ECatsBridge Pairs for BBC Children in Need Tuesday 13th November 2018 Session No 5233



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 be we believe and hope that the answer is yes!

For this set the commentator was Julian Pottage - Did he get it right I 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. I 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!

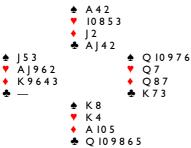
Take care - and continue to enjoy your bridge

With our very best wishes

Anna & Mark

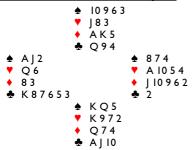
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Board I. Dealer North. Vulnerability None



At matchpoints, some South players will look at the K-x holdings and open INT. The downside is it makes it harder to compete if the opponents overcall. If South opens INT, West might buy the contract in 2^{\bullet} . After a 1 \oplus opening, West chooses between 1 $^{\bullet}$ or an unusual 2NT to show the red suits. The former allows North to bid INT or $3\oplus$. The latter results in 3 by East. It takes an early spade lead to hold 2NT to 8 tricks. $3\oplus$ makes easily; 3 fails by a trick.

Board 2. Dealer East. Vulnerability N/S



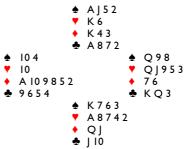
Strong no-trump players will bid INT-3NT; North has poor spades and no ruffing value. Playing Acol, South opens $|\P\rangle$; then West overcalls $2\clubsuit$, North doubles, South bids 2NT and North raises to 3NT. West's lead is crucial. After a club lead, declarer has a way home. This is to knock out the spade stoppers and finesse East for $\P10$ – so up with the $\clubsuit Q$ and then run the \$10. On a non-club lead, declarer cannot make nine tricks without losing five first.

Board 3. Dealer South. Vulnerability E/W

	 ▲ A 7 6 5 ♥ K 7 4 ◆ A Q J ♣ K 8 6
 ▲ K 9 ♥ Q 9 6 ♦ K 5 2 	 ▲ J 4 3 ♥ 10 3 ♦ 8764 3
♣ J I0 5 4 3	 ♣ A72 ♠ Q 1082 ♥ A J 852 ♦ 109 ♣ Q 9

If North opens 1, South might make a 3 imit raise or a 3 fit-showing jump. If North opens a strong INT, South may use Stayman or a transfer. 4 might yield 11 tricks unless North declares and East leads a heart. For a start, East has to take the A on the first round. After grabbing it, declarer may be in a position to strip the minors before exiting to West on the second round of trumps. Most will make only 10 tricks.

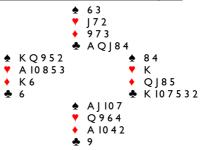
Board 4. Dealer West. Vulnerability All



The bidding options are similar to the previous deal, except that a fit-showing jump will not be available to the unpassed South hand. Declarer in $4 \triangleq$ can make 10 tricks by ruffing two hearts in the North hand and discarding one on the $\clubsuit K$.

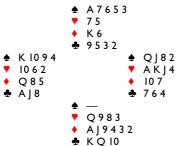
There is scope for going down if East gets to play a third round of trumps or if West scores a heart ruff. In essence, declarer needs to reject the trump finesse to succeed.

Board 5. Dealer North. Vulnerability N/S



In first or third seat, East might well open $3\clubsuit$. Second seat is the worst for pre-empting, so East should pass. The vulnerable South may well pass too; a $1\heartsuit$ opening could see North raise to $2\heartsuit$ after West overcalls $1\clubsuit$, which might be fun – for West anyway! If I did open, I would prefer $1\clubsuit$. The outcome on a misfit deal is often hard to predict. East-West can make 8 tricks if a black suit is trumps and otherwise 7 tricks is par.

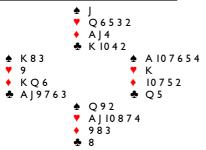
Board 6. Dealer East. Vulnerability E/W



Particularly given the vulnerability, North-South are likely to have a free run: $1 - 1 \pm -2$. The only lead to be sure of stopping any overtricks is a trump – tough to find from Q-x-x!

