

The Irish Bridge Union Autumn Simultaneous Pairs

Wednesday 8th November 2017 Session Number : 6268

Welcome to another instalment of our ever popular simultaneous pairs event - where the hands you have just played (well) have also just been played in most clubs all over Ireland (North and South) as well as in some neighbouring clubs in the UK and abroad.

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

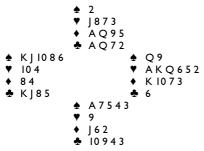
On behalf of the Irish Bridge Union, I want to thank you for taking part and remind you that your continued support in ventures like this helps us to promote, coach and send Irish players abroad to participate in European and World Championships. It is heartening to see that this investment in our players is starting to reap dividends at under 16, under 26, Women, Senior and Open levels - as some of our players are now being recognised as being among the top players in the world.

Our organisational skills have not gone unnoticed either so we will be among the front runners in the contest to host the World Championships in the not too distant future and if we are successful in our bid we will be calling on you for your support once more.

Bridgefully yours, Fearghal O'Boyle, I B U President

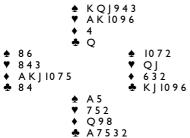


Board I. Love All. Dealer North.



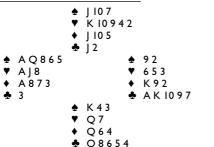
Whether playing weak or strong no trump, the normal opening with three touching four-card suits is the middle one, in this case $1 \blacklozenge$. East overcalls $1 \blacktriangledown$ and South bids $1 \spadesuit$, which silences West. If it would show a minimum, North may rebid 1NT rather than the $2 \spadesuit$ which will be the only option if 1NT would be strong. East will rebid the hearts and may play in $2 \blacktriangledown$, where careful defence results in down one. N/S would make $2 \clubsuit$ but will never be allowed to play there.

Board 2. N/S Vul. Dealer East.

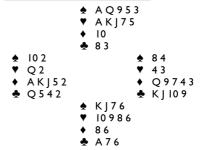


N/S can make slam in either major but that is only because of the lucky heart layout and few if any will bid to 6♥/♠. West can open 3♠ in third seat, trading a little on the favourable vulnerability, and North will probably cuebid 4♠ to show a major two-suiter. South will give preference to 4♥ and play there on a top diamond lead and club switch. Declarer may see no point in taking heart finesses as he expects West to be short in the suit, and if he plays hearts from the top he has 12 tricks.

Board 3. E/W Vul. Dealer South.

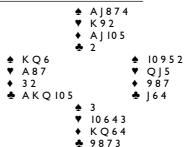


Board 4. Game All. Dealer West.



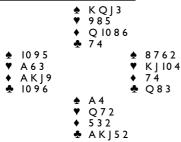
When West opens I♠ North can use a two-suited overcall, probably 2♠, to show the major two-suiter. East competes with 3♠ – a full-value 3♠ bid would cuebid one of the majors – and South will bid 3♠ or 4♠ – there is no need to offer partner a choice of suits when knowing of two nine-plus card fits. The double fit and side ace would lead me to jump to 4♠. There are II easy tricks, while if E/W save in 5♠ they can be doubled for +800.

Board 5. N/S Vul. Dealer North.



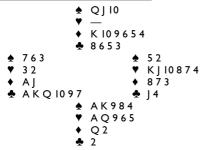
North opens I♠ and South responds INT in hope of finding a better spot. West will double, though that of course is take-out of spades he has to do something, and North will bid 2♠. When South passes, West may compete to 3♣ but South will take the push to 3♠, ending the auction. The friendly layout means N/S can make 10 tricks in diamonds, while E/W can be held to seven tricks in a club contract if the defence starts by taking spade ruffs.

Board 6. E/W Vul. Dealer East.



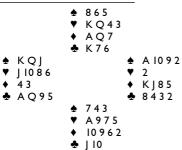
South has one of those hands which may be opened with INT whether playing weak or strong, and INt will usually end the auction if weak but see North use Stayman then follow up with 2NT if strong. South will of course decline that invitation. West cashes a top diamond and is disappointed by the sight of dummy's diamond holding. A passive club switch sees declarer take nine black tricks for a handy +150. On a low heart switch to the king and \P return, declarer will have to duck to come to eight tricks.

Board 7. Game All. Dealer South.



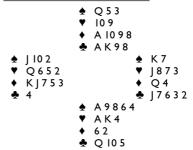
South opens I♠, West overcalls 2♠, and North raises to 2♠. That shuts East out and now South may jump to 4♠ or settle for a game try of 3♥. It is not clear that the latter invitation will be accepted by North, who has a heart void but only three trumps. What is clear, however, is that N/S can make II tricks in a spade contract if declarer plays on diamonds rather than trying to ruff out hearts. He makes five spades, five diamonds and the ♥♠.

