 1♦ and then bids 3NT.

If West starts with a Precision style 2♣ East responds with a conventional 2♦ and rebids 3NT.

Were West to start with a tactical INT East will look for a heart fit before bidding 3NT.

If South leads a heart against 3NT declarer wins in dummy and plays a club for the king and ace, South exiting with a heart. Having seen the ♣9 appear from North, declarer might elect to cash dummy's ♣Q and continue with the ten. As the cards lie that should result in 10 tricks being made.

If South finds a spade lead declarer will be in trouble, but only if North withholds the king. That is not quite the end of the matter, because if declarer continues with the ♣K South must duck, win the second club and play another spade. Declarer wins, but has only eight tricks.

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

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

If West opens 1♠ overcalling 2♦ with North's cards constitutes a serious risk. However, this time it passes off peacefully. South can bid 2♠ to show a good raise and West will downgrade the ♦KJ, but still compete with 3♠. Now it is reasonable for South to bid 4♦.

If North does not overcall East responds INT, leaving West to decide how many spades to rebid (raising to 3NT is also a possibility). 3♠ looks about right, suggesting around seven playing tricks.

3♠ cannot be defeated, but 4♦ also makes barring a double dummy lead of a club by East.

3NT makes if South leads a club.

#### Board 13. All. Dealer North

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

If North opens 1♥ East can choose between a double and 1♠. After a double West will probably respond INT leaving East to decide upon a rebid. Take your pick from 2♠, 3♠, 4♠ and 3NT.

If East overcalls 1♠ and West scrapes up a INT response East is in a similar position.

If West is in 3NT a low heart lead gives a ninth trick immediately. If North cashes a top heart and then switches to a club declarer wins, takes three rounds of spades, and then plays a diamond. North wins and exits with a club and declarer wins and cashes the spades, reducing dummy to ♥QJ ♦K. Then a diamond exit forces North to give declarer a heart at the end. Declarer can also cash just five spades and then duck a diamond, scoring a trick in each red suit.

Against 4♠ North wins a heart lead and exits with a club. Declarer wins and draws trumps. Now the winning line as the cards lie is to cash a second club and then play a diamond. If declarer puts in the nine North wins, but is endplayed.

#### Board 14. None. Dealer East

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

If South opens 1NT North might look for a five-card major before settling for 3NT.

If South starts with 1♣ North responds 1♦ and 3NT will soon be reached.

If South begins with 1♥ North responds 2♦ on route to 3NT.

In 3NT with eight top tricks declarer needs to find one more. If West leads a heart declarer might win in hand and play the ♦3 for the jack, king and ace. If East returns a heart declarer wins in dummy and plays a diamond, East winning with the nine. If West parts with a club or heart declarer will be home, but a spade keeps the defenders in the game. When East exits with a spade it is reasonable for declarer to win and play a club to the ten, but that proves to a losing line. As the cards lie declarer must duck the first round of spades, win the heart return, cash the ♣Q and then play the ten, intending to run it! If East covers declarer wins, cashes two spades and exits with a heart to endplay West in clubs. Alas, no-one is going to play that way!

#### Board 15. N/S. Dealer South

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

If North opens 1♦ South responds 1♠ and North rebids 2♦, probably ending the auction.

Were West to start with a Precision style 1♦ that might throw a spanner into the works, depending on North/South's agreements.

In theory ten tricks are available in diamonds. If East cashes a top club and switches to a spade declarer wins and plays a low heart to dummy, West winning and exiting with a club. Declarer ruffs, plays a spade to dummy's ace and a heart, and should get up to ten by ruffing a heart and taking a diamond finesse. It's much tougher if East switches to a trump at trick two. Declarer wins with the ten and ducks a heart, West winning and exiting with a club (or the ♦Q). To

get to ten tricks declarer must cash all the trumps, which will squeeze West, who is forced to part with two clubs. Declarer will be able to cross to dummy with the ♠A and then play a heart towards the king – very well done if you found that line!

#### Board 16. E/W. Dealer West

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

After West opens 1♥ North overcalls 2♦ and East raises, probably to 4♥. Given the vulnerability it's possible that South might try a speculative 4♠ or that if South passes North might reopen with a double.

If EW play in hearts declarer must lose two spade and a club.

If NS play in spades a diamond lead and continuation hold declarer to eight tricks, and the result is the same if West starts with a top heart (or even a trump).

If NS play in diamonds, there should be ten tricks.

#### Board 17. None. Dealer North

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

When South opens 1♠ West doubles and North jumps to 4♠.

Provided West leads the ♠10 (or the ♥A followed by a low heart or a spade) declarer should be held to ten tricks.