This holds declarer to six trump tricks, a club and a spade. On a heart lead and trump switch, declarer can insert the nine or jack to pick up the trumps and later lead towards the $\P Q$ for an overtrick. In spite of the 5-0 spades, East-West can make 2Φ .

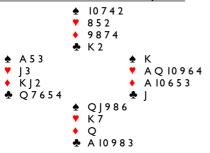
Board 7. Dealer South. Vulnerability All



If South opens a weak 2^{e} , West overcalls 3^{e} and North raises to 4^{e} , East surely tries 4^{e} . With a singleton spade and five-card heart support, it will be tough for North to let this go. 4^{e} goes two off if South leads a diamond and North ducks or if, more likely, South starts with the 4^{e} . 4^{e} is one down on the 7^{e} lead.

On a normal line of defence, 5^{e} fails by a trick with one trick in each side suit to lose.

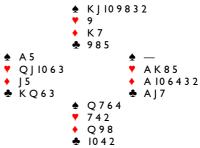
Board 8. Dealer West. Vulnerability None



Unless West has some heavily rose tinted glasses, East opens $I \P$ in third seat. South will overcall $I \clubsuit$ or make a 2¶ Michaels cue bid to show spades and a minor. Whatever West does, it should be possible to reach 4¶.

The points of debate are whether North-South sacrifice in $4 \pm$ and whether their opponents go on to $5 \forall$ if they do. $5 \forall$ makes easily, with an overtrick on the $\pm Q$ lead. $4 \pm$ doubled fails by only one trick.

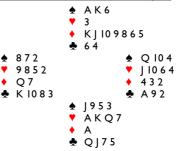




Left to their own devices, East-West would surely reach 6° . It is trickier after North opens 3° and, following East's double, South raises to 4° . West can only bid 5° . With three aces and a void and knowing that West is bidding 5° to make at this vulnerability, East might judge to raise to 6° .

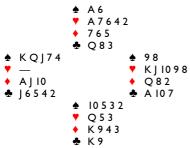
The heart slam is cold, with just a diamond to lose. 6 \oint doubled goes for 800, cheap compared to 1430 but not to 680.

Board 10. Dealer East. Vulnerability All



After a 1 - 1 - 1 start, North may judge the hand too good for a non-forcing 3 - 5. Some will choose a leap to 3NT, others whichever of 1 - 3 and 2 + 5 fourth-suitforcing on the partnership methods. If North declares 3NT, the defenders will not make any tricks on a spade lead and only one on a red-suit lead. If South declares, they might make a spade at trick one, giving them the chance to switch to clubs an take three tricks.

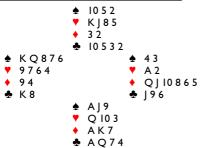
Board 11. Dealer South. Vulnerability None



In Acol, East-West start $1 \pm 2\Psi - 2\Phi$. With good spot cards, East probably rebids 2NT. West might pass this or, less likely at matchpoints, correct to 3Φ . Those declarers who guess well, finessing against the ± 10 or playing South for a doubleton club honour can make an overtrick in 2NT.

Those who finesse the 10 at trick two make only 8 tricks if South finds a heart switch. 150 is possible a club partial with some good guessing.

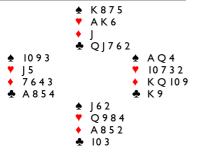
Board 12. Dealer West. Vulnerability N/S



In third seat at favourable vulnerability, East may very well open $3 \bullet$. South overcalls 3NT to end the auction. East's inability to hold up the $\P A$ aids the contract's prospects, although declarer still has work to do.

After either a spade or a diamond lead, it will be necessary to reject the club finesse. In the former case, you can succeed via a strip squeeze, with an overtrick available if you take an inspired early guess in clubs.

