ECatsBridge Pairs for BBC Children in Need Monday 11th November 2019 Session No 4136



Well ... another year has gone by and here we are again with another edition of the Children in Need Pairs. Last year we (well you really) got to the one million pound mark - truly truly amazing. So ... I guess it's onward and upward towards the second million!!

Mark Horton wrote the commentary for this set - 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 with my fingers crossed. No use asking Mark to look at them of course - he has never played bridge - now is that sensible or foolhardy?

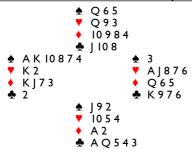
Take care - and continue to enjoy your bridge

With our very best wishes

Anna & Wark

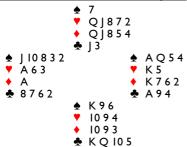
Anna Gudge & Mark Newton The ECatsBridge Team anna@ecats.co.uk https://www.ecatsbridge.com

Board I. Dealer North. Vulnerability None



EW should reach 44, and North is likely to lead a club, especially if South has overcalled. Declarer ducks the jack, covers the ten, ruffs and plays three rounds of spades. If North exits with a diamond declarer wins and plays back a diamond for the queen and ace. When South exits with a heart declarer puts up the king and cashes two spades, catching North in a red suit show-up squeeze.

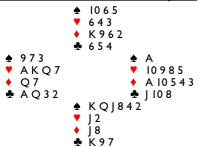
Board 2. Dealer East. Vulnerability N/S



Predicting a flat Board all around the world is a risky business, but it's hard to see EW missing 4.

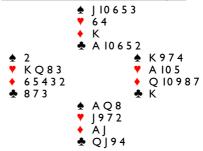
Unless declarer goes by the name of Houdini, a trump and two clubs will be lost.

Board 3. Dealer South. Vulnerability E/W



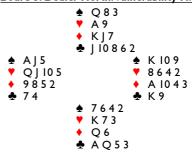
If South opens I♠ West doubles. Locating the heart fit should not be impossible - East might respond 3♠ when West can try 3♥, or East might bid an immediate 3♥ or cue bid 2♠ (light on points but good distribution). However, getting to 6♥ is a tall order. If West is able to cue-bid 4♣ over a 3♥ response then the continuation 4♠-4♥-4♠ might just be enough for West to bid the slam.

Board 4. Dealer West. Vulnerability All



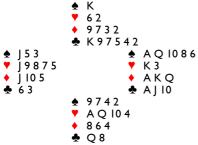
NS are likely to play in spades - (1 •)-Dbl-(3 •)-3 • (or 4 •) is one possible sequence. If East leads a diamond declarer wins in hand, runs the •], repeats the finesse and discards a heart on the •A. There is now a case for following the Rabbi's rule by playing for the •K to be singleton. East is marked with the •K and •Q, but did not lead a heart, so is unlikely to have •AK or •KQ (but might have •AQ). Felling the king will be worth a lot of points.

Board 5. Dealer North. Vulnerability N/S



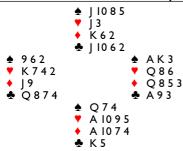
If North opens I♣ and East doubles (marginal decisions) South might redouble, West bidding I♥. If that gets back to South then 2NT is one possibility, but North is unlikely to go on to the game that is cold as the cards lie. Were North and East to Pass initially then South might open I♣, with North's response of 2NT ending the auction.

Board 6. Dealer East. Vulnerability E/W



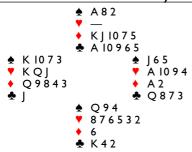
After 2.2-2.4*-2.NT-3.4*-3.VT South will probably lead a spade or a diamond. Because the K is singleton declarer is sure of nine tricks, but may well take ten. After crossing to dummy with the J declarer can take a losing club finesse. In the four-card ending declarer will have VK3 A A10 and can secure an extra trick by exiting with the a heart, or by cashing the A And then exiting with a heart.

Board 7. Dealer South. Vulnerability All



If South opens INT and East doubles that is likely to be the final contract. Its unbeatable and it is easy to allow declarer more than seven tricks - for example after a club to the ace and a club declarer plays a spade. If East wins and switches to a heart declarer should have an easy route to eight tricks.

