

# ECatsBridge Pairs for BBC Children in Need Friday 9th November 2018 Session No 3633



Well ... another year has gone by and here we are again with another edition of the Children in Need Pairs. We really hope 2018 will be a very special year as with your help and a following wind, as they say, we rather hope to hit the one million pound mark ... wouldn't that be amazing? Since we started running this event, you have between you all raised a staggering £956,122.84. Can we do it? Only time will tell but we believe and hope that the answer is yes!

For this set the commentator was Brian Senior - Did he get it right we wonder? Our thanks go to him as always - we really appreciate the effort that goes in to writing these commentaries.

So ... did you win? or did you have a disaster? Or just, as we hope, an enjoyable evening's bridge helping to raise money for a wonderful cause?

Thank you all for coming along to your clubs and supporting us - we really hope you had fun and enjoyed the hands. We hope they weren't too difficult, but equally not too easy either. I haven't actually looked at them myself, just ran the dealing program and winged them off to the commentators. And Mark doesn't play bridge at all (never has!) so they wouldn't mean a thing to him!

Take care - and continue to enjoy your bridge

With our very best wishes

*Anna & Mark*

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

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

Double dummy, N/S make only 3♣ while E/W make only 3♥. However, it is easy to see either game making. If West plays in 4♥, will not North lead the singleton diamond at many tables. South must not play three rounds of the suit or the club winners go away on the long diamonds. And against an auction of 3♣ – 4♣, a diamond lead sees a heart winner disappear. I believe the king of hearts is the correct lead, but many will not find it after an auction in which West has not bid hearts.

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

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

N/S can make 11 tricks in either no trump or diamonds. Where East opens one of a suit they will normally get to game – usually 3NT – after an overcall from South, though a 1♦ opening may cause some difficulties as most Souths will have to pass at their first turn. Where East starts with a weak no trump, South may overcall 3♦ because 2♦ would be artificial. Facing a vulnerable overcall, North should try 3NT.

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

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

Once upon a time, there was fierce debate about what to open with five-five in the black suits. Nowadays, almost everyone opens 1♣. North will respond INT, East double for take-out, and South bid 2♣. West should bid 2♥ now and the auction could get quite competitive. Being at favourable vulnerability, N/S will usually win the contract, perhaps in 4♣. N/S can make either 4♣ or 3♠, while E/W should be limited to nine tricks in either red suit.

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

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

N/S can make 12 tricks in diamonds or 11 in spades but some may not reach game if South is allowed to show his weak no trump and North does not then drive to game. I expect most Easts to open 1♥ in third seat despite being vulnerable. Now I think a take-out double is better than a 2♦ overcall on such a moderate suit and moderate hand. That should see North bid game, normally 4♠, though a 1♠ response from West could make life interesting.

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

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

East will often open 1♦ and South overcall INT. North transfers to hearts then bids 3NT to offer a choice of games and the normal choice is to bid 4♥. When West leads the king of diamonds, declarer must win immediately or is defeated. He should now play on clubs to ensure the ruff required for his tenth trick. It would be a mistake to play on spades for a diamond discard as the spade can equally well be used to get rid of a club. A winning heart play, marked on the auction, now makes the contract.

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

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

Playing Acol, West opens 1♥ in third seat and North overcalls 1♠. East raises to 2♥ and West bids 2NT. East will not fancy that and should complete the picture of a weakish hand with three hearts and six diamonds by bidding 3♦, which should end the auction. If East opens a weak 2♦, a dubious action at adverse vulnerability, West will bid 2NT, inquiry, and show discipline to settle for 3♦ when partner shows a minimum.

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

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

East will usually get to open. If he opens 1NT, West will transfer to hearts then bid 3♦ and East may choose to play 3NT, where 11 tricks are normal, or perhaps 4♥. Alternatively, East will open 1♣ and usually become dummy in 4♥. If a passive red-suit lead is made and declarer wins, draws trumps and leads the ten of clubs. North must not play the king or a subsequent ruffing finesse gives the twelfth trick.

