Bridge Great Britain



Spring



Thursday 14th April 2011

Dear Bridge Player

Thank you for participating in this BGB Simultaneous Pairs event. It was Julian Pottage's turn to do the commentary and by now you will know whether he got it right or not!

As usual, this Simultaneous Pairs is being scored live on Internet - your club will be able to upload the results directly to the server either later this evening or tomorrow and then you 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. You can watch them change as new results come in, and see your own position overall and how you are doing. Just log onto http://www.ecatsbridge.com and click on the "Sims" tab at the top then follow the links.

I am often asked where the hands come from - I know that many of you think we "select" them with a view to making them "interesting and challenging" but let me reassure you - they are not selected. They are straight deals. I simply deal them using the computer - just as you do at the club if you have a dealing machine. So ... no tricks. No trying to catch you out.

Once again, thank you for taking part in this event. I hope you enjoyed yourself, win or lose and that you will join us again soon for another Simultaneous Pairs.

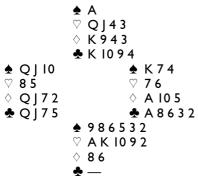
With best wishes

Anna

Anna Gudge, BGB Simultaneous Pairs Organiser The Old Railway Station Long Melford Sudbury, Suffolk C010 9HN Tel: 01 787 881920

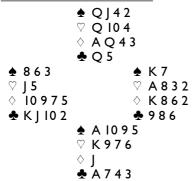
> email: anna@ecats.co.uk Web Site: http://www.ecatsbridge.com

Board I. Love All. Dealer North.

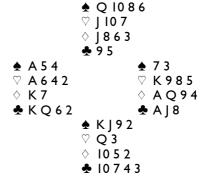


North-South can make game in hearts, indeed with an overtrick. Can they find a way even to bid the suit? Suppose North opens $I \diamondsuit$ and South responds $I \diamondsuit$. Too weak to rebid INT, North rebids $2 \diamondsuit$. South cannot then bid $2 \heartsuit$ as it would be the fourth suit. Those who open $I \heartsuit$ or INT on the North hand will have an easier time. South makes $2 \diamondsuit$ — a diamond lead stops any overtricks. INT is not on (East-West can make it) and neither is $2 \diamondsuit$.

Board 2. N/S Vul. Dealer East.

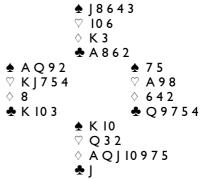


Board 3. E/W Vul. Dealer South.



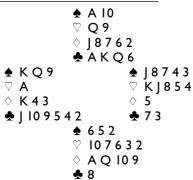
One way or another East-West are likely to find their heart fit, only to regret it. Assuming a spade lead, they have the same 11 tricks in hearts or no-trumps. True, with only 30 HCP and no real shape, they should stay out of the slam. However, the extra 10 points in no-trumps could prove critical (660 versus 630). Actually, a slam is possible: 6. You can ruff a spade in the East hand and go on to squeeze North in the red suits. I bet 1370 is a rare score.

Board 4. Game All. Dealer West.



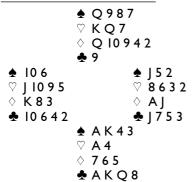
West opens 1%, East raises to 2% and South overcalls 3%. West, holding a singleton diamond, is quite likely to go on to 3%. Even if North leads the \triangle A and gives South two ruffs, West makes 3%. More likely North leads the %K, which means that 170 will be a common score. If South plays in diamonds, it takes a trump or a club lead (and later trump switch) to stop North from ruffing a heart. East leads a second trump when in with the %A.

Board 5. N/S Vul. Dealer North.



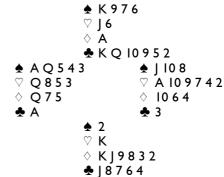
At this vulnerability, East might come in with a wafer thin Michaels 2♦ over North's 1♦ opening. If so, West will be able to compete at least as high as 3♠. The problem will be staying out of 4♠, which North may double. To hold West to 9 tricks in spades, North must lead the ♠A or a heart. On other auctions, North is likely to declare a diamond partial. To stop 10 tricks, East needs to lead a spade. West is a couple down in 2♠; 2♥ by South is one down.

Board 6. E/W Vul. Dealer East.