### Board 18. N/S. Dealer East

<p>♠ A K 9 ♥ — ♦ K 9 8 5 4 ♣ A J 8 7 5</p> <p>♠ 8 7 6 4 ♥ 8 7 ♦ A Q 10 ♣ K 9 4 3</p> <p>♠ Q 10 3 ♥ K 10 9 6 2 ♦ J 7 6 ♣ 10 2</p>	<p>♠ J 5 2 ♥ A Q J 5 4 3 ♦ 3 2 ♣ Q 6</p>
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If East opens 1♥ West responds 1♠ and North doubles. If then East passes South must choose between 1NT and 2♦. Over the former North might raise to 2NT. Over the latter North could take another bid, but whether that should be 2♥ or 3♦ is unclear.

If East rebids 2♥ over the double EW will be in danger.

That will certainly be the case if East starts with 2♥ or a Multi 2♦ North will probably double and South will be happy to pass.

3♦ is a comfortable spot for NS. For example if West leads a heart declarer ruffs in dummy and plays a club. If West wins with the king and plays a second heart declarer ruffs in dummy for a second time, cashes the ♣A, ruffs a club and plays a diamond for the ten and king. West will score two trump tricks but declarer takes the rest.

2NT is also straightforward. If West leads a heart and East plays the jack declarer wins and plays a diamond for the ten and king. When that holds a second diamond means declarer is well on the way to eight tricks.

2♥ doubled will not be a happy spot for EW. With perfect defence (a club lead is best) declarer can be held to five tricks, but even two down will be a poor result.

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

<p>♠ A K Q J 7 ♥ 6 5 3 2 ♦ A 7 4 ♣ 5</p> <p>♠ 10 6 2 ♥ Q 8 ♦ 10 5 2 ♣ A 10 7 4 3</p> <p>♠ 9 8 5 4 ♥ A J ♦ J 6 3 ♣ J 8 6 2</p>	<p>♠ 3 ♥ K 10 9 7 4 ♦ K Q 9 8 ♣ K Q 9</p>
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If North opens 1♠ East doubles and South raises to 2♠/3♠ according to agreements. West might bid 3♣ over 2♠, but has nothing to say over 3♠.

With spades 3-1 declarer should be held to eight tricks in that denomination. Meanwhile EW can take nine tricks in clubs but are unlikely to be left to play there.

### Board 20. All. Dealer West

<p>♠ J 9 8 4 2 ♥ — ♦ K J 10 8 2 ♣ K 7 5</p> <p>♠ K Q ♥ K J 7 6 4 3 ♦ Q 3 ♣ 4 3 2</p> <p>♠ 10 6 5 ♥ Q 8 2 ♦ A 6 5 ♣ A Q 8 6</p>	<p>♠ A 7 3 ♥ A 10 9 5 ♦ 9 7 4 ♣ J 10 9</p>
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If West opens 1♥ North might bid 2♥ to show spades and a minor, not ideal because of the quality of the spades, but the sort of thing one tends to do at pairs. If East now bids 2♠ to show a good raise in hearts South has an awkward hand to describe. One possibility is to take the bull by the horns and jump to 4♠, another to bid 3♥ which ought to suggest a decent hand with some game ambitions. Whether that would be enough for North to jump to 4♠ is another question.

To make 4♠ declarer has to locate the ♦Q. On a heart lead, declarer ruffs and plays a spade, ruffs the next heart and plays another spade. If the defenders play a third heart declarer ruffs and must now play diamonds. If East has shown the ♥A the chances are that West will hold the ♦Q, as with ♠AKQ a double of 4♠ would be

likely, so if East also has that ace West surely has the missing queen.

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

<p>♠ Q 10 9 8 ♥ J 9 8 3 ♦ A 8 ♣ A Q 5</p> <p>♠ A 3 2 ♥ K Q 5 4 ♦ J 10 7 ♣ J 6 3</p>	<p>♠ J 7 6 4 ♥ A 7 6 ♦ Q 6 4 ♣ 10 7 4</p> <p>♠ K 5 ♥ 10 2 ♦ K 9 5 3 2 ♣ K 9 8 2</p>
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If North opens a 12-14 INT that is likely to end the auction. The same is true after 1♣-1♦-INT.

At this point I was tempted to invite David Bird to discuss the play but suspect he would have been otherwise engaged.

With diamonds 3-3 declarer should always secure eight tricks. If the defenders don't take their hearts nine becomes a possibility – that might happen if East leads a spade at trick one, although West can help partner by playing the ♦J on the second round of the suit, which should suggest something useful in hearts.