Board 8. Love All. Dealer West.



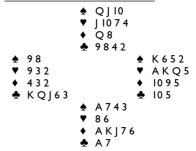
When West opens a weak no trump, North is short of what is required to double so will pass and INT becomes the final contract. The cards lie well for E/W and declarer can make an overtrick easily enough. If West opens I &, North can double. However, East's I response may shut out South and E/W will play in whatever West chooses to rebid, INT or 2 . The latter, an attractive option when holding a small doubleton in a side-suit, works well as the even trump split means that declarer has time to set up nine tricks.

Board 9. E/W Vul. Dealer North.



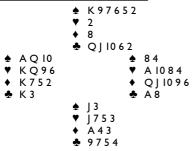
If North opens a weak no trump South will transfer to spades then jump to 3NT to offer a choice of games. With honour-to-three spades and a weak doubleton on the side, North has an obvious 4♣ bid. On a club lead declarer may lose only two trump tricks, while on a heart lead II tricks are still possible double dummy, but he will usually win, play a spade to the queen and king, and eventually lose two trumps and a diamond.

Board 10. Game All. Dealer East.



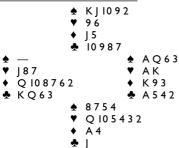
N/S are cold for 4NT or 4♠, though it is hard to see why they should get to either game on their combined 22-count. If East opens 1NT South will double and West run to 2♠. If North bids 2♥ to show some modest values South may then convert to 2NT and play there, while if North passes over 2♠ South may bid 2♠ and play there.A I♠ opening sees South overcall 1♠, and bid again when West's 2♠ comes around. Again, however, the only question is which partscore will be reached.

Board II. Love All. Dealer South.



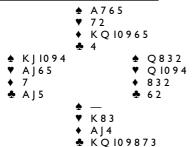
E/W have II tricks in no trump but only 10 in hearts if the diamond ruff is found. Acol players will find the hearts immediately as West opens I♥ and, though North may make a weak jump overcall or even cuebid to show the two-suiter, East will drive to game in hearts. A strong no trump opening from West again sees North overcall and East may start with a take-out double and once again find the heart fit. Those who manage to play in 3NT should score very well.

Board 12. N/S Vul. Dealer West.



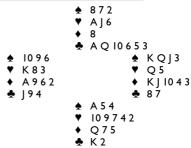
E/W have a decent slam in either diamonds or no trumps. If West opens 2♠ East will inquire but it will be tough to get to slam. If West opens 3♠ East may just blast 6♠ and give North a blind lead. If West passes and east gets to open 2NT, it will depend on the E/W methods and how optimistic West is feeling — minor-based hands are notoriously difficult to explore facing a 2NT opening. Few will get to 6NT for a huge score, while I would expect 6♠ to be well above average.

Board 13. Game All. Dealer North.



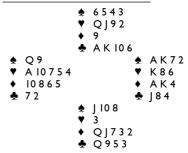
N/S can make 4♦ while 4♣ is also possible when played by South (a heart lead would beat it played by North). Meanwhile, you might think that E/W could make 4♣ – four spades, four hearts, a club and a club ruff – but, after two rounds of diamonds have forced the West hand, North will always be able to get a second spade trick as declarer will be unable to draw trumps and cash all four heart winners. Three Spades is cold, while a heart contract can be held to eight tricks.

Board 14. Love All. Dealer East.

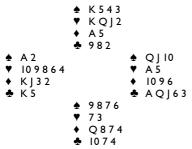


East will open I♦ and how many Souths will overcall I♥ on that emaciated suit? There will be a lot of passers and it is difficult not to have sympathy with them, but the winning action on this deal is to be bid, as 3♥ can be made while E/W can make 3♦ with a winning trump guess. The play in 3♥ is not straightforward but on a spade lead declarer wins and plays three rounds of clubs and East has no winning defence.

Board 15. N/S Vul. Dealer South.

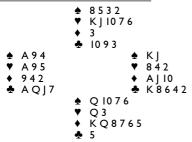


Board 16. E/W Vul. Dealer West.



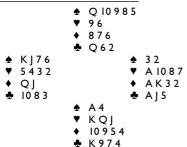
E/W make 3NT, possibly with an overtrick, and will surely get there if West opens the bidding. If West passes, however, unwilling to open a moderate 11-point hand when his long suit is ten-high, North may open INT and East just scrape up a double. N/S can scramble their way into 2♠ and get our for −500, but if they stay in INT doubled it could be −800. A spade lead gives the fourth trick, but after either a club or diamond lead declarer can be endplayed with a heart to lead away from the ♠K at trick 12 for down four.