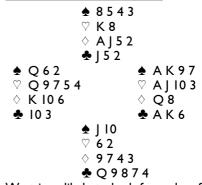
South opens 2NT and, whether the method is simple Stayman, five-card Stayman or Baron, it should be possible to locate the four-four spade fit. There is some danger of getting too high. North has plenty of playing strength and may feel tempted to look for a slam, despite the lack of top cards. Mind you, it takes the diabolical defence of a diamond to the ace and a diamond back to set up a ruff to beat 5. Holding a no-trump contract to 10 tricks is much easier.

Board 7. Game All. Dealer South.



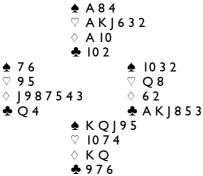
A 3♦ opening with 6-5, especially when vulnerable, is not exactly a classic action. However, it does create a few problems. With a singleton club, West cannot really make a take-out double and so overcalls 3♠. East would be doing very well to find a raise. With the diamonds blocked and the ♥K bare, West can make no fewer than II tricks in a spade contract. A heart contract also yields II tricks. 5♠ doubled is down only one; 5♦ doubled is down two.

Board 8. Love All. Dealer West.



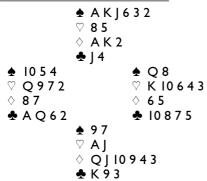
West is unlikely to look for a slam facing a 2NT opening but does want to look for a heart fit. In these days of Roman Keycard Blackwood and five-ace Blackwood, nobody bids a slam missing an ace as well as the king of trumps anyway. As the cards lie, you can make 12 tricks in hearts or no-trumps. This may therefore be a good board to play if you are shooting for tops because either unusual action — playing in 3NT or 6% produces a good score.

Board 9. E/W Vul. Dealer North.



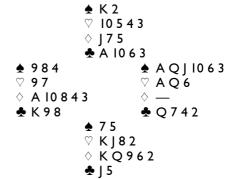
If North opens I^{\heartsuit} , East overcalls $2\clubsuit$ and South bids $2\spadesuit$; North-South are going to end up in spades. After the defenders take two clubs, declarer can ruff a club in dummy. The overtrick hinges on the heart guess. Is there a singleton heart with the long clubs — or do you think East needs the $^{\heartsuit}Q$ for the overcall? If North plays in hearts, and East plays three rounds of clubs, West may try an uppercut with the $^{\heartsuit}9$ (a good idea if East has $^{\heartsuit}J$ -8-x or $^{\heartsuit}Q$ -1 but not as the cards lie).

Board 10. Game All. Dealer East.



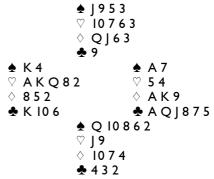
6♦ is quite a good spot, roughly needing a 3-2 spade split (if trumps are 4-0, you will need the finesse as well, though if trumps are 2-2, you can also cope with a bare queen). More likely, at matchpoints, North arrives in 4♠. This humble contract could fail if the defenders lead hearts early and declarer takes a losing trump finesse. If the contract is 3NT, the spade decision is also critical — at least declarer can run an avalanche of diamonds before testing the suit.

Board II. Love All. Dealer South.



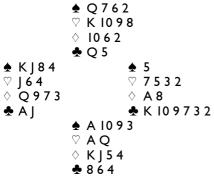
Having passed as dealer, South can double East's 1 - 4, planning to convert clubs to diamonds if need be. Although the strength of West's raise to 2 - 4 is a bit woolly after this start, East is worth a further effort – for some this may be a jump to 4 - 4. East should make 10 tricks in 4 - 4, losing two clubs and a heart but no trump tricks – just wait until you are in dummy before playing trumps. 5 - 4 doubled would be down 500, which is too expensive.

Board 12. N/S Vul. Dealer West.



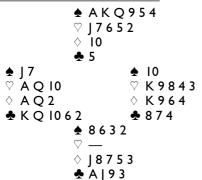
I \heartsuit -3♣-3 \heartsuit -3NT-4♣-4 \diamondsuit -4 \heartsuit is a possible way for East-West to start. Once West agrees clubs with 4♣, 4 \diamondsuit and 4 \heartsuit are cue bids. East then bids 4NT and upon, finding West with two key cards (the \clubsuit K and the \heartsuit A) continues with 5NT. In reply to this, one method is to play 6 \diamondsuit as two-way: either the \diamondsuit K or (as here) the other two side kings. Maybe, with the \heartsuit Q as well,West just bids 7NT over 5NT. Bidding 7NT rather than 7♣ should gain many matchpoints.