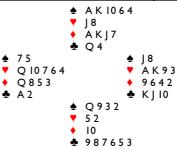
Board 13. Dealer North. Vulnerability All



North opens $I \triangleq$, East doubles and South bids $I \P$. West has too little to make a free bid of $2 \blacklozenge$ and so passes. North might well raise $I \P$ to $2 \P$ in an uncontested auction and may do the same here.

As the cards lie, a $1 \ge$ rebid works better if South passes (8 tricks available with spades as trumps) but not if South rebids INT (two tricks in each black suit and three diamonds to lose). $2 \ge$ ought to fail, although it could slip through.

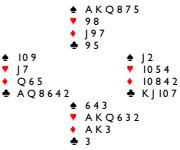
Board 14. Dealer East. Vulnerability None



If East opens a weak INT, West transfers into hearts. North, being too strong for a simple $2\frac{1}{2}$ overcall, starts with a double. East might then jump to $3\stackrel{\checkmark}{}$ (if that does not show a maximum). North then reopens with $3\frac{1}{2}$, which South will do well to pass.

So long as the defenders cash their two heart winners before losing the lead, 9 tricks are the limit in a spade contract. 4 could go down three via a diamond ruff or two.

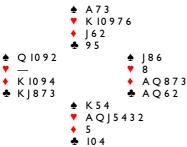
Board 15. Dealer South. Vulnerability N/S



Can North-South reach their 26-point slam? A possible route is | - | - 3 - 3 - 4 - 5 - 6 + . South would be pushing it to launch into 4NT over 3 + . and so just makes a 4 + . cue bid. With such good trumps, North cannot sign off and so jumps to 5 + . inviting South to bid on with a diamond control.

Normally the $6 \pm$ acceptance shows second-round control of the unbid suit; here, with no A and bad trumps, $6 \pm$ is right.

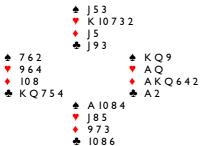
Board 16. Dealer West. Vulnerability E/W



After East opens 1 in third seat, South surely overcalls 4. West takes some action, 5 or double, after which North will almost certainly end up bidding 5. With two unavoidable spade losers, the best East-West can do is double 5. East would not fancy a slam facing a passed hand in any event.

With three top losers and nowhere to park the third spade, South is down 300 in 5^{\clubsuit} doubled. 5^{\clubsuit} and 5^{\clubsuit} make East-West.

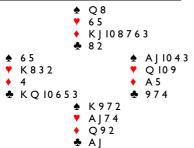
Board 17. Dealer North. Vulnerability None



With 24 HCP and a good 6-card suit, East is likely to treat the hand as 25-26 balanced, whatever way the system does that. West is maybe the $\clubsuit10$ short of making a slam try.

You do just want to be in 6NT since if the diamonds run (3-2 or singleton \blacklozenge] you are home on a heart lead, very likely home on a spade lead and you have other chances. With all suits splitting and the \P K onside, making 12 tricks is easy.

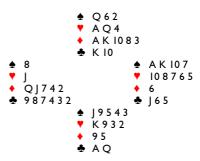
Board 18. Dealer East. Vulnerability N/S



The good spot cards will convince most East players (if they need convincing!) to open $I \triangleq$. South overcalls INT, West bids $2 \triangleq$ and North bids 2 ●. West reopens with $2 \P$ and North goes on to 3 ●.

Par is for East-West to sacrifice in 4th doubled, going down one. In fact 4th might make on a non-heart lead; only a heart ruff ensures the contract's defeat. 3th makes exactly with one trick in each suit to lose.

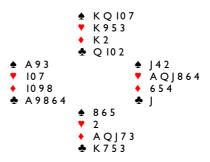
Board 19. Dealer South. Vulnerability E/W



North-South are likely to have the auction to themselves: pass-|-|+2+2NT-3-4+. || tricks are possible if you play the trumps carefully and take the winning view in the diamond suit.

