



# The Irish Bridge Union Autumn Simultaneous Pairs

Monday 2nd November 2015

Dear Bridge Player,

Thank you for playing in the 2015 Simultaneous Pairs organised by the Irish Bridge Union. The booklet has 32 hands analysed by Brian Senior and is full of advice to help both the Novice player and the Club expert improve their game. You have four opportunities to play in this event on Monday, Tuesday, Wednesday and Thursday/Friday. Each night you are faced with a different series of challenges sometimes in the bidding, sometimes in the play and sometimes in defence. By looking at the ECatsBridge Website ([www.ecatsbridge.com](http://www.ecatsbridge.com) and choose Sims) you can see how other players throughout the country faced up to the challenges that you have faced.

The All-Ireland Inter-County Teams event for the Burke Trophy has always been one of the most enjoyable and friendly events for anyone lucky enough to qualify to play in it. Once again this year we will have a second event running in parallel, an Inter-County Team event restricted to players of Intermediate grade, competing for the O'Connor Trophy. Keep your eye out for when your county is running a qualifying competition.

The Irish Bridge Union organises Irish participation in European and World Bridge Events. This year Open, Women and Senior teams will take part in the European Team Championships in Budapest in Hungary next June and we hope they will qualify to go forward to their respective World Championships to be held in Lyons, France in August 2017.

Please have fun playing the Simultaneous Pairs and do think about playing in the other IBU events held during the year if you can.

This year, the IBU Midweek Senior Congress will be played in the La Mon Hotel in Belfast on 1 – 3 March.

The IBU Club Pairs will be played in Templeogue Bridge Centre - with Masters & Intermediate A players on 14 & 15 May and Intermediate B & Novice players taking part on 14 May only.

Enjoy your bridge – a game for life!

Liam Hanratty.  
President Irish Bridge Union



**Board 1. Love All. Dealer North.**

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

With no entry to the North hand, the defence will be in trouble and ten tricks in no trump should not be a problem if played by East. After a 1♦ opening, some Souths will scrape up a double because they have both majors, but this will not affect the outcome. West bids 1♥ and follows through with 2♣ FSF in hope of finding heart tolerance, over the 1♠ rebid. East may jump to 3NT or bid only 2NT and West raise him to game.

**Board 2. N/S Vul. Dealer East.**

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

If East devalues the bare king, he may open with a weak 2♦. West will inquire and bid 3NT on hearing that he is facing a maximum. If East opens 1♦, West will respond 1♠ then jump to 3NT over the 2♦ rebid, while if East passes West may open a strong no trump and be raised to game. Ten tricks are easy, but the defence cannot prevent eleven if declarer gets the ending right.

**Board 3. E/W Vul. Dealer South.**

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

Despite the bad trump split, West can make as many as nine tricks in a spade contract, while N/S can be held to eight in hearts. If South passes (don't tell anyone, but I might open a weak 2♥!) West may open 2♠ and that will run around to South. If he reopens with a double, North will have an interesting decision. To pass would be disastrous, but he will surely be tempted.

**Board 4. Game All. Dealer West.**

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

Will West open 2♠ when vulnerable and a weakish suit? A matter of personal style, but 2♠ looks to be a big winner on the actual lay-out as North has a horrible choice of actions and getting to a making contract will be tough.

If West passes, North opens 1♣ or 1NT and East overcalls/3♥. If North can get to 3NT with spades unbid, he will surely succeed, as East will never lead ace then queen of spades.

**Board 5. N/S Vul. Dealer North.**

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

North has a 2NT opener and South a raise to game – there is no reason at all to use Stayman, even the five-card variety, when holding a 3-3-4-3 hand with scattered honours. Left to himself, declarer will cash the top diamonds and has the spot cards to make four tricks in the suit. If East leads the two of diamonds, will declarer be tempted to rise with dummy's jack, thereby burning a trick?

**Board 6. E/W Vul. Dealer East.**

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

If East opens 1♣ or 1♦, South can overcall 2♥. Though they have only a combined 23 HCP, it would be no surprise were E/W to bid to the doomed 3NT now. To be fair, 3NT is only on the diamond finesse, so it is perfectly reasonable to bid it. Those who find a club partscore should score very well, however. A weak no trump opening may see South overcall and once again E/W will have a borderline decision to make.

**Board 7. Game All. Dealer South.**

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

If South opens a weak no trump he will be raised straight to game. Those playing a strong no trump or who believe in bidding and rebidding a six-card suit (a very reasonable approach) will open 1♣ and do just that, with North jumping to 3NT at his second turn.

The friendly lie of the cards means that only a diamond opening lead from West can prevent eleven tricks if declarer takes both major-suit finesses.

**Board 8. Love All. Dealer West.**

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

I suppose that either West or North might upgrade their 11-count to 12 and open. West may have the five-card suit, but it is very weak and I prefer the North hand, with its two decent four-card suits and well-placed intermediates in diamonds. Whether or not North opens, if left to themselves N/S should get to 3NT as South will always accept an invitation. A West opening bid could well see his side steal the contract, however.