Board 13. Game All. Dealer North.



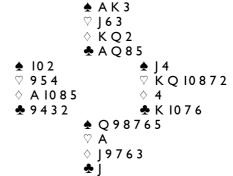
It may be the case that a INT opening by South is the only bid on the deal. East probably cannot compete with 2Φ because that would be conventional. INT should go down two tricks even if West leads a spade. East just needs to find a way to signal for clubs without parting with one of them. Curiously, if West leads a diamond, East does best not to switch to a club at trick two. For East-West, 2Φ and 2NT are on; 1Φ is the best North-South can make.

Board 14. Love All. Dealer East.



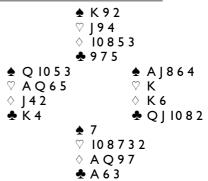
Although East-West hold more high cards, the deal belongs to their opponents, who hold the boss suit and better shape. The 5-0 trump split proves too hot to handle in 4%. The highest contract they can make is $4\clubsuit$ from the East seat, which is an unlikely spot I must say. Whether or not East leads a trump, North makes $4\clubsuit$ via six trumps, three heart ruffs and the \clubsuit A – West is able to overruff the fourth round of hearts. 590 may be quite a common score.

Board 15. N/S Vul. Dealer South.



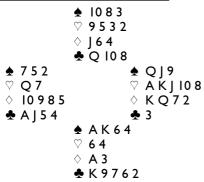
6♠ is quite a reasonable contract, needing little more than the 3-2 diamond division (and with some chance even on a 4-1 division if the defenders cannot or do not take a ruff). Here, since spades are 2-2, meaning that declarer can ruff out the diamonds after drawing trumps, West has to find the \Diamond A lead to beat 6♠ – tough. If South opens a Multi, North might declare, though it is hard for East not to lead the \heartsuit K. $5\heartsuit$ doubled goes down 800 on best defence.

Board 16. E/W Vul. Dealer West.



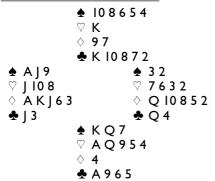
East-West should reach 4♠, perhaps via a transfer sequence: INT-2♡-2♠-3♣-3♠-4♠. Alas, this places the declaration in the wrong hand! If North leads a diamond, as seems normal, South can take two quick winners in the suit to stop the overtrick. If West passes as dealer or opens a prepared bid in one the minors, East plays in 4♠. In this case, South may need to take the ◇A early to stop I2 tricks. 3NT yields only 9 tricks. Sacrifices are very expensive.

Board 17. Love All. Dealer North.



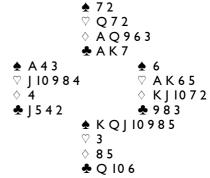
What does South do over East's 1♥? 1♠, double and 2♣ will all have their takers. If South doubles and West passes (some will bid INT), North will want a hole in which to hide. Neither 1♠ nor 2♠ makes (no surprise to North) but South might raise either black suit. Left to their own devices, East-West may play in a diamond partial. Making 10 tricks depends upon the diamond guess. Can South duck the ace smoothly? Club forces should hold a heart contract to 9 tricks.

Board 18. N/S Vul. Dealer East.



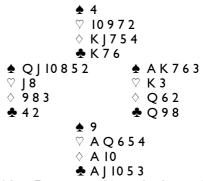
The cards lie amazingly well for North-South – the \clubsuit j is not doubleton but look at the 2-2 club break and West's heart holding. They can make $4\spadesuit$, $4\heartsuit$ or $5\clubsuit$ – but few will bid that high. If South opens $1\heartsuit$ and West overcalls $2\diamondsuit$, North is not really worth a negative double. If East then raises just to $3\diamondsuit$, South can find a double. North might jump to $4\spadesuit$ after that I suppose. $5\diamondsuit$ doubled would be down four, for a juicy 800 penalty and a top.

Board 19. E/W Vul. Dealer South.



