

The Scottish Bridge Union

The Easter Sims incorporating

The Bobby Allan Mixed Pairs



Tuesday 10th March 2020 Session # 4468

Dear Bridge Player

Thank you for playing in this Simultaneous Pairs - we do hope you enjoyed the hands and found the commentary interesting - we would like to thank Harry Smith for doing the commentary for you.

This event is run over five days, with different hands for the Monday, Tuesday and Wednesday and a combined set covering Thursday and Friday.

None of the heats are limited to Mixed Pairs - anyone may take part - but the Bobby Allan Trophy will be awarded to the Mixed Pair having the highest percentage overall - i.e. over the five days. Red Points will be awarded across the whole field regardless of gender mix.

And finally - go to the usual place - <https://www.ecatsbridge.com/sims> to check the results.

Best wishes as always

Anna

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Board 1. Dealer North. Vulnerability None

<p>♠ A 9 8 7 4 ♥ Q 10 8 ♦ K Q ♣ A J 7</p> <p>♠ J 10 2 ♥ A K 6 5 2 ♦ 4 ♣ Q 8 6 5</p>	<p>♠ K Q 6 ♥ J 9 4 3 ♦ A 10 9 8 3 ♣ 9</p>
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<p>♠ 5 3 ♥ 7 ♦ J 7 6 5 2 ♣ K 10 4 3 2</p>	
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North may open a strong INT or 1♠, but either should be followed by 2 passes, leaving West to bid 2♥, either natural, or possibly hearts and a minor over INT. East will advance, but, if he only invites, having made a 2-level overcall on a 10-count, West is unlikely to go further. To make 10 tricks, East has to knock out ♠A after one round of trumps precisely. I expect 420 to E/W to score very well, but even 170 could be above average.

Board 2. Dealer East. Vulnerability N/S

<p>♠ A K 8 7 4 ♥ A ♦ A 4 2 ♣ A J 10 2</p> <p>♠ J 10 5 3 2 ♥ 6 5 3 ♦ 9 5 3 ♣ 8 4</p>	<p>♠ Q 6 ♥ K J 7 ♦ 10 8 7 ♣ K 7 6 5 3</p>
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<p>♠ 9 ♥ Q 10 9 8 4 2 ♦ K Q J 6 ♣ Q 9</p>	
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Non-vul 1 would open the South hand 1♥, but at this adverse vulnerability, I think it is a good 2♥ opener. Despite his 20 points, North should not get too excited with a singleton in partner's suit; game is sufficient, but which one? On this hand, lack of entries to the South hand will limit declarer to 9 tricks in 3NT, barring assistance from the opposition. 4♥ is a lot safer and should make 11 tricks in comfort.

Board 3. Dealer South. Vulnerability E/W

<p>♠ A K Q 9 6 2 ♥ 10 3 ♦ 8 7 5 ♣ 10 3</p> <p>♠ J 10 7 ♥ K 9 2 ♦ K 6 ♣ 8 7 6 4 2</p>	<p>♠ 4 ♥ A J 8 6 5 4 ♦ Q J 9 4 3 ♣ J</p>
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<p>♠ 8 5 3 ♥ Q 7 ♦ A 10 2 ♣ A K Q 9 5</p>	
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After South opens either 1♣ or a strong INT, N/S will easily get to their 4♠ contract with 11 tricks the normal result. However, much will depend on what East chooses to do with his very shapely hand. If E/W are allowed to play 5♥, doubled of course, all will depend on the play of the ♥ suit, as the result will be either 1 down for a good score or 2 down for a poor score. If South's opener was INT, there will be no problem getting it right.

Board 4. Dealer West. Vulnerability All

<p>♠ 3 ♥ A J 9 3 ♦ A J 6 4 2 ♣ 10 9 5</p> <p>♠ A K Q 10 9 7 ♥ 7 ♦ 9 5 3 ♣ K J 8</p>	<p>♠ 8 5 4 ♥ K 10 8 6 2 ♦ 7 ♣ Q 7 3 2</p>
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<p>♠ J 6 2 ♥ Q 5 4 ♦ K Q 10 8 ♣ A 6 4</p>	
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West will open 1♠, and the match points will depend on what East does. If he raises to 2♠ or bids INT, E/W are likely to play in 2♠. If he passes, South will come in with a balancing INT, and after West bids 2♠, N/S are likely to get to 3♦. 4♠ by E/W makes a lucky 10 tricks. Best defence will be a spade lead, but after a heart from hand by West, the defence will be limited to one trick in each of ♥, ♦ & ♣. 3♦ by N should make an easy 9 tricks.