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

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

If South opens a strong no trump he will play there. West had better lead a low club not the ace, as otherwise he will block the suit. On a low club lead the defence comes to six tricks, while on a top club lead they can take only four. If South opens 1♦ or 1♠, N/S will find the spade fit and perhaps play at the three level. The hands fit together well, so ten tricks are possible. Those who bid the spade game should score very well.

**Board 10. Game All. Dealer East.**

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

It is E/W's turn to bid to game on this one. The weak hearts mean that the East hand is not ideal for a weak two bid, but some will open 2♥ and now West will inquire and bid 4♥ on discovering that partner has a maximum. If East prefers to pass, West may open a strong no trump and again the heart game should be easily reached for a fairly routine eleven tricks.

**Board 11. Love All. Dealer South.**

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

A good heart view plus the double diamond finesse and N/S have 12 tricks in a heart contract. South has a normal weak two bid non-vulnerable. West may overcall 5♣ or may cuebid 3♥ to ask for a heart stopper. Over 3♥, North will bid 4♥ and West 5♣, perhaps doubled by North for a good save at -300. An immediate 5♣ may bully North into bidding 5♥ and that will succeed even without getting hearts right.

**Board 12. N/S Vul. Dealer West.**

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

West has a maximum weak two opener and North will overcall 2♠. East will jump to 4♥ or, conceivably, make a fit jump of 4♦ to show both red suits in case West wants to go on over an opposing 4♠. South will indeed bid 4♠, but West has no diamond fit so no interest in going on to the five level – just as well as ten tricks is the E/W limit. Four Spades, meanwhile, is beaten by a trick on perfect defence, but one can imagine it being allowed to make at many tables.

**Board 13. Game All. Dealer North.**

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

Four Hearts is a pretty good contract on the N/S cards, but most will stop in partscore. If North opens a weak no trump South will transfer, West maybe compete with 2♠, and North bid 3♥. Will South go on to game with only 8 HCP? A 1♣ or 1♥ opening leads to a very different scenario, but still someone will have to be in optimistic mood for the game to be bid.

**Board 14. Love All. Dealer East.**

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

E/W can make 4♥ unless the defence can negotiate a club ruff, while diamond ruffs are the key to holding a spade contract to just seven tricks. One possible scenario sees East open 1♣ and West respond 1♥, North doubling for take-out. Now a support redouble showing three hearts would enable West to jump to the heart game. Alternatively, a weak no trump would see West transfer, North double to show diamonds and East bid 2♥ to show three-card support, Again, West can bid game.

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

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

If West opens a strong no trump, he may play there, the defence taking five spade tricks and declarer the rest. North may come in with a bid to show both majors, though the vulnerability will discourage some, particularly facing a passed partner. A ruff is possible in either side-major to hold N/S to six tricks. The top spot is an E/W club partscore, making ten tricks for +130.

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

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

West has a weak no trump facing a fairly balanced 13-count so, with no reason for N/S to get involved, everyone should get to 3NT. Drop the stiff king offside and pick up three heart tricks and there are 12 in all for declarer, but why on earth should he drop the diamond? On a black-suit lead he will lose the diamond, have his second stopper knocked out, and play on hearts for his ninth trick. Ten tricks is the best that declarer can hope for.

**Board 17. Love All. Dealer North.**

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

If North opens a strong no trump, South may use scrambling Stayman, planning to follow through with 2♥ over a 2♦ response. Here, however, West is likely to overcall 3♣ rather than merely double 2♣ for the lead. North will pass and South double for take-out then leave his partner to declare 3♦. Ten tricks are possible here if declarer plays on spades and picks up three tricks in the suit.

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

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

East opens 1♣ and West responds 1♥. North may well overcall 1♠ for the lead, despite being vulnerable, but this will not affect East, who will re-bid 2♦. If West now bids 2NT, showing the spade stopper but not the values for a jump to 3NT, East should pass as he has a minimum for his reverse. With 3NT on the position of the diamond queen, it is a little random whether this will be the long-term winning auction, but today it is, as eight tricks should be the limit.

**Board 19. E/W Vul. Dealer South.**

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

I would open 1♣ as South, but some will pass. Either way, West will pre-empt, perhaps with 3♥ or, if not thinking the suit up to scratch when vulnerable, with 2♥. North will compete in clubs facing an opening, otherwise pass, and East will certainly raise 3♥ to game, but may only make a game try over 2♥ – 2NT is the way to do this, just as if facing an opening weak two bid, and West will show a maximum so game is again reached. The outcome is decided by the diamond guess.

**Board 20. Game All. Dealer West.**

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

If West opens 1♥, North overcalls 2♣ and East raises to 2♥. When that comes back around, North can bid 2NT to show long clubs with secondary diamonds, and that will excite South, who will compete up to the four level – there are ten tricks in a diamond contract. Things may be less clearcut where West opens with a weak no trump. North may double and South run to one of his suits.