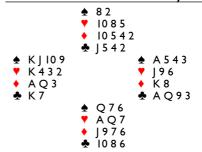
Board 8. Dealer West. Vulnerability None



If West opens I ◆ North might overcall 2♣ in an attempt to shut out the majors. Then East's 2NT will end the bidding. After a club to the jack and ace North can return the ♣10 and the defenders will be well on the way to scoring six tricks.

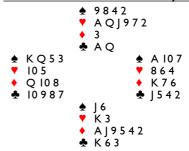
If North does not overcall the bidding might go I → I ▼ - I ★ - 2NT. If South then leads a heart and declarer wins and plays on diamonds even seven tricks will be tough to find.

Board 9. Dealer North. Vulnerability E/W



If East opens INT West will use Stayman to locate the spade fit. South might lead a diamond against 44 after which declarer will only need to play South for the Φ Q in order to get up to 12 tricks, one heart going on a diamond.

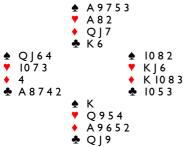
Board 10. Dealer East. Vulnerability All



After I*-1*-2* North's simplest action is to jump to 4*. It's not easy for East to find a spade lead, but failing to do so allows declarer to establish dummy's diamonds.

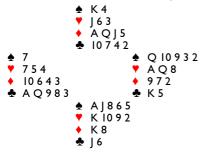
For example after a club lead declarer wins with the ace, crosses to the ◆A, ruffs a diamond, takes two rounds of trumps ending in dummy, ruffs a diamond, draws the outstanding trump and can get to dummy with the ♣K to cash three diamonds.

Board II. Dealer South. Vulnerability None



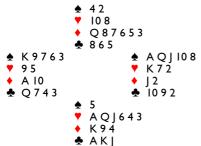
NS should find a route to 3NT, but if South is declarer West has an easy club lead and that should ensure that declarer is held to nine tricks. If East is on lead things are a little tougher - for example, after a club lead West does best to duck, as otherwise the only certain way to restrict declarer to nine tricks is to switch to a spade.

Board 12. Dealer West. Vulnerability N/S



On this layout NS can make 3NT, but they might not reach it. If North passes East opens 1♠ and then passes West's 1NT. Mind you, that will not be a triumph - if declarer takes a heart finesse dummy can be squeezed and the contract will be four down. It will probably take an opening bid from North for the nine trick game to be reached. To hold declarer to nine tricks East will have to find a club switch when in with the ♥A.

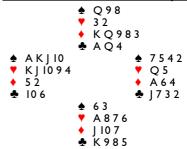
Board 13. Dealer North. Vulnerability All



If East opens I ♠ and South doubles West will probably jump to 4♠. If South doubles again North will have to choose between passing and bidding 5♠. If NS defend, South leads a top club, but will then be doing well to find a diamond switch, which is the only way to get +500.

If North happens to play in 5♦ the best defence is to start with two rounds of spades. Then to get home declarer must ruff with dummy's ♦K!

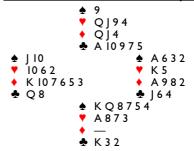
Board 14. Dealer East. Vulnerability None



If West opens I♥ North will have to choose between a double, 2♦ and Pass. If East makes a negative double over 2♦ South might raise to 3♦ and now West might be tempted to bid 3♠.

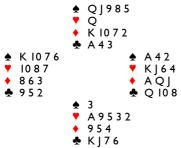
With NS due to take nine tricks in diamonds -50 should be a good score. If North doubles $I \checkmark$ it's a moot point as to whether East should bid $I \spadesuit$ - all one can say is that it works well here.

Board 15. Dealer South. Vulnerability N/S



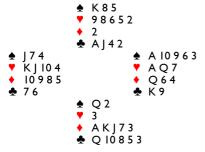
After 1♠-2♠ South can bid 2♥ and North jumps to game. If West leads a diamond declarer ruffs and will probably play the ♠Q, East winning and returning a diamond. Declarer ruffs, ruffs a spade and plays the ♥Q followed by a heart. (If East covers the ♥Q declarer finesses on the next round). A club to dummy's ace allows the outstanding trump to be drawn and declarer returns to hand with a club to cash the established spades.