Board 5. Dealer North. Vulnerability N/S

<p>♠ A K J 8 ♥ Q 8 4 ♦ A Q 9 4 ♣ J 8</p> <p>♠ Q 10 7 6 ♥ 10 3 ♦ K J 10 7 2 ♣ Q 10</p>	<p>♠ 9 5 2 ♥ A K J 5 ♦ 8 6 5 3 ♣ 6 3</p>
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<p>♠ 4 3 ♥ 9 7 6 2 ♦ — ♣ A K 9 7 5 4 2</p>	
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Which game will South go for if North opens a strong INT? 3NT is easy when clubs break, and will always outscore 5♣. This will make either on a ♦ lead, or on the ♠ finesse, but is limited to 11 tricks.

Weak Notrumpers may open the North hand 1♦, but eventually the same decision will have to be made.

Board 6. Dealer East. Vulnerability E/W

<p>♠ K Q J 8 2 ♥ K J 9 7 ♦ A 8 ♣ K Q</p> <p>♠ 10 6 3 ♥ 10 6 4 ♦ 6 5 2 ♣ J 7 4 3</p>	<p>♠ A 7 5 4 ♥ Q 8 ♦ K 9 4 3 ♣ 10 9 2</p>
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<p>♠ 9 ♥ A 5 3 2 ♦ Q J 10 7 ♣ A 8 6 5</p>	
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Will South decide this hand is an opener? If so, North is likely to go charging to a very high level once the ♥ fit is found. However, RKC is likely to be employed and this will tell N/S that they are missing a key card and the trump Queen, allowing them to stop at the 5-level. Most pairs will be held to 11 tricks, losing a trump and ♠A, with the losing ♦ going on the ♣ winners. Those who take an unusual view in trumps will find this is their lucky day!

Board 7. Dealer South. Vulnerability All

<p>♠ A 10 8 3 ♥ K Q J 10 9 ♦ — ♣ J 10 7 3</p> <p>♠ Q ♥ 6 ♦ A K Q J 7 6 4 3 ♣ Q 9 2</p>	<p>♠ K 9 6 5 4 ♥ 5 4 3 2 ♦ 10 2 ♣ 5 4</p>
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<p>♠ J 7 2 ♥ A 8 7 ♦ 9 8 5 ♣ A K 8 6</p>	
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If South opens a weak INT, West is likely to double – he will know to lead the 4th highest of his longest and strongest! With this start to the auction, N/S may find it difficult to get to their best spot, the heart game. After a 1♣ opener by South, and some number of ♦s from West, it should be easier.

To make the game, declarer will need to knock out ♣Q before trying the spades. With the defence forcing in diamonds, East will have trump control, but no way to get his partner in. For E/W, 5♦ is a good save thanks to the ♦10 providing an entry to dummy.

Board 8. Dealer West. Vulnerability None

<p>♠ J 5 ♥ Q 7 5 ♦ A 9 8 7 5 3 ♣ A K</p> <p>♠ A 10 6 4 3 ♥ J 10 3 ♦ J 2 ♣ Q 8 5</p>	<p>♠ Q 9 7 ♥ 9 8 6 4 2 ♦ K 6 ♣ J 10 3</p>
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<p>♠ K 8 2 ♥ A K ♦ Q 10 4 ♣ 9 7 6 4 2</p>	
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5♦ can make here, but when East gets in with his ♦K, North will have to guess correctly when a ♠ is returned. The main problem for N/S, however, will be staying out of 3NT, unless they wish to gamble on a non ♠ lead, as the 10 tricks then available will beat the 5♦ game.

Board 9. Dealer North. Vulnerability E/W

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

If North passes initially, East will open 1♣ and South should double. The ♥ game should now be reached easily. If North opens 1♥, South will get excited, but when partner shows a shapeless minimum, he should subside in game. 12 tricks can be made on the very fortunate lie of the cards, with the ♥ suit lying very favourably, and East squeezed in ♦ and ♣, providing declarer interprets East's uncomfortable wriggles correctly. Anyone who bids slam should, if there were real bridge justice, lose points for style!

Board 10. Dealer East. Vulnerability All

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

East has a clear 1♦ opener, and West will raise to 2♦. After North doubles, East will probably try 3♦, and South will bid 3♥, probably ending the auction. With the ♣ finesse working this should make 10 tricks unless a ♦ lead and ♠ switch has been found. Any E/W who venture to the 4-level in ♦, will be rewarded for their overbidding, as 10 tricks are easy. However, they may push N/S into the ♥ game.