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

<p>♠ J 8 6 ♥ A K J 10 9 ♦ 6 3 ♣ K 9 8</p> <p>♠ K 10 7 5 3 ♥ 6 ♦ A K Q 10 8 ♣ Q 5</p>	<p>♠ A Q 9 2 ♥ 7 5 2 ♦ J ♣ A 10 6 3 2</p> <p>♠ 4 ♥ Q 8 4 3 ♦ 9 7 5 4 2 ♣ J 7 4</p>
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If East opens 1♣ West responds 1♠. East raises to 2♠ (even if North overcalls 2♥) and if South bids 3♥ West can cue bid 4♥. If East signs off in 4♠ West is worth another try with 5♦ and that should be enough for East to bid 6♠.

The neatest way to make 6♠ is to ruff the second round of hearts, unblock the ♦J, and ♣A, draw trumps and then discard four clubs on the ♦AKQ10 before ruffing a club.

#### Board 23. All. Dealer South

<p>♠ K J 9 3 2 ♥ J 10 8 3 ♦ K 9 5 4 ♣ —</p> <p>♠ A Q 4 ♥ 9 5 4 ♦ 10 7 ♣ K 9 5 4 2</p>	<p>♠ — ♥ Q 7 ♦ A Q J 8 6 3 2 ♣ A Q 8 3</p> <p>♠ 10 8 7 6 5 ♥ A K 6 2 ♦ — ♣ J 10 7 6</p>
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Unless South has a bid to show a weak hand with both majors (some might consider South's hand to be too good for that) it might be North who opens the bidding, perhaps with a light 1♠. If East overcalls 2♦ South has enough to jump to 4♦ (some would play it as a void showing splinter) North signing off in 4♠. If East competes with 4NT West will bid 5♣, but South will double.

If South does have a suitable opening bid (say 2♥ as described in *The Mysterious Multi*) North jumps to 4♠ and East probably bids 5♦ which North may be tempted to double.

It is easy to see that 4♠ is going to make, so EW may get a good score by bidding five of a minor. In theory NS can collect 800 from 5♦ doubled, but that requires South to lead a club, which is not going to happen.

#### Board 24. None. Dealer West

<p>♠ 5 4 ♥ Q 8 5 4 ♦ 10 8 5 ♣ Q 7 5 2</p> <p>♠ K J 10 8 7 3 ♥ 6 ♦ Q 2 ♣ 9 6 4 3</p>	<p>♠ Q 9 ♥ K 10 9 3 2 ♦ A J 9 6 4 ♣ A</p> <p>♠ A 6 2 ♥ A J 7 ♦ K 7 3 ♣ K J 10 8</p>
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If West opens 2♠ East has no reason to bid. If South overcalls 2NT that is likely to end the bidding.

If West starts with a Multi 2♦ East bids 2♠ and South's 2NT ends proceedings.



If West does not open East starts with 1♥ and South overcalls INT. Now West might try 2♠, ending the auction unless East bids again.

If EW play in spades the strongest defence is a trump lead although South must withhold the ace on the first round. If declarer wins in the short hand and plays a low diamond South wins with the king, cashes the ♠A and exits with a club. That should restrict declarer to eight tricks.

If South plays in 2NT and the defenders lead a spade declarer can win the second round and force out the ♣A. Then the heart finesse gets declarer up to seven tricks.

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

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

If South opens 1♣ West overcalls in diamonds, the question being at what level. Over 1♦ North can bid 1♥. When South rebids 2♣ West bids 2♦ and North raises to 3♣. If EW compete to 3♦ NS need to double to collect the 'magic 200'.

If West overcalls 2♦ North must choose between bidding 2♥ and doubling. If South then bids 3♣ either will work out well.

West might try overcalling 3♦, despite the poor distribution. If North bids 3♥ or doubles EW will get a good result unless South happens to pass the double.

It is easy to take eight tricks in diamonds, or nine in clubs.

#### Board 26. All. Dealer East

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

If North opens 1♦ South responds 1♠ and must then decide what to do if North rebids 2NT.

If North starts with a strong 1♣ South responds 1♦ and can then use Stayman if North rebids INT, which might see NS stop in 2NT.

If East leads a spade against a notrump contract declarer wins and will probably try the heart finesse. If West wins and returns the ♠10 and declarer ducks, East can overtake and exit with a spade and declarer should be held to six tricks.

If East leads a heart against a notrump contract West wins with the king and returns a heart. Now the strongest defence is for East to unblock the eight on the second round of the suit. When declarer attacks club West should only play an honour on the second round of the suit. Then the defenders should come to six tricks.