In trumps, best is to lead low to the queen; later you finesse the nine. The 4-1 trump split means you cannot ruff two rounds of diamonds; with West short in both majors, it is quite plausible to take the double finesse.

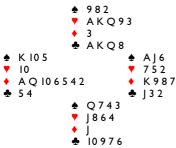
Board 20. Dealer West. Vulnerability All



If North opens a weak INT, East cannot really overcall – coming in over a weak INT should be a constructive move. If East leads the ♥Q,West needs to unblock the ♥10 and North needs to duck.

This start should result in 8 tricks and 120. If South plays in $3\blacklozenge$, a heart lead and a club switch allows East to score two club ruffs to beat it by one: at trick three, West should lead the $\clubsuit9$ as a suit-preference signal for spades.

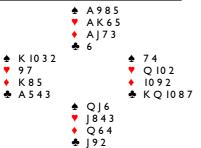
Board 21. Dealer North. Vulnerability N/S



After North opens $I \P$ and East passes, South is not really worth a raise. West reopens with 24, which North doubles. East-West will go on to 34 and their opponents to $3\P$.

With such a good fit, they could go on to 4^{\bullet} . Indeed those who take the two-way spade finesse the right way can make 4^{\bullet} . You will need to see a lot of North's top cards in the rounded suits before you put the Q with South. 3^{\bullet} makes exactly.

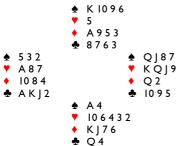
Board 22. Dealer East. Vulnerability E/W



North gets to open in fourth seat. For those playing four-card majors and a weak INT, this will be I^{\clubsuit} . Those playing a strong INT or five-card majors will open I \blacklozenge or possibly INT. In theory, a diamond lead from East beats 4 \P . In practice, East would choose the \clubsuit K and West might

well declare. There is work to do to find 10 tricks anyway. A no-trump contract plays less well with five clubs and another trick to lose.

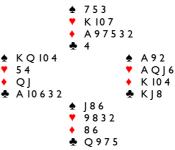
Board 23. Dealer South. Vulnerability All



East-West are likely to arrive in 2NT after West has opened a weak INT and East has used Stayman. After a spade lead, South's return is crucial. Since West is likely to hold the A, a diamond switch is unattractive.

The $\oint Q$ switch gives declarer an easy ride. 120 is still on after the $\oint 4$ switch, though a blockage is possible. The defenders have it easier if North leads the $\oint 3$ – but they still need to go on to cash the spades.

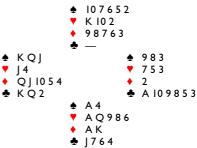
Board 24. Dealer West. Vulnerability None



After West opens $1 \stackrel{\bullet}{\Rightarrow}$, North might overcall $1 \stackrel{\bullet}{\bullet}$ or $2 \stackrel{\bullet}{\bullet}$ (weak). East is too strong to blast 3NT and starts with a double. West shows the spades, after which East still has no easy bid. With the $\stackrel{\bullet}{\mathsf{VK}}$ onside and the spades friendly, it is easy to make 11 tricks in 3NT.

An extra trick can come either by finessing South for the $\mathbf{A}\mathbf{Q}$ (clearly plausible if North has shown diamond length) or via a simple squeeze in the rounded suits.

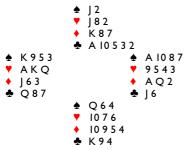
Board 25. Dealer North. Vulnerability E/W



After South opens I^{\bullet} in third seat, West is likely to prefer a double to 2^{\bullet} . North may well raise to 2^{\bullet} if I^{\bullet} showed five; it is less clear what to do if it did not. East would happily bid 2^{\bullet} given the chance. In a club contract, East must lose four top tricks and a trump or a ruff.

While declarer can make 10 tricks in a heart contract, trying to take three club ruffs lets East ruff in and return a trump, yielding only 8 tricks.

