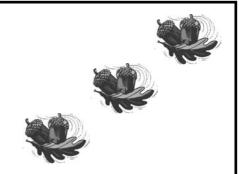
Bridge Great Britain



THE 2007 BGB AUTUMN SIMULTANEOUS PAIRS



Wednesday 10th October

Dear Bridge Player

Well I hope you enjoyed that set of hands! It seems ages ago that I dealt them - but in case you were wondering, I dealt them myself, and they haven't been altered in any way - just ordinary deals, not selected ones. So I do hope they were fun and interesting and not flat boring ones .. I confess I don't even look at them (I just don't have time!) so I am not in a position to comment on them in any way!

Our thanks go to Brian Senior for the commentary ... he is usually pretty accurate in his estimate of what will happen, so I wonder if he has managed to get it right again this time!

Results from the Simultaneous Pairs will be scored live as usual, on www.ecatsbridge.com - hopefully your club will be able to upload the results directly to the server either later this evening or tomorrow and then those of you with Internet access will be able to log on and see your local club result as well as the overall results, which are scored dynamically as soon as the results are uploaded.

Thank you for taking part in this event ... I hope you enjoyed yourself, win or lose, and that you will play in some more Simultaneous Pairs events in the future.

As you play this, the World Championships will be reaching their exciting closing stages out in Shanghai, and you can find results, bulletins and other information at www.worldbridge.org. Do have a look to see how the English Women's Team fared, and I am sure there will be representatives from all over the UK playing in the Transnational Open Teams Championship

With best wishes

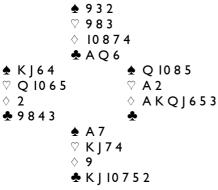
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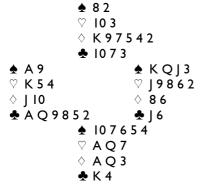
Web Site: www.bridgegreatbritain.org Web Site for Results: www.ecatsbridge.com

Board I. Love All. Dealer North.



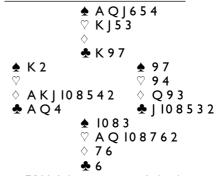
6♠ is cold if played by East to protect the heart position – and East may well drive to slam when she hears partner first bid hearts then raise spades. The most challenging defence is a club lead, ruffed, win the second spade and lead a second club. East has to ruff with her last trump. No problem. She ruffs the second diamond to get to dummy to draw the last trump and makes three spades, six diamonds, a heart and two ruffs.

Board 2. N/S Vul. Dealer East.



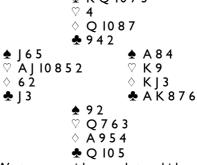
A strong no trump opening from South will create an awkward problem for many E/Ws, as West will not have a natural $2\clubsuit$ overcall available to her. INT will make an overtrick on a club lead. East should compete, however, and West may invite game, the partnership stopping in $3\heartsuit$, which makes exactly. This is also the most likely contract after a $1\clubsuit$ opening: $1\spadesuit-2\clubsuit-Pass-2\heartsuit-Pass-3\heartsuit-All Pass$.

Board 3. E/W Vul. Dealer South.



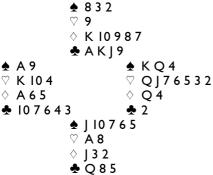
6♦ E/W fails courtesy of the losing club finesse — only one off as South never gets in to lead a spade through — while 6 $^{\circ}$ N/S succeeds courtesy of the winning spade finesse. 7♦ doubled is therefore a good sacrifice. When South opens 3 $^{\circ}$,West may overcall 5 $^{\diamond}$ and North gamble 6 $^{\circ}$, assuming partner to have little wastage in diamonds. That will be a great success and may well attract a double from West. There will be an overtrick on a non-club lead; +1310.

Board 4. Game All. Dealer West. ♠ K ○ 10 7 3



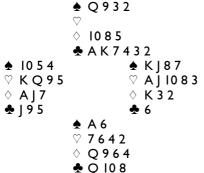
West opens with a weak two bid and East should bid 4% – a vulnerable opening should provide good play for game and communications will be better than in 3NT. North leads the $\pm K$ and declarer should duck. Say that North switches to a diamond – declarer needs to get this right – the jack forces the ace and back comes a spade. Win the ace, % K and a heart to the jack. Now three rounds of clubs, ruffing, cross to the % K and lead a winning club. Either the spade loser goes away or South has to give up the trump trick.