Board 17. Love All. Dealer North.



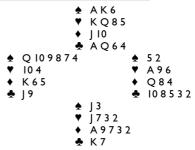
When East opens a weak no trump South will want to compete, particularly as the vulnerability is the most favourable one at which to become declarer on a competitive partscore deal. A natural 2• would be handy but not available to many pairs, while a bid to show spades and another would also work out OK. However, on the actual deal E/W have an easy 3NT and the strength to get there. There are nine top tricks and South will give a tenth on opening lead.

Board 18. N/S Vul. Dealer East.



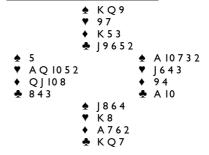
If East opens a strong no trump that will end the suction and, after the likely heart lead, there will be a minimum of one overtrick. If playing weak no trump, East will open I \P and West raise to $2\P$. East has too many potential losers to be worth a try for game so, with the vulnerability assuring N/S's silence, $2\P$ should end the auction. On a diamond lead, declarer can cash the second diamond then duck a heart. The club losers then go away on the diamonds and one can be ruffed.

Board 19. E/W Vul. Dealer South.



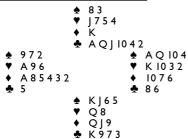
West opens 2♠ and North is a little strong for a 2NT overcall but not strong enough to drive to game – an awkward hand. He will double and if South responds 3♥ showing values, Lebensohlstyle, raise to 4♥. With the trumps splitting evenly, there are 11 tricks. These 19-20 point hands are much easier to show over an opposing multi 2♠. If West opens 2♠ North can double to show 13-15ish balanced or a big hand, then double again so show better than a 2NT overcall – perfect.

Board 20. Game All. Dealer West.



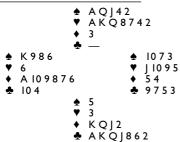
There will usually be three passes to South and, if South opens INT, either West or East may come in with a bid to show two suits, depending on their agreed system. I would be much happier overcalling 2♥ to show hearts and a minor, than if the bid showed only hearts. Even more so, I would be happier as East if I could show both majors, as in Landy, rather than have to overcall 2♠.E/W can make ten tricks in a heart contract but neither side can make anything else above the one level.

Board 21. N/S Vul. Dealer North.



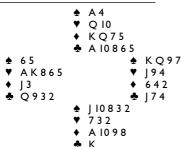
I expect many Norths to fall in love with the club suit and open I♣ despite having only II HCP including a bare king. South will respond I♠ and if West does not overcall North will rebid the clubs and South bid 2NT, much more dynamic than a raise to 3♣. North may pass 2NT or may run back to 3♣. Either may make exactly. If West overcalls 2♠ North should pass and East can raise to 3♠. That causes a problem for South, who does best to pass and collect +50. Not easy with I2 HCP facing an opening bid.

Board 22. E/W Vul. Dealer East.



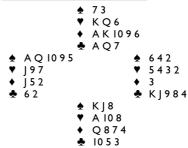
Wow – what a deal for N/S! South can make 6♣ on any lead but will not always do so. Say West leads his heart. Declarer wins and plays a diamond so West wins and returns a spade. To succeed declarer must read the hearts to be four-one and take the spade finesse to get rid of the fourth diamond – not easy. There will be too many different auctions to even attempt to predict how it will go, but I expect that quite a few Norths will insist on playing the hopeless heart slam rather than put dummy down in 6♣.

Board 23. Game All. Dealer South.



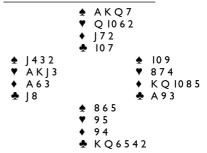
If playing weak NT North will open I♣ and rebid INT over the I♠ response — North is not worth a 2♠ reverse, while a 2♠ rebid doesn't exactly get the hand across either. For the same reason, if playing strong no trump I would open INT as North. A INT opening sees South transfer then pass 2♠, while a INT rebid will see some Souths correct to 2♠ while others pass. I would rebid 2♠ and, on this layout, that is the winning decision. Nine tricks can be made in 3♠, while INT is held to seven tricks.

Board 24. Love All. Dealer West.



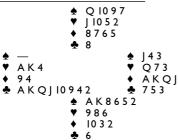
On a passive lead, N/S are held to nine tricks in 3NT. However, whichever of East and West is on lead will very often lead from their five-card suit and present declarer with a tenth winner. This actually illustrates that the quicker you get to your final contract the better. Say that an Acol pairs bid $1 \spadesuit - 3 \spadesuit - 3NT$; a club lead is very likely. But if North tries to get scientific, $1 \spadesuit - 3 \spadesuit - 3 \maltese - 3NT$, a spade lead becomes much more attractive and now there is no overtrick.