Board 16. Dealer West. Vulnerability E/W



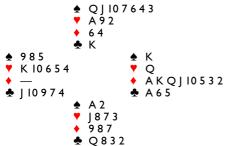
When North opens I♠ East overcalls INT. If South is tempted to double it will turn out badly after a heart lead as declarer will win and can play back a heart, putting in dummy's eight and then taking a diamond finesse en route to eight tricks. A spade lead is trickier as North puts in the eight and after declarer wins it is not so easy to find the winning play of the ♥K.

Board 17. Dealer North. Vulnerability None



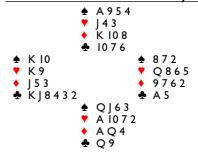
If East opens I♠ South can consider overcalling 2NT, making it easy for North to bid 3♣. Were South to overcall 2♠ West might raise to 2♠ when North could consider a take-out double, although it is dangerous with no support for diamonds. After a sounder Pass South can protect with 3♣ and then a bid of 3♠ by East runs the risk of being doubled. A typical part-score battle.

Board 18. Dealer East. Vulnerability N/S



After I → I ▼ North has to decided how many spades to bid. An old fashioned intermediate 2 ★ (I would have opened I ★ and rebid 2 ★) would be ideal but I suspect North will be content with I ★. A jump to 4 ◆ looks right for East now, although some might play it as promising heart support. Whatever, it will not be easy for East to resist bidding 5 ◆, which is one too many.

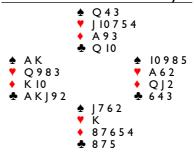
Board 19. Dealer South. Vulnerability E/W



If South opens I♥ and West overcalls 2♣ North doubles. Given that it does not pay to press for what might be a close game at Pairs South will probably be content with 2♠ ending the auction.

If West leads a diamond declarer wins, plays the ΦQ , draws trumps and can then play on clubs, ruffing the third round, eliminating diamonds and then playing a low heart from hand, playing West for honour-one in hearts, which will secure two valuable overtricks.

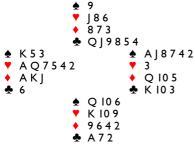
Board 20. Dealer West. Vulnerability All



If West opens 2NT East might look for a major suit fit before settling for 3NT. North has a nasty hand to lead from.

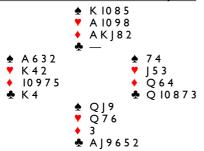
Suppose a low heart is selected. South wins with the king and is likely to switch to a club. If declarer reads the position correctly and drops the doubleton queen there will be eleven tricks.

Board 21. Dealer North. Vulnerability N/S



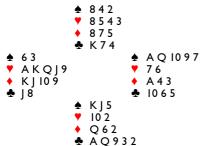
If East opens I♠ West responds 2♥ and then jumps to 4♠ over East's 2♠ rebid. With a modest hand in terms of high cards East should probably sign-off with 4♠ (change the ♣K to the ♣A and East could bid 4♥). Having said that, 6♠ just about depends on spades playing for no loser (declarer would be unlucky not to be able to set up dummy's hearts). Commiserations if you bid it.

Board 22. Dealer East. Vulnerability E/W



If South opens I♣ North responds I♠ and then rebids 3NT over South's 2♣ rebid. Much depends on East's choice of opening lead and the subsequent play. A heart lead is good for declarer, who otherwise will have to get that suit right at some point by running the ten. After a club lead to the king and a diamond switch declarer will sometimes have to cash the ♣A when in dummy with a spade. Not an easy hand to play.

Board 23. Dealer South. Vulnerability All



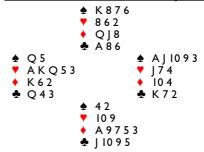
If South opens INT and West doubles the best South can do is retreat to 2♣, as that costs only 500 as opposed to -1100 for INT doubled.

Where the auction starts

INT-(Dble)-Pass-(Pass)-2♣

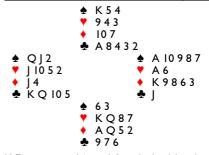
EW will need firm agreements about the meaning of doubles unless West gives up on a penalty and bids $2\P$, when EW should reach the heart game that makes as long as declarer locates the $\P Q$.