Board 11. Dealer South. Vulnerability None

<p>♠ Q ♥ J 10 6 4 3 ♦ J 4 2 ♣ K 7 4 3</p> <p>♠ A K J 10 8 7 5 ♥ A ♦ A K 6 ♣ 9 2</p>	<p>♠ 6 3 ♥ K 8 7 2 ♦ 5 ♣ A Q 10 8 6 5</p> <p>♠ 9 4 2 ♥ Q 9 5 ♦ Q 10 9 8 7 3 ♣ J</p>
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Grand slam is on for E/W in ♠ thanks to a favourable lie of both missing black suit honours. However, the small slam is a good contract, and most pairs would hope to bid it. It isn't easy if West opens 1♠, as he has no good rebid after partner's 2♣.

Those who choose to treat it as a game forcing 2♣ opener, should get to slam easily.

Board 12. Dealer West. Vulnerability NIS

<p>♠ 6 5 ♥ 10 8 5 ♦ 8 7 6 5 4 ♣ K 6 5</p> <p>♠ Q J 9 8 ♥ A 7 6 ♦ A J 9 ♣ J 10 3</p>	<p>♠ A 7 4 3 ♥ K Q J ♦ 3 2 ♣ A 9 7 4</p> <p>♠ K 10 2 ♥ 9 4 3 2 ♦ K Q 10 ♣ Q 8 2</p>
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E/W should easily bid to game, possibly in NT, but more likely in ♠. In both, 10 tricks are available, losing a ♠, a ♦ and a ♣, giving the match point edge to the NT bidders.

The NT contract needs the ♦ suit to lie well, but the safer ♠ contract scores less well.

Board 13. Dealer North. Vulnerability All

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

West is likely to end up playing 3NT. After North opens 1♦, either East will find a double, and West's 2NT response will be raised to game, or East will pass and West's balancing 1NT will take him to the same spot. After the normal lead of a ♦, 4 rounds of ♣ will leave the North hand sadly bereft. Worse, declarer knows he has all the high cards, so will be able to read his pain. Providing declarer plays the ♠ suit sensibly, ducking the second round, 9 tricks will be easy.

Board 14. Dealer East. Vulnerability None

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

A common auction will be 2♠ by South passed out. This contract will not fare well with a trick to lose in each of the 3 outside suits and 4 to lose in trumps. However, N/S can expect slightly above average for this, as some Souths will not open. In this event, West may open and North might take action, and certainly will if West passes. This will probably lead to E/W playing a NT part score for +120 or +150 beating the +100 gained from 2 off undoubled.

Board 15. Dealer South. Vulnerability NIS

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

An easy 4♠ for E/W, which should be bid at nearly every table.

Those who lead the ♥J early and persuade North to duck will score well.

Board 16. Dealer West. Vulnerability E/W

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

West may open this hand, but most won't.

If North opens 1♠, South can splinter in hearts.

It'll be a good test to see if they've discussed the meaning of 1♠ - 4♥!

In 4♠, declarer can ruff the likely ♥ lead, but with East having a singleton ♣ and 3 trumps, communication to take 3 ruffs isn't there, so on good defence he should be held to 10 tricks.

Board 17. Dealer North. Vulnerability None

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

I'm an advocate of a 3♦ opener from North. It is a good suit, never mind the lack of a seventh, you're non-vul, and you're very short in both majors. Neither East nor West has a clear action over this, and it could become the final contract. Game is actually good in either major for E/W, only failing in ♠ due to a ♥ ruff. However, I suspect most E/W pairs, who do not get a 3♦ opener, will play in a major part score.

Board 18. Dealer East. Vulnerability N/S

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

A routine auction with a 2NT opener and any form of Stayman should lead to East playing 4♥. After the lead of ♦10, declarer should play 3 rounds of ♦ ruffing the third. On playing ♥A, the ♥9 appears from South. If you were playing Zia, this could well be from J9xx, but the real likelihood must be it is from shortage. Cross to the ♥Q, and take the marked finesse. There is a ♠ loser, so 10 tricks. If instead of taking the ♥ finesse, declarer tries to ruff a ♠, North's ♠ shortage will lead to the same result.

Board 19. Dealer South. Vulnerability E/W

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

Either East will open a weak INT and North will double, or East will open one of a suit, and North will bid INT. In the former case, East will probably play in INT doubled, and the defence can only take 3 tricks in clubs, 2 in hearts ♥ and 1 in diamonds for +180 to E/W.