#### Board 27. None. Dealer South

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

If West opens 1♥ East responds 1♠ and then faces a decision over West's 2NT rebid. (You can compare this deal with the previous one.) Here East has an easy 3♥ bid and West goes on to game.

If West starts with a strong 1♣ East responds 1♦. If West rebids 1♥ the fit is established and 4♥ should be the final contract.

As the cards lie there is an excellent chance that declarer will score eleven tricks. For example, on a spade lead declarer might win in dummy and play a low heart to the nine. The strongest defence is for North to duck – then declarer will need to cross to dummy with a club, take a diamond finesse and play to ruff a diamond.

If North wins the first round of hearts and plays a second spade declarer wins, plays a club to the king, and takes the diamond finesse.

**Board 28. N/S. Dealer West**

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

If West starts with a 12-14/13-15/14-16 INT North bids 4♠.

If West opens 1♣ North bids 4♠.

If East leads a red suit against 4♠ declarer can play three rounds of diamonds to pitch a club and will score eleven tricks.

**Board 29. All. Dealer North**

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

If East starts with an Acol style 1♠ the fit immediately comes to light. West responds according to system and if the partnership stops at a safe level all will be well.

If East opens 1♣ it will take longer for the spade fit to come to light, but EW should be able to stop in game.

If East begins with a strong 1♣ West will respond according to system. One possibility is to respond 3♠, promising a singleton club, with at least three controls and 11+. Another is to respond 1♦ and then jump to 3♣ over East's INT rebid (the 'impossible negative'). If East then bids 3♠ EW could exchange cue bids (4♣-4♦-4♥) until East's 4♠ bid ends the auction.

Declarer's only problem is how to tackle the trump suit.

On this layout cashing the ace of spades and then playing a low spade will leave declarer with only nine tricks. Starting with a low spade to the eight is safer. If North wins with the ten, declarer can negotiate the suit for just two losers and collect eleven tricks.

A cunning North might try winning the first spade with the king. If declarer plays the ace on the next round there will be only ten tricks. It shouldn't work, but it's a no cost play.

**Board 30. None. Dealer East**

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

If East opens 2♥ and South and West pass, North might reopen with a double. Then South might elect to play for penalties, rather than jump to 4♠.

If East starts with a Multi 2♦ West responds 2♥ and now South is in the protective chair. Most pairs use a double in this situation as being for takeout, so South might decide to pass.

If East does not open and South starts with 1♣ North responds 1♦ and then bids INT over South's 1♥.

Another possibility for South would be to open with a three-suited 2♥. If West doubles North bids 2♠, to play opposite a four-card suit.

If EW play in hearts NS should be able to restrict declarer to just six tricks. South would probably lead the ♠K (North following with the queen) and then switch to the ♦9, North winning and returning the ♦4. After ruffing South switches to a club and there is nothing declarer can do.

There is an interesting point if South plays in notrumps and West leads a heart for the jack and ace. If declarer runs the ♦9 East wins and will probably cash two hearts. It is then important not to exit with a spade, as declarer will win in dummy, cash three more spades and the ♥10, squeezing West in the minors.

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

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

If North opens 1♥ South responds according to system – perhaps 2NT – after which there is a reasonable chance that 6♥ will be reached. One possible sequence: 1♥-2NT-3♣-3♦-3♥-3♠-4NT-5♥-6♥. After a slightly old-fashioned 1♥-3♥ North can bid 4♣ and when South cuebids 4♦ North should not stop short of 6♥.

The danger is that South might open the bidding, after which there will be a risk that NS will overreach. However, if North asks for keycards at some point and then uses 5NT to ask for kings it should be possible to stop safely.

As you can see there are 12 tricks in 6♥.

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

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

If West opens 1♦ East responds 1♥ and then passes a 2♦ rebid. If West rebids 3♦ East will bid 3NT. Another possibility is for West to rebid 1NT – where that promises 15-16 East might raise to game.

If West starts with a 15-17 INT East will look for a heart fit and then either invite or bid game.

If West starts with a 12-14/13-15/14-16 INT East will pass over the first two ranges and perhaps make a move over the third one.

If West plays in no trumps, declarer has a chance of taking nine tricks.

If North leads a spade declarer is in control and the same should be the case if North opts for a heart or a club. A diamond lead gives nothing away, but if declarer wins and plays the ♣Q (or the ♥J) the defenders will struggle to prevent nine tricks being scored. The toughest defence would see North take the ♣Q and return the suit, but if declarer takes dummy's king, and cashes four more diamonds North will be under pressure. Declarer will have to read the position, but if dummy is not squeezed by a sixth diamond the contract can be made.