Board 5. N/S Vul. Dealer North.



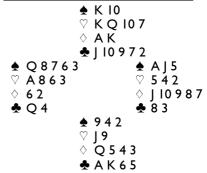
Most Norths will open $I \diamondsuit$, though there will be a few passes from those who don't like to open with only II HCP. Either way, the East hand is a borderline pre-empt or one-level opening. The seven-card suit and lack of aces suggest $3 \heartsuit$, but the maximum in high cards and good spade support suggest $I \heartsuit$. I think $I \heartsuit$ is the long-term winner. Here, West shows a constructive raise to $2 \heartsuit$ and East bids on. Game is cold but will not always be reached.

Board 6. E/W Vul. Dealer East.



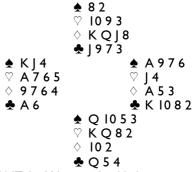
Another borderline game. After 1° – $(2\clubsuit)$ – 3° , most Easts will go on to game. Two rounds of clubs puts pressure on declarer but when the four-nil trump split appears it points her in the right direction in spades. It becomes normal to play North for spade length, which means leading the ten and, if that gets covered, leading low to the eight on the second round to make the contract. Five Clubs is a good save for N/S but few will bid it.

Board 7. Game All. Dealer South.



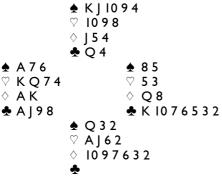
After two passes, North opens a strong no trump and is raised to 3NT, or I ♣ and rebids 3NT over the 3♣ response. It is normal to lead a diamond from the East hand and it is normal to get the clubs right as declarer. Then declarer leads the ♡J off the table. Far more often than not, West will duck and declarer will run for home. The contract will fail if West goes in with the ♡A and leads a spade, but that is tough to do, or if declarer gets greedy and tries a second heart.

Board 8. Love All. Dealer West.



2NT by West is the likely contract, after either a INT opening or rebid (the contract could be played by East after $1 \lozenge / \lozenge - 1 \spadesuit - 2 \spadesuit - 2NT$). There are seven easy tricks but it is not clear where the eighth will come from unless the defence slips up by, for example, opening up the club suit to allow a third winner for declarer there. There is some scope for a major-suit squeeze against South, but that can be broken up easily enough. I suspect, however, that eight tricks will be made quiet often.

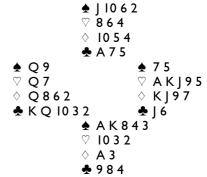
Board 9. E/W Vul. Dealer North.



Well, I confess that at this vulnerability I might open $2 \triangleq$ as North – and let E/W pick the bones out of $2 \triangleq$ – Pass – $4 \triangleq$! But that is hardly mainstream. $6 \triangleq$ is only defeated by a spade lead but, as the slam is beatable, 3NT is the place to play as there are ten on top and I2 on a non-spade lead (6NT is surely unbiddable?). Left to themselves, E/W may bid 2NT – 3NT (the East hand is not worth a vulnerable $3 \triangleq$ opening), though a slam try in clubs is reasonable if the methods allow a stop in 3/4NT.

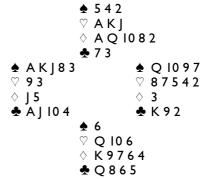
Board 10. Game All. Dealer East.

Board 11. Love All. Dealer South.



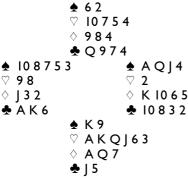
South should open either I♠ or INT.If INT, North will pass and East compete. E/W make nine tricks in either red suit so the key will be to reach hearts. One Spade will be raised to 2♠ and East will probably compete. If West sees her II HCP and bids too much, N/S will go plus — very good for them. But West should think that the ♠Q is wasted and that East will strain to compete the partscore. It takes discipline, especially to pass a 3♥ overcall, but it is correct at matchpoints.

Board 12. N/S Vul. Dealer West.



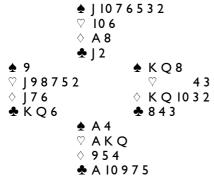
E/W are cold for 4♠, setting up hearts to avoid the club guess. N/S make ten tricks in diamonds. West opens I♠ and North overcalls 2♦. A pre-emptive raise to 4♠ would railroad South into bidding 5♦ – down one – but 3♠ is more normal, and now South has a comfortable 4♦ bid. Someone will have to do well to bid again over that, West disliking the doubleton diamonds and vulnerability. Any E/W who play 4♠ will get a huge score.