**Board 21. N/S Vul. Dealer North.**

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

There are 12 tricks available in a spade contract, though few will bid to slam. If North opens with a multi, East has an easy double to show, initially, around (12)13-15 balanced, while he has to make a far less attractive take-out double after a simple 2♥ opener. There should be no problem in getting to the spade game either way, as even if East judges not to double 2♥ West also has a take-out double hand.

**Board 22. E/W Vul. Dealer East.**

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

Weak no trumps will bid this one 1NT – 3NT, and the likely spade lead gives the ninth trick immediately. Strong no trumps will have to open 1♣ and make an inverted raise to 2♣, invitational or better. It will be important from here that their methods make South declarer, as East would lead a diamond and now 3NT can be defeated with careful defence.

**Board 23. Game All. Dealer South.**

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

West is too weak for a vulnerable overcall and East too balanced to get involved, so E/W's cold 3NT – just needing the club finesse to win – will go abegging as, at most tables, the auction will be 1♥ – 1♠ – 2♥ – passed out. Both important minor-suit cards are offside and, while the heart finesse wins, the four-two split creates a sixth loser for down one.

**Board 24. Love All. Dealer West.**

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

Those who have a way to show an eight/nine playing trick hand will use it and may stop in 3♠, which is just made. The rest will have to choose between 1♠ and an Acoll 2♣ – surely 2♣ will be the popular choice. The former may end the auction, while the latter forces to game and, while 5♣ is possible double dummy, in practice all games rate to fail by a trick, so a N/S minus should score badly.

**Board 25. E/W Vul. Dealer North.**

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

Some will open 4♥ with the North cards and are likely to miss the cold slam by doing so. Those who open 1♥ can rebid 3♥ over the 2♦ response, and South may take the simple approach of asking for key cards. If North now bids 5♥, two without the queen, South will raise to 6♥. Some Norths may gamble that their seventh card means that the queen is not necessary and respond 5♠ to RKCB. Now South will make a grand slam try of 5NT, and North should bid 7♥ as the two kings have to be good enough.

**Board 26. Game All. Dealer East.**

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

E/W can make 3NT but I would stop in 3♥ after Pass – 1♥ – 1♠ – 2♥ – 3♥. No, I would not overcall 2NT as North when vulnerable. Apart from the risk of going for a penalty, the opposition have the majors and rate to win the auction, and now the play will be much easier for declarer, knowing that North has the minors.

**Board 27. Love All. Dealer South.**

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

South will open 2♥ and West has to be tempted to overcall 3♦. The trouble is that partner will now drive to game and accurate defence defeats any game – three rounds of hearts promotes a trump trick to beat the diamond game. If West does not overcall, East will bid 2♠ and now West bids 3♦. Though that would be forcing from a non-passed hand, East might judge to pass it facing a passed hand and go plus.

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

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

This one looks rather dull, with the vulnerability keeping N/S out of the auction. East will open 1♠ and West make an invitational raise to the three level, which East will of course accept. The double finesse is just the percentage play in diamonds and that means only one diamond loser and 11 tricks in all. Anyone who takes one diamond finesse then cashes the ace will get what they deserve for not knowing their basic suit combinations.

**Board 29. Game All. Dealer North.**

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

North has a classic example of a 3♣ opener and that will warn South off getting involved. West's shortest suit is clubs so, even at the three level, he has to make a take-out double once he has opening values. Three Hearts is the limit, but East could not be blamed for jumping to 4♥ and that is doomed. Declarer's best hope in 4♥ is the double spade finesse to create a discard for a diamond loser, but that proves to be unsuccessful.

**Board 30. Love All. Dealer East.**

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

If East opens 1NT, West will transfer then bid 3♦, natural and game-forcing, and East will sign off in 3NT. West can raise to 4NT to invite slam and now East's maximum allows him to accept and jump to 6NT. A greedy player will run the jack of clubs first chance he gets, but the best chance for the contract is to lead low towards the jack and that nets three club tricks and 12 in all. The greedy player gets lucky when a black-suit squeeze produces his twelfth trick.

**Board 31. N/S Vul. Dealer South.**

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

North will open 1♠ in third seat and South make a limit raise to the three level. North may make a cuebid but South will have no enthusiasm for slam so they should stop in game. It takes two rounds of trumps to stop 12 tricks, otherwise declarer can ruff a diamond low then a second one with the nine and eventually also ruff the last diamond with the queen.

**Board 32. E/W Vul. Dealer West.**

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

A tricky hand for N/S, who can make 4♠ but will not mind stopping in partscore. If West opens 1♣ North will double and East raise pre-emptively – to 3♣ facing four-plus clubs but maybe only 2♣ facing a possible three-card suit. North will double again and should pass South's response. North would also double a 1NT opening and East run to 2♣. Again, North will double again and South choose a suit in which to respond, his choice ending the auction.

# IRISH BRIDGE

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