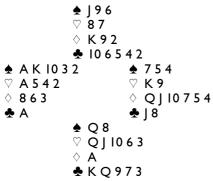
South is a bit good for a non-vulnerable $3 \triangleq .$ The fact that $4 \triangleq$ makes even with the $\lozenge K$ offside appears to confirm this – or is North worth a raise? Mind you, if West leads the $\lozenge 4$ rather than the $\image J$, declarer might finesse and lose a ruff – so some will go down in $4 \triangleq$, meaning that 170 will be such a disaster. By playing up to the $\lozenge K$ and guessing the trumps, East-West can make $3 \image .$ At any other vulnerability, $5 \image$ doubled would be a paying sacrifice over $4 \triangleq .$

Board 20. Game All. Dealer West.



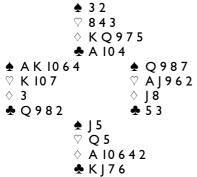
After East opens $1 \triangleq$ in third seat, South has to choose between double, $2 \heartsuit$ and $2 \triangleq$ (Michaels). Since the hand does not seem quite worth $2 \triangleq$ followed by raising $3 \heartsuit$ to $4 \heartsuit$, $2 \heartsuit$ is my choice. West jumps to $3 \triangleq$ (or even $4 \triangleq$), putting pressure on North. If they buy the contract undoubled, East-West will get a huge score. Losing I 100 in $4 \triangleq$ doubled is less cheap. With the cards lying so well, North-South can make $6 \heartsuit$ (or $6 \triangleq$). 680 will be a common score.

Board 21. N/S Vul. Dealer North.



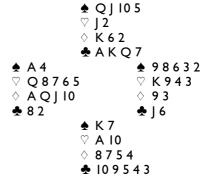
South has 5-5 in the rounded suits again. This time, unless East opens a weak 2^{\lozenge} , it will be possible to open 1^{\heartsuit} . West overcalls 1^{\blacktriangle} , which East raises to 2^{\clubsuit} . Pretending not to have seen the vulnerability, South competes with 3^{\clubsuit} . East's ability to overruff the third and fourth hearts potentially crucifies a club contract, though this is hard to spot. At most tables, West plays in spades. A heart lead, attacking the entry to the long diamonds, holds West to 9 tricks.

Board 22. E/W Vul. Dealer East.



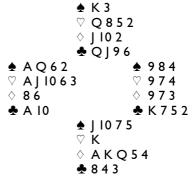
Given a free run, East-West bid pass-1♠-3♡. East's jump shift as a passed hand must show a spade fit. West may or may not go on to 4♠. In real life, the non-vulnerable North-South may be in the bidding. By a strange coincidence, both sides have a two-way finesse against a queen. If East has shown the majors, declarer in a diamond contract knows what to do and makes 9 tricks. West will have a harder time working out who has the ♡Q to make 10 tricks in spades.

Board 23. Game All. Dealer South.



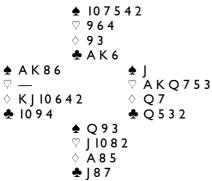
West opens 1% and North doubles. If East jumps to 3%, this may end the auction. With the $\diamondsuit K$ offside but other breaks friendly, West ought to be able to get out for one down in 3% – the trick is not allowing South to take the % K with the % A and later ruff a spade with the % 10. With the $\diamondsuit A$ onside as they look at it, North-South can make $4\clubsuit$. The defenders lack the time to set up some diamond tricks and a heart trick before declarer gets the spades going.

Board 24. Love All. Dealer West.



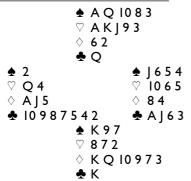
West opens I^{\heartsuit} and South reopens with a double. West may rebid $I \triangleq$. North might well bid $2 \triangleq$ over this. At love all, East does not want to sell out to $2 \triangleq$ and so bids $2 \heartsuit$. If North bids INT instead, which is risky with such poor spots, this may well end the auction. A heart lead (other than the nine) defeats INT. If West guesses correctly in the majors, $2 \heartsuit$ makes. North makes $2 \triangleq$ because if the defenders draw trumps then the diamonds run. $2 \diamondsuit$ makes too.

Board 25. E/W Vul. Dealer North.



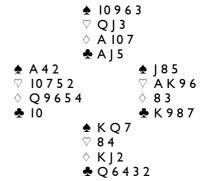
Despite their 25 points, East-West cannot make game anywhere. $5 \lozenge$ fails with three top losers in the minors. 3NT fails on a spade lead, which starts to set up North's suit – South then has to win the very first diamond and continue the suit. West might make three spades and five diamonds in hand but not a single trick in dummy! $4 \heartsuit$ is clearly hopeless with three top winners and a trump to lose. Anyone who makes a contract should score well.