Board 13. Game All. Dealer North.



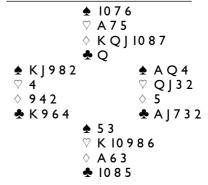
E/W make 3 - 1 the club loser goes on the long diamond – while 4% N/S goes down, at least in theory. In practice, however, 4% will make more often than not, as quite often a club trick will be established in dummy before the defensive diamond winner is set up. I would open the South hand 1%, but there will be plenty of strong two bids, 2% or Benjamin 24, and a few 2NTs. It is not automatic to reach game, but N/S will often be pushed there.

Board 14. Love All. Dealer East.



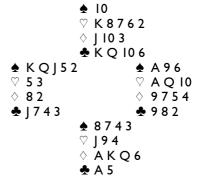
This is a routine 4♠ for N/S, just losing a club and two spades — East ruffs as the diamond loser goes on the third heart, but that is with a trump trick. If South opens a 15-17 no trump North will bid 4♠ or transfer to make partner declarer in that contract. Where South opens 1♠, she will rebid 2NT as even if that shows 18+ the five-card suit and top cards justify an upgrade, and North again has an easy 4♠ bid. The flattest Board of the night? I wonder.

Board 15. N/S Vul. Dealer South.



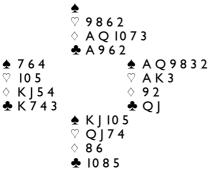
Four Spades is a straightforward make E/W – if diamonds are led before clubs there is an overtrick – but it makes on a low combined point-count because of a double fit that may not come to light until dummy goes down. Will it be bid? Say North opens I♦ and South bids I♥ over East's double, 2♠ looks normal enough on the West cards and will East, who has only three-card support, bid again? Probably not. To get to game it may require more than just 2♠ from West, who assumes a double fit and diamond shortage in partner's hand. Not easy.

Board 16. E/W Vul. Dealer West.



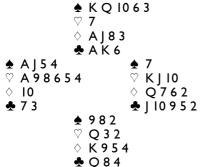
N/S are cold for 4° but will rarely get there. If South opens INT in fourth seat, North will transfer and West may compete with 2Φ , but someone will have to take an optimistic view to reach the game. I expect a lot of +170s for N/S. It is only the lack of wasted values facing North's spade shortage that makes game playable, and that will be hard to read.

Board 17. Love All. Dealer North.

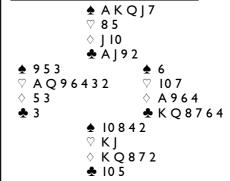


Fortune sometimes favours the cautious. E/W can be held to just seven tricks in a spade contract, yet on a better lie of the cards 4\(\overline{\Phi}\) would be making. Those who see a routine 3\(\overline{\Phi}\) rebid on the East cards after $1\(\overline{\Phi}\) - INT will usually get to game, and may be doubled – certainly the double is routine if North has bid. If North makes a normal take-out double over INT, a clever East may try to show a strong 2\(\overline{\Phi}\) rebid by redoubling then bidding 2\(\overline{\Phi}\) rather than make a slightly pushy jump rebid. That should work well.$

Board 18. N/S Vul. Dealer East.

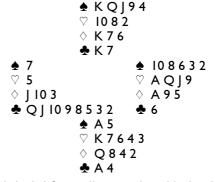


Board 19. E/W Vul. Dealer South.



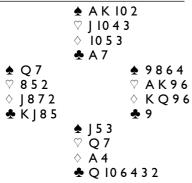
Although the suit is nothing special, 3° looks a normal opening – I might vote for 2° if the hand was 2-7-2-2 – and North overcalls 3^{\bullet} . South has a close decision. The overall values and spade support point towards a raise to game, while the heart values look to be wasted. Would you raise if the hearts were turned into a small doubleton? It's a bit of a guess, but I like a pass, because I would not raise with two low hearts.

Board 20. Game All. Dealer West.