In the latter case, North's INT will be passed out, and the same 6 tricks are the limit for N/S so +100 to E/W.

Board 20. Dealer West. Vulnerability All

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

After West's 1♥ opener, I prefer double to INT with the North hand. East will raise ♥, and South will bid ♠, knowing there is a fit with the double. North is likely to invite, and the optimists will end up in the ♠ game. Providing care is taken over the entry situation to the South hand, this will make in comfort.

Board 21. Dealer North. Vulnerability N/S

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

After North opens 1♣, East should double, holding both major suits.

South can raise clubs as long as N/S are playing a natural 1♣. E/W will go on, but many will fail to find the ♥ fit, playing in the diamond part score, for +110.

Those who do find the heart fit will be well rewarded, as the lucky lie of the cards allows 10 tricks to be made.

Board 22. Dealer East. Vulnerability E/W

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

After 2 passes, West is likely to open 2NT, and reach the routine 3NT. Even if he opens 1♣ and rebids 2♣, the final contract should be the same.

With 10 top tricks once the ♣ suit has broken, the eleventh will come from ♠, with any problem removed as the singleton ♠Q appears, or from ♥ if that suit is led.

Board 23. Dealer South. Vulnerability All

<p>♠ J 10 6 ♥ K 9 8 7 ♦ J 9 3 ♣ Q Q 8 2</p> <p>♠ Q 5 ♥ A 6 5 ♦ A 10 8 4 2 ♣ A 10 4</p>	<p>♠ A K 8 ♥ J 10 2 ♦ K 5 ♣ J 9 6 5 3</p> <p>♠ 9 7 4 3 2 ♥ Q 4 3 ♦ Q 7 6 ♣ K 7</p>
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Another hand where all roads lead to 3NT. All roads also seem to lead to 11 tricks. On a heart lead, declarer should play on clubs, and when the defence get in they can clear the heart suit.

Declarer has 3 tricks in spades, 2 in hearts, 2 in diamonds and 4 in clubs.

On any other lead, declarer will have time to set up both ♣ and ♦, losing only 1 trick in each of these suits.

Board 24. Dealer West. Vulnerability None

<p>♠ 10 6 5 ♥ 10 9 7 5 ♦ Q 7 6 5 ♣ 10 6</p> <p>♠ Q J 9 8 7 3 ♥ 8 6 4 ♦ 9 3 2 ♣ 4</p>	<p>♠ 4 2 ♥ A Q 3 ♦ 8 ♣ A K J 9 7 5 3</p> <p>♠ A K ♥ K J 2 ♦ A K J 10 4 ♣ Q 8 2</p>
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If West passes, East will open 1♣, and South will double, planning to rebid 2NT. However, West is likely to respond 1♠, and East could jump to 3♣. He might well play there, possibly doubled, for -100 or -300.

N/S will need the double to get the match points as they have an easy +120 in 2NT or +130 in diamonds.

Board 25. Dealer North. Vulnerability E/W

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

N/S will be silent, and West should learn, no later than the second round of the auction, that his partner has 18-19 (or 17-18) with no fit for his suits.

The correct action is to stop in 3NT.

A very lucky 12 tricks are available courtesy of the spade finesse, the position of the ♦K and the 3-3 ♦ split.

Board 26. Dealer East. Vulnerability All

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

E/W should reach 4 of either major.

Hoping for more match points, 4♠ is the better spot, so that the 5-4 ♥ fit could be used for a ♣ discard if the trumps are 3-2. However, they're 4-1 so both 4♥ and 4♠ make 10 tricks.

Board 27. Dealer South. Vulnerability None

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

This could be an amusing hand for N/S. It is likely that after 3 passes, East will open either 1NT, if strong, or 1♣ otherwise. The former will be raised to 3NT via Stayman. The latter will receive a 1♥ overcall and avoid the doomed 3NT. After 1NT – 3NT, West will lead the ♥K for an unblock and take the first 5 tricks. Any E/W pair who reach the moysian 4♠ will do well. Declarer must not draw 3 rounds of trumps right away as North will be able to ruff in on ♣ and take 3 ♥ tricks. The winning line is to duck a trump early, while there is still one in dummy to ruff the third ♥.

Board 28. Dealer West. Vulnerability N/S

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

After the auction begins 1♠-1NT, it is hard for N/S to reach the making 4♥. East will have no trouble finding the killer ♦ lead, and the defence must still come to a ♥ or a ♠ trick. In 4♥, declarer takes a ♦ ruff and makes 4 trumps, 3 in ♠, 2 in ♣ and the ruff for 10 tricks.