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

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

It looks to be a matter of routine to get to 3NT on the E/W cards: 1♣ – 1♥ – 3♣ – 3♦ – 3NT, the 3♦ bid not only showing the diamond stopper and spade weakness, but also leaving room to find a five-three heart fit should one exist. You will see that, double dummy, there are 12 tricks. That requires that after the nine of clubs is covered declarer goes back to dummy to finesse against the eight – a very unlikely play. In practice, declarer will be pleased to make one overtrick and some will make only nine tricks.

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

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

East will open 1♠ and West respond 1NT. Now a somewhat agricultural raise to 3NT will end the auction, while either 2♦ or 3♦ will find the spade tolerance and may see East declare the spade game. In 4♣ entries to pick up trumps are limited and 10 tricks is normally the limit. In 3NT, 11 tricks can be made. That is most easily achieved on the very natural defence of a club to the ace and club continuation as the ♣Q is a third entry to the West hand.

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

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

I would open 2♠ as East, even vulnerable, the six-four shape adding to its playing strength. If West now raises to 3♠, North has a tough call. If he bids 4♥, that should be makeable for a good score. If he doubles, South responds 4♣ and that may end the auction. Eleven tricks are easy enough. Even if North guesses to raise to 5♣, that is beaten by those who get to 4♥, perhaps having an easier ride against less opposition bidding.

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

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

E/W can make 3♠ or 3♦, N/S only 2♥ (repeated diamond leads ensure a defensive trump trick). If South opens 1NT, West will show a two-suiter if his methods permit it, otherwise just show spades. North will bid 2♥ if he can otherwise pass, and East will be happy to stop at the two level. If South opens 1♠, West overcalls 1♠ and East raises to 2♠. South has the wrong shape to compete now so 2♠ will often end the auction.

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

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

Unless playing some convention to show a hand better than a standard 4♥ opening, 4♥ will be the universal choice by West and that should be that as East has too many losers to consider slam and South, while shapely, is far too weak to get involved. If North leads a spade, South will need to switch to a diamond to save the overtrick. If North leads a club, declarer is under pressure. If he wins the ace then plays the ♣Q – ruff and over-ruff, he can cash the ♥A then play a spade. South will have to play back a diamond – 10 tricks.

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

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

E/W can make 6♦, though it is easy to see how that contract might fail. Declarer may win a spade or club lead and play ace of hearts and ruff a heart low. North over-ruffs cheaply and there seem to be only 11 tricks. Playing Acol, West should respond 2♣ to the 1♥ opening. West is worth only one bid unless a fit is found. If he responds 2♣, East can bid diamonds if he has them, while if West responds 2♦, East may not be strong enough to show a club suit.

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

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

East is close to opening the bidding but will usually pass so South gets to open 1♣ and North responds 1♦. Now East can double to show the unbid suits, though South may still rebid 1♠. North will probably jump to 3♦, invitational, and that will end the auction. It is all about the overtrick, which depends on declarer's club play. Even if East doesn't lead his singleton at trick one, by the time he comes to the club guess declarer should know enough to get it right for +130.

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

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

A typical Acol auction might be 1♠ – 2♣ – 2♥ – 4♣ – Pass, though either player might take a more optimistic view. Playing two-over-one GF, North should go more slowly over 2♥ and, if so, South will be willing to co-operate in a slam hunt due to his extra distribution and good controls. While slam can be made by starting with the queen of spades to pin the jack, it is normal to play ace and another trump and lose two trump tricks.

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

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

N/S can make 6♦ this time, though nobody will play that strange contract. It is normal to play 3NT and the even heart split means 10 tricks is the normal outcome. What would you open as South, 1♥ or 2NT? My preference is 1♥, planning to rebid 3♦ over 1♠/NT to force to game. A 2NT opener undervalues the playing potential should a red-suit fit exist, while the spade holding is hardly ideal for no trump play.