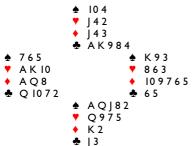
Board 26. Dealer East. Vulnerability All



Even if West downgrades the hand to a weak INT, East has enough to invite game and check for a 4-4 spade fit. With the K onside and suit breaks friendly, it is easy to make $4 \pm .T$

he play in 3NT offers more scope. Suppose North leads the \bigstar 2 and South finesses the \bigstar 9; declarer must cash the hearts fairly early to force North to discard just for 9 tricks. If South puts up the \bigstar K at trick one, a strip squeeze may yield 630.

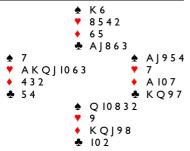
Board 27. Dealer South. Vulnerability None



West, with no spade stopper but 15 HCP, will very likely double South's 1⁺ opening. North bids 2⁺ and South rebids 2⁺. North gives false preference back to 2⁺. The benign position in both majors means you might make 10 tricks.

If West starts with three rounds of hearts, you can do so with a squeeze. On the stronger lead of a trump, you need to guess the clubs. 3NT is on as well. 2 doubled could go two down.

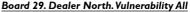
Board 28. Dealer West. Vulnerability N/S

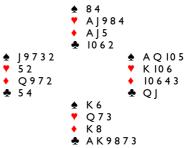


The auction could easily begin and end with a 4Ψ opening from West.

By holding up for one round if the defenders attack diamonds and by leading twice towards dummy's club honours you can make 11 tricks for 450.

Only 10 tricks are available in 3NT, partly because the two entries for leading clubs are lacking and partly because the defenders can set up a winner for themselves in each of the pointed suits.



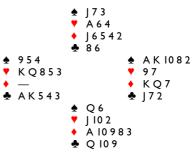


East might decide that the three tens provide adequate compensation for the unguarded club honours, opening INT. South doubles, after which West retreats into spades.

North shows a good hand with hearts, which South raises to game. With the \bigstar A onside and the clubs kindly placed, I I tricks roll in.

Doubling $2 \triangleq$ could be a disaster, collecting only 500 so long as declarer leads up to the $\P K$.

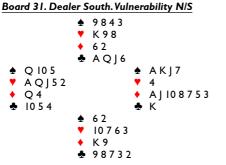
Board 30. Dealer East. Vulnerability None



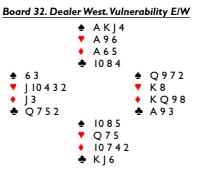
East-West should bid $1 \pm 2 - 2 - 2 \pm 4 \pm$ or similar. With the A in the South hand and suits breaking kindly, it is easy enough to make 10 tricks.

Routes to an overtrick include taking the double heart finesse (if South leads the \forall J despite West's bid), ruffing out the hearts or, if South leads a club, winning the first trick with the \clubsuit J.

It is a close call but I shall predict that the 450s outnumber the 420s.



Even if you normally play fourth suit forcing as game forcing, it will not be so by a passed hand. Pass- $1 \leftarrow 1$ \checkmark - $1 \leftarrow 2 \leftarrow 3 \leftarrow 3$ seems a sensible start. West may well raise to $4 \leftarrow 3$. Whether East simply bids $5 \leftarrow 3$ or checks on key cards, $5 \leftarrow 3$ should be the resting spot. A club lead stops the overtrick. On a non-club lead, declarer can try the ruffing heart finesse for the overtrick. 3NT fails even if the $\bigstar K$ scores at trick one.



The set concludes with a dull deal. Those playing a strong INT will open that with the North cards. In theory, the only lead to beat it is a low (well not so low) diamond, which West ducks (unless dummy plays the \$10). Acol players open I \clubsuit as North, allowing South to declare INT. West has no killing lead to find, although if declarer plays a club early or takes the wrong guess in the suit later it is possible to go down.

Please read me !!

Hopefully you have read this far becuase 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.