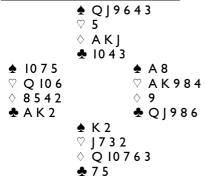
I think 3 is sufficient vulnerable, but I can understand 4 .Here, 3 is enough to make life very tough for N/S. Neither has a pleasant choice. I would want a sixth spade or an extra couple of points to overcall 3 is as North, and if it is left to South she has to choose between a horrible overcall and a horrible double. 3 is passed out would not be ridiculous and it makes exactly. Mind you, if they bid, N/S have to find 3NT to have a chance, and even that needs some careful play.

Board 21. N/S Vul. Dealer North.



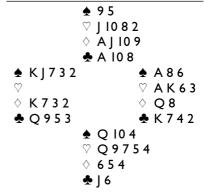
If North opens INT she may play there, probably making exactly, though there will be some I20s. E/W do best in diamonds but, if East comes into the auction, they are more likely to find a heart contract. Not that it will matter, as South will compete to 3 and play there. The bad trump position means that 3 will fail, probably by two tricks, for an excellent E/W score. This type of hand illustrates the benefits of an artificial defence to INT as, even when the best fit is not found, disturbing the opposition's contract scores well.

Board 22. E/W Vul. Dealer East.



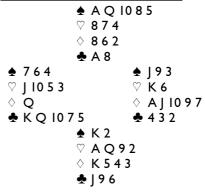
I would raise a I^{\heartsuit} opening to 2^{\heartsuit} because, with a choice between that action and a INT response, I would prefer to make the bid that is more likely to get partner interested when I have a fair fit and a complete maximum. That should ensure that 4^{\heartsuit} is reached and N/S will do very well to find their save because South will not think that king-doubleton is sufficient trump support.

Board 23. Game All. Dealer South.



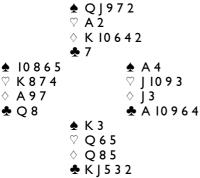
It should not be too difficult for E/W to discover that they have a five-three spade fit and the values for game, so $4 \frac{1}{2}$ will be the normal spot. For example, checkback gets there via $1 \frac{1}{2} / \bigcirc - 1 \frac{1}{2} - 1 \text{NT} - 2 \frac{1}{2} - 2 \frac{1}{2} - 4 \frac{1}{2}$. Two losers go on the top hearts, but declarer will lose a trump trick if she takes two ruffs in dummy, so ten tricks looks to be the normal outcome.

Board 24. Love All. Dealer West.



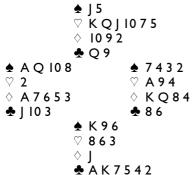
A club lead will hold N/S to eight tricks in no trump — the other three suits are all very friendly — and a no trump partscore is a likely resting place. If South gets to open INT in fourth seat, North may transfer then bid 2NT, and South has no reason to go on facing a passed hand. East may open I ○ in third seat, silencing South temporarily, but North's I♠ overcall will get her side back in the game and they will play either 2♠ or 2NT.

Board 25. E/W Vul. Dealer North.



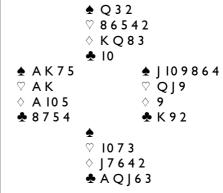
There are far too many possibilities to cover everything here. The hand could even be passed out, though usually one of North and South will open − I would open as North because of the five-five shape, but that is not everyone's style. Declarer will have to get something right to avoid going minus − drop the ♦J, finesse the ♠9, or at least go up with the ♠K − and none of those is an obvious play. I suspect that N/S pluses will score well.

Board 26. Game All. Dealer East.



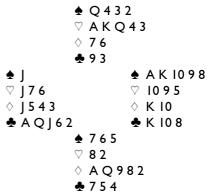
Most Souths will open I \clubsuit , and it will become a matter of whether N/S can get to game in hearts in the face of a fair amount of E/W bidding, starting with a I \diamondsuit overcall — double would be horrible looking at a minimum and a singleton heart. It may be that North bids I \heartsuit over the I \diamondsuit bid, East raises to 3 \diamondsuit , and that goes back to North who competes with 3 \heartsuit . The combination of three-card support and diamond shortage should see South raise to game. The E/W spade fit may be lost in the shuffle.

Board 27. Love All. Dealer South.



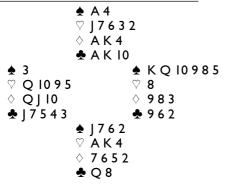
5♦ doubled looks to be only –300 and may well be reached if South shows the minor two-suiter. Is that a good or a bad result? 4♠ appears to lose three clubs plus a trump trick, but the contract can actually be made. Say that North leads the ♠10. Declarer ducks, wins the diamond switch and cashes the top spades. She continues by eliminating the red suits then throws North in with the ♠Q and gets a ruff and discard to make her contract. Nicely played.