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

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

The popular auction will be 1♥ – 1♠ – 2♣ – 2♠ – Pass, all from E/W. North should lead a club as a diamond is too much of a gamble. Given a choice between dummy's suits, lead the shorter one as, when it proves to be unsuccessful, at least it will establish fewer winners for declarer. That should make it easy to cash the four minor-suit winners for down one. If North overcalls, a bit aggressive for my tastes, South will surely compete to 3♦ over 2♠ and that should be defeated.

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

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

On normal play and defence North will make 3♥, establishing whichever minor the defence attacks to get create a discard for a loser in the other minor. E/W meanwhile have eight tricks in a spade contract. South has a borderline opening, a matter of style, I would say. If he passes, West opens 1♠, North overcalls 2♥ and East passes. Best to pass as South on a likely misfit and West makes a reopening double. East bids 2♠ and maybe South bids 2NT, both minors? North bids hearts, of course.

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

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

N/S can make 3♥ with a good trump guess while E/W make 2♠. If South opens 1♦ and North bids 1♥, East can double and the spade fit is found. However, if South shows 15-17 balanced by rebidding INT North will compete to 3♥ over 2♠. If South opens INT and North transfers to hearts, East will pass at his first turn but may double when 2♥ comes around. That again finds the spade fit, but North again competes to 3♥. A lot of matchpoints hang on North's play of the trump suit.

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

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

West opens 1♥ and we see another example of a hand which must respond 2♠, not 2♦ as it is not strong enough to bid 2♦ followed by 3♣. This time West rebids 3♥ and East raises to game. There are 12 tricks. On a diamond lead, declarer wins the ace, draws trumps and plays on clubs. On a spade lead, declarer knocks out the ace of clubs immediately. Either way, the defence is powerless.

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

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

Unless your agreements require you to open 2NT or the equivalent on 19 HCP there is no reason to upgrade the East hand which should open 1♥ and play there at the vast majority of tables. A diamond lead holds the contract to seven tricks but if South leads a spade declarer should win and, seeing that there is only one entry to dummy, lead the king of clubs. A club winner can be established for a diamond discard and the dummy entry is used to lead to the king of hearts, making eight tricks.

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

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

Six Clubs can be made but few will bid it. If South opens a strong no trump North will force to game, either simply bidding 3NT or, if he has suitable methods, showing the spade shortage and minor-suit length. South will be happy to play 3NT due to his strong spades. If South opens 1♣, Acol, West can overcall 1♥ and North cuebid 2♥ to show a genuine club raise. South may cuebid in turn, asking for a heart stopper, and North bid 3NT as he has one.

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

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

It's very tough to judge where the music will stop on this one. If South opens 1NT and West can bid a natural 2♦ the spade fit may be lost, N/S playing in 3♣ perhaps, scoring +130. If West overcalls 3♦, that may shut everyone else out and goes one down if the defence leads clubs, clubs and more clubs. If E/W find the spade fit, usually after a 1♣ opening by South, they may play 3♣, just making, or 4♣ down one. Finally, if South is left to play in 1NT, there should be eight tricks.

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

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

Either West will open 1NT and play there, or West will open 1♥ and most will pass the 1NT response. South would lead a spade and the defence quickly establish three winners, while if North is on lead either he too may lead a spade or prefer a club, South winning and switching to a spade. Declarer will have seven tricks now and, if he plays on clubs, eventually the defence will have to allow him a club trick or will have to lead a diamond and give a trick there and eight in all.

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

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

North is a bit too good for a weak 2♥ so should open 1♥. Playing five-card majors, South might raise to 2♥, otherwise, 1♠ looks normal. Either way, West will double and North may repeat the hearts. While E/W can make game in a minor, presumably selecting diamonds, they will rarely get to game, +150 being a common outcome if declarer plays the opener for the queen of clubs. N/S, meanwhile, can be held to the six trump tricks in a heart contract.