Board 25. E/W Vul. Dealer North.



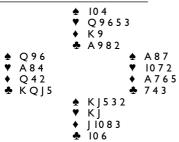
If North opens INT, South should transfer to clubs. It is not just that 3♣ rates to be a better contract than INT much of the time, but a 2♠ or 2NT response will also act pre-emptively to make life harder for the opposition. Will a vulnerable West be willing to double 3♣ for take-out? Perhaps. If he does so East will respond 3♠ and play there for +110. If North is left to play in INT he may be down three, as he can be endplayed to lead away from the ♥O.

Board 26. Game All. Dealer East.



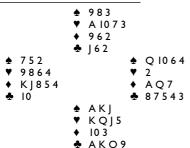
E/W are cold for 7♣ (or, indeed, 7♠), while N/S have a paying save in 7♠ doubled for -2000. How often do you get the chance to concede -2000 and get a good board? Methods will decide the route taken to 7♣. If East opens I♠ and South bids 2♠, West might bid 4♠, Exclusion Key Card for diamonds. If East can show two plus the ♠Q after North's likely spade raise, West will know he has I3 tricks. If East opens INT West bids 3♣ then 4♣ and East should start to cuebid the diamond controls.

Board 27. Love All. Dealer South.



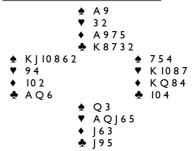
If West opens INT, either North or South may compete with a bid that shows their major plus a second suit — Multi-Landy or any of the Asptro family work well for this hand-type. As always, this is far more attractive than having to make a single-suited overcall on a ropey five-card suit. Here, both have to settle for playing the 5-2 major-suit fit — down one when West's INT could also be defeated. If West opens I♣, North will overcall but the lack of a fit may mean that N/S choose to defend INT.

Board 28. N/S Vul. Dealer West.



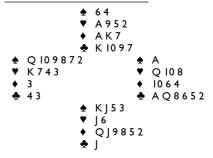
This one looks pretty dull. After three passes South opens 2♣ and rebids whatever range includes 23 HCP in his methods. The weak doubleton is a concern, but there is no sensible alternative. North will use some kind of Stayman and South should become declarer in ⁴♥. The opening lead is irrelevant and II tricks should be made at every table, with just two diamonds to be lost.

Board 29. Game All. Dealer North.



I would not open the empty I I-count when vulnerable and with my two suits the wrong way round to show both comfortably so would pass as North. However, I would open I ♥ as South as I want partner to lead that suit. West will overcall and North bid 2♣ or double. East has an easy raise to 2♠ and, when that comes back to North, he may double. N/S can make 3♣, while E/W are limited to eight tricks in spades. I suspect that many Wests will declare 3♣–I.

Board 30. Love All. Dealer East.



East opens I♣ and South overcalls I♠ – a weak jump overcall will not look attractive due to the decent four-card major on the side. West bids I♠, North cuebids 2♣, and East doubles. South will not like his hand at all and will attempt to sign-off in 2♠. However, North is likely to make one more try, 3♣ showing a stop or 2♠ asking for one. If N/S get to 3NT it is a touch and go contract which will sometimes make, sometimes not. Meanwhile, they have ten tricks in a diamond contract.

Board 31. N/S Vul. Dealer South.

★ K108632 ♥ 632 ♦ 764 ♣ 8 ♠ 74 ♥ AK4 ♦ AQJ102 ♠ AJ3 ♠ AQ95 ♥ Q975 ♦ 98 ♠ Q102

Six of either minor requires little more than to bring in the clubs without loss, but very few will see a slam in the E/W cards. When West opens I♦ North is too weak for a weak jump overcall at adverse vulnerability so will pass. East is a bit weak for 2♣ and won't like INT with a singleton spade so may compromise with 2♦ if playing Acol. If West now jumps to 3NT he will be very unhappy with the outcome. The route may vary but 3NT-2 will be a common result. Well done to those who avoid the NT trap.

Board 32. E/W Vul. Dealer West.

If East opens a strong no trump West will use Stayman then bid 3NT and South will usually lead a diamond. That allows declarer to win ten tricks. If East has to open one of a minor, the choice of suit may be critical. South may bid I ♦ over a I ♣ opening and East rebid INT.Will South now lead a diamond or a heart? Where East opens I ♦, South will choose the ▼K and, hopefully, the fall of the eight will convince him to continue hearts. If he leads low 3NT will be down one, if the queen, down two.