Board 26. Game All. Dealer East.



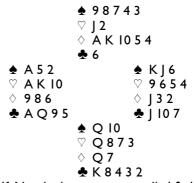
If South opens $I \lozenge$, a brave (or rash) West might throw in a weak $3\clubsuit$ overcall. North would bid $3\clubsuit$ over that. If East-West stay silent, North can bid the majors in turn and get preference to spades. As it happens, with spades 4-I, it is easier to make II tricks in $4\heartsuit$ than in $4\spadesuit$. In $4\spadesuit$, you need an inspired view in the trump suit. In $4\heartsuit$, the diamonds take care of the possible spade loser. With the missing clubs splitting I-I, $5\clubsuit$ doubled is down only 500.

Board 27. Love All. Dealer South.

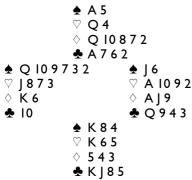


If North opens INT in third seat, South is likely to invite game, via a natural 2NT or $2^{\frac{1}{2}}$ range probe. The five-card suit just about makes up for the awful intermediates. South's failure to look for a major-suit fit should warn East against a spade lead — a heart is probably more attractive anyway. If the defenders make three heart tricks to go with one in each black suit, 2NT makes exactly. East can make 2° but is unlikely to play there. North-South can make 2^{\bullet} .

Board 28. N/S Vul. Dealer West.

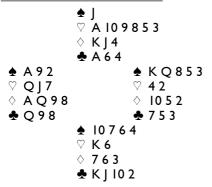


Board 29. Game All. Dealer North.



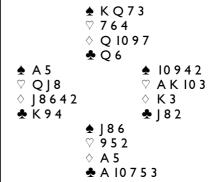
North-South might bid $1 \diamondsuit -2 \clubsuit -3 \clubsuit$. With three diamonds, a club and the $\heartsuit A$ to lose, $3 \clubsuit$ fails by a trick. A heavy INT response might work better if North passes. To make INT South wins the spade in hand, crosses to the $\clubsuit A$ and, having noticed the fall of West's $\clubsuit 10$, finesses the $\clubsuit 8$ on the way back. If East-West enter the auction, they can make $2 \heartsuit$ or $2 \spadesuit$. To beat $3 \spadesuit$ the defenders cash a club and then set up a heart ruff. Club forces beat $3 \heartsuit$.

Board 30. Love All. Dealer East.



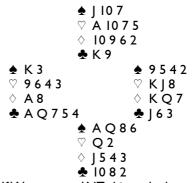
The cards lie very well for North-South, who can make 10 tricks playing in hearts. Quite rightly, they are not going to bid game. North simply opens 1° and rebids 2° over South's response. A no-trump contract does not play nearly as well, with only 8 tricks available. East-West cannot make anything at all. Even if declarer guesses the trumps — possible if South has shown spades too — the $^{\circ}$ A and 5 trump tricks add up to only 6.

Board 31. N/S Vul. Dealer South.



The best thing I can say about this deal is that, because it is on such a high numbered board, most people are not going to play it. In theory, the highest making contract (and therefore the par contract) is I \clubsuit . East-West meanwhile can make I \lozenge or I \heartsuit . In real life, they may make INT as well. The $\clubsuit Q$ (from North) or a low club (from South) are the only leads to defeat INT. Since North is not going to find this, any West who opens a mini no-trump may do well.

Board 32. E/W Vul. Dealer West.



If West opens INT, this ends the auction. If North leads the ♠J or a diamond, declarer makes only 8 tricks.A-I0-x-x is not usually a good lead against a no-trump contract – the chance of setting up a long card insufficiently compensates for the risk of giving away an easy trick. Here the lead costs because (if dummy plays the king), it costs a tempo. If West opens I♣, East may play in INT – that spade suit is just too awful to bid. 3♣ makes but yields only IIO.

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

www.bridgegreatbritain.org www.ebu.co.uk www.scottishbridge.co.uk www.wbu.org.uk/ www.cbai.ie/

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Northern Ireland Bridge Union
World Bridge Federation
European Bridge League
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Bridge League
WBF Teaching

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For information about Bridge Great Britain please contact:

Mrs Sandra Claridge

31 Elmtrees

Long Crendon Aylesbury

Bucks HP18 9DG

Telephone: 01844 208629 email: claridge31@tiscali.co.uk