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

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

Most Easts will ignore the fact that their 13-count includes a bare king and will open 1♣ or 1♦. South's hearts are very weak for a vulnerable overcall with only 8 HCP, so he should pass. The two likely auctions are 1♣ – 1♥ – 1♠ – 3♣ – Pass, and 1♦ – 1♥ – 1♠ – INT – Pass. One No Trump can be held to seven tricks for +90. Double dummy, 10 tricks are possible in 3♣ but, in practice, nine tricks for +110 looks the normal outcome.

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

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

If South opens a strong no trump that will normally end the auction and, with West having no entry to the long hearts, that should be a matter of over-tricks. Acol players will open either 1♣ or 1♠. Now the likely auctions are 1♣ – 2♣ – 2NT – Pass, and 1♠ – INT – 2NT – Pass. South can make 3NT or 4♣, both requiring a finesse of the ♠10. More likely, the outcome will be a trick fewer in each case.

**Board 28. NIS Vul. Dealer West.**

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

N/S can make 6♣ – except on a spade lead, which messes up the entries to take two diamond ruffs and get back to the North hand to draw trumps. If you bid the slam and get a spade lead, you have been very unlucky. More often, they will play in 3NT where there are 10 top tricks. Whether North opens 1♣ or INT, East will overcall, though what may depend on partnership methods. South will look for a heart fit and, probably, settle for 3NT when there is no such fit to be found.

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

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

N/S can make some sort of a partscore in any of the five denominations, but I would expect E/W to declare the contract more often than not. When North opens 1♦, East may overcall INT, or may prefer to double as he has a not completely secure diamond stopper and is four-four in the majors. If East doubles, West responds 2♣, North doubles for take-out and South leaves it in – down one. If West overcalls INT North may double and West again bid 2♣, doubled for penalty by South.

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

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

Playing weak NT, South will open 1♠ and rebid 2NT over the 2♥ response. It may continue 3♦ – 3♠ – 3NT, or North may choose to play the six-two heart fit. Say the contract is 3NT and West leads a club to the bare king. Declarer plays king then ten of hearts and West does best not to cover. However, everything else is so well-placed that declarer can find 12 tricks even without the long hearts, switching his attention to diamonds and spades.

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

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

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

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

After 1♣ – 1♠, West will rebid 2♦ or 2♥ then bid 2NT over East's 2♣. East may well raise to 3NT, expecting a slightly better hand for West's auction. If North leads a club, South wins and continues the suit and the contract is down one. But if hearts is the unbid suit and North leads a heart to declarer's queen. West plays on diamonds and North can eventually be endplayed with the fourth club to either lead again from the ♥K or give entry to dummy's spades.

If North opens 1♣, East may overcall 2NT, unusual, to show the red suits. South may double to show some bits and pieces and West bid 3♥. Some Easts may raise to game, some settle for partscore. To defeat 4♥, North must lead a diamond. If he does so, declarer cannot avoid losing two trump tricks as North can ruff the third diamond after South has won the first heart with the queen. On any other lead, declarer can play trumps for one loser then give up a diamond.



## Please read me !!

Hopefully you have read this far because we have yet another favour to ask you !

Mark and I use eBay to sell items to raise funds for RNLI - mostly stamps or old bank notes ... things with some small value that are easy to post. If you have anything like that and could send it to us - well that would be marvellous! Every little helps and living as we do on a fairly small island off the top of Scotland we are very aware of the value of the RNLI and the courage of all its volunteers and want to do our bit to support them.

Did you know that we run a lot of other Simultaneous Pairs ?

Our special Charity ones are held during the year - the January one (with no master points) raises money for UNICEF; the March one, the Charity Challenge will be raising funds for RNLI in 2019, and there is the Kidney Research one in July.

In addition there are Scottish, Irish, Welsh and Celtic Sims.

The EBU licence covers affiliated clubs for the Charity events, and we run a special session for non-affiliated English clubs so they are not excluded.

All the details are on the website - probably best to have a look at the calendar which is at: <https://www.ecatsbridge.com/sims/info/calendar.asp> as details about each of the events is linked from there.