Board 28. N/S Vul. Dealer West.



After a pass by West, North will open I° and East overcall $I \triangleq$. It looks normal for West to respond $2 \triangleq$, just in case East is a little stronger and game is on, and East raises to $3 \triangleq$. That will usually end the auction and, after North has cashed three top hearts, there will be two unavoidable diamond losers, making one down the normal outcome.

Board 29. Game All. Dealer North.

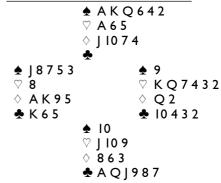


North opens 1° and East may pass, overcall 1^{\bullet} , or overcall 2^{\bullet} . I would choose 2^{\bullet} — aggressive when vulnerable but the suit is good. If East passes, South will bid 1^{\bullet} and North rebid 2/3NT, probably playing there. Where East comes into the auction, South makes a negative double and North rebids 3NT, or 2^{\bullet} where that is an option. In the latter case, the final contract may be 4° , as 3° is South's natural continuation. Unlucky — there are ten tricks in either game.

Board 30. Love All. Dealer East.

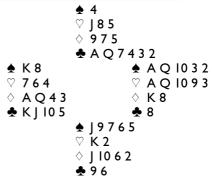
East will open $I \heartsuit$ and South overcall $I \clubsuit$. Once in a while, West may compete with $2 \heartsuit$ or even a hyper-aggressive pre-emptive raise to $3 \heartsuit$. It should not matter. North will make a constructive raise to $3 \spadesuit$, perhaps via a $3 \heartsuit$ splinter, and South will bid the game. Eleven tricks are easy but the likely heart lead will mean twelve, as a club goes away on the fifth diamond. Should E/W save, $5 \heartsuit$ should cost 500.

Board 31. N/S Vul. Dealer South.



West's I♠ opening will come as an unpleasant surprise to North, who will have to pass – preferably in tempo and with a bored expression. South will bid 2♠ over East's INT response and West rebid 2♦. It would be nice if North could bid 2♠ naturally here, which might end the auction, though the contract should be defeated. I think 2♠ should be natural – though I'm not sure how many would agree with me.After all, it would have been natural had partner not overcalled.

Board 32. E/W Vul. Dealer West.



West will either open or rebid INT and East show a major two-suiter. With such strong holdings in the minors, some Wests will choose to play in 3NT, while others — who can be completely certain that partner is five-five or more because of their methods, may prefer 4%. It looks as though there should be ten tricks in either contract so the NT fiends will feel that there is justice in the world after all.

The Websites ...

There are a lot of official and unofficial websites connected with bridge. Here are some of the official ones that you may find interesting and useful

www.ecatsbridge.com Simultaneous Pairs Results

www,bridgegreatbritain.org The official BGB site

www.cbai.ie/ Contract Bridge Assoc of Ireland

www.nibu.co.uk/ Northern Ireland Bridge Union

www.acbl.org American Contract Bridge League

www.worldbridge.orgwww.eurobridge.orgWorld Bridge FederationEuropean Bridge League

www.wbfteaching.org WBF Teaching

If you are looking for the official site for a particular country, please go to the **Address section** on **www.ecatsbridge.com**, where there is a list of all official member countries of the World Bridge Federation with their websites listed and contact details.

simultaneous pairs calendar

2007

November Monday 26th European Wednesday 28th European

2008

January Monday 7th British - Green Pointed

Tuesday 8th British - Green Pointed

Wednesday 9th British - Green Pointed

April Wednesday 9th British - Green Pointed

Thursday 10th British - Green Pointed

May Wednesday 14th English - Green Pointed

Thursday 15th English - Green Pointed

June Friday 6th World Wide Bridge Contest

Saturday 7th World Wide Bridge Contest

Do join us for as many of these as you can - just email Anna Gudge - anna@ecats.co.uk or telephone her on 01787 881920 to enter. Full details are also on the website at www.ecatsbridge.com

There are also a number of special events for schools and universities, as well as a Students Simultaneous Pairs and a Minibridge event - for more details look on the EBU website at www.ebu.co.uk