Board 24. Dealer West. Vulnerability None



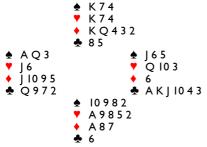
After I -1 -1 NT East can use whatever form of check back is to hand after which EW should reach 4. If North leads a diamond declarer wins the second rounds and runs the Q.When it holds declarer ruffs a diamond, draws trumps and repeats the spade finesse, finishing up with eleven tricks.

Board 25. Dealer North. Vulnerability E/W



If East opens I ♠ and South doubles (not risk free opposite a passed partner) West might redouble. If North then bids 2♠ East will do well to Pass and then pass West's double, as the defenders should always take six tricks for the magic +200 provided East does not make the mistake of cashing the ♠A at any point.

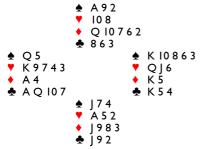
Board 26. Dealer East. Vulnerability All



If the bidding starts 1♣-3♣ (not so easy if 1♣ can be 2+) South might be tempted to double. If West redoubles and North bids 3♦ West might double, hoping for the 'magic +200'.

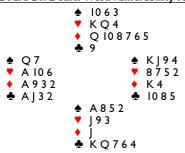
However, if East leads a top club the score could prove to be -670! If East switches to a heart, declarer wins in hand, and can cash a top trump, but must then establish the hearts to be sure of nine tricks.

Board 27. Dealer South. Vulnerability None



After 1♥-1♠-1NT a checkback bid (2♠/2♦) will locate the 5-3 heart fit getting EW to what proves to be the top spot. Those who play in 3NT will only score well if they avoid a diamond lead, but it's a virtual certainty if West is declarer and also a strong possibility if South is on lead.

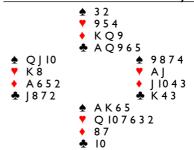
Board 28. Dealer West. Vulnerability N/S



When West opens I♣/I♠ East responds I♥ and passes the INT rebid. If North leads a diamond declarer might be tempted to win with the ace and play on spades. Then the strongest defence is for South to duck twice, forcing declarer to make a good guess on the third round of the suit.

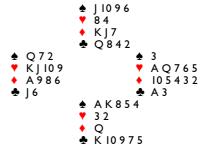
If declarer follows the odds and finesses the $\spadesuit 9$ on the second round of the suit he will have no further problems as the card lie.

Board 29. Dealer North. Vulnerability All



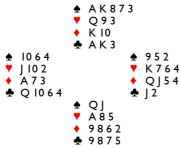
If the bidding starts 1 - 2 I wonder if South will apply Meckstroth's Law: If your partner freely supports your six-card major, bid game. As you can see, on this deal it works like a charm. On a spade lead declarer wins and plays a diamond and will lose only two trumps and a diamond.

Board 30. Dealer East. Vulnerability None



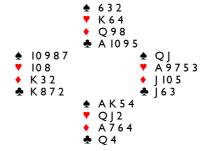
If East opens I♥ South can bid 2♥ (♠+♣/♦). If West then shows a limit raise in hearts by bidding 2♠ North can compete with 3♠. That's just about the par result on the deal (a greedy West might double) but don't rule out the possibility that West might bid 4♥ (too high) or that NS might then 'save' in 4♠ (way too high) and get doubled.

Board 31. Dealer South. Vulnerability N/S



After I♠-INT-3NT West has a nasty hand to lead from. The ♥ allows declarer to cover with the queen, unblock the spades and play a diamond to the king for ten tricks. A passive spade will probably restrict declarer to nine tricks, although the only lead that always ensures four tricks for the defence is a low diamond.

Board 32. Dealer West. Vulnerability E/W



NS should find a route to the nine-trick game, one possibility being 1♠-2♠-2NT-3NT. West is likely to lead a safe spade. Declarer ducks, wins the next spade and tries a diamond to the queen, playing two more rounds when it holds. Winning the spade exit declarer plays the ♥Q cashes the long diamond and plays a heart to the king and ace. Winning the heart exit declarer can exit with a spade to endplay West.

The prettiest of several winning lines.

Please read me!!

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

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

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

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

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

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

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