

# ECatsBridge Pairs for BBC Children in Need Thursday 15 November 2018 Session No 7521



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 but 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

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**Board 1. Dealer North. Vulnerability None**

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

With the singleton ♣J devalued, North passes as dealer, allowing West to open in fourth seat.

Those playing Multi Landy have no way in over a weak 1NT; some will have natural 2♦ overall or a different convention available. INT is cold with five clubs and the ♥A on top plus a slow (or not so slow) diamond winner. 3♣ is down a couple of tricks – declarer might need a strip squeeze even to manage that.

**Board 2. Dealer East. Vulnerability NIS**

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

System and style determine which red suit East opens. It is easy to reach 4♥ after 1♥ opener, less so after 1♦ because West is too weak to bid 2♥ over 1♠. In any case, North-South, with their 11-card spade fit, bid to 4♠.

The spade game is makeable if declarer strips the majors and leads up to the ♣K, leaving West to concede a ruff and discard – but why not simply play East for Q-x or A-Q-(x) of clubs? 4♥ makes easily.

**Board 3. Dealer South. Vulnerability E/W**

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

If South opens 1♣, West overcalls 1♠ and North doubles. East then raises to 2♠ and South doubles (2NT would show 17-18). It is close whether North bids 3♣ or tries 3♠ to ask for a stopper. If South opens a strong 1NT, 3NT is a likelier spot.

A top spade lead and a diamond switch beats even 2NT. After a low spade lead declarer needs to guess the clubs to succeed. A winning trump guess lands the overtrick in 3♣.

**Board 4. Dealer West. Vulnerability All**

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

The three tens mean that most West players will open 1♥. If North overcalls 2♣, East bids 2♦; if not, East bids 1NT. South will try 2♠ or (after 1♥-pass-1NT) a Michaels 2♥. North-South will normally get to declare a spade part-score.

The cards lie rather well, with clubs 3-3 and the ♦A short, allowing as many as 10 tricks if you take the right line. East-West could be in trouble of they buy the contract since they are vulnerable.

**Board 5. Dealer North. Vulnerability NIS**

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

Whether West responds 1♦ or 1♠ could be down to system or style (the vulnerability would make it unwise for South to try a weak jump overcall of 2♥).

Here it makes no difference because East would introduce or raise (jump raise) spades respectively. Reasonable care lands an overtrick in 4♣.

You just need to make sure you have tackled both black suits while the East hand still has a trump to deal with the hearts.

**Board 6. Dealer East. Vulnerability E/W**

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

Most likely two passes follow after East opens 1♠. The lack of a fourth heart dissuades South from a thin double while the vulnerability is against West. North reopens with 3♥ (a jump cannot be weak in fourth seat) and South raises to 4♥.

The friendly breaks in the red suits mean that declarer can set up the diamonds for 11 tricks, saving the need to guess who has the ♣Q. 4♠ doubled would be down 500 – too much.

**Board 7. Dealer South. Vulnerability All**

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

After North opens 1♥, South raises to 2♥ and two passes follow, East reopens with a double – the shape is ideal with a singleton heart and four spades. North certainly and South possibly will go on to 3♥.

Normally when a protective action has pushed the opponents higher you should give up – here it would pay to go on to 3♣. With ♠K-x onside, 3♣ makes. 3♥ makes more easily; West switches to a spade to stop the overtrick.

**Board 8. Dealer West. Vulnerability None**

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

North-South may well start 1♠-2♥-3♦-3NT. North might make one more try with 4♦, depending upon how strong the initial 2♥ was. A passive club lead holds a no-trump contract to 11 tricks because declarer cannot lead twice towards the spades without setting up a trick for the defenders in one of the rounded suits. With spades 3-3 and diamonds 3-2, you can make 6♦ quite easily. 6♠ makes too if you guess right.

**Board 9. Dealer North. Vulnerability E/W**

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

If North opens a weak INT, this might well buy the contract – for most people, 2♣ from West would be a convention – and the hand is weak anyway.

INT might squeak home on a spade lead, although East does have time to switch to clubs. If North opens 1♦, a suit contract results. 2♠ fails if East leads a club lead or the ♠4. 3♣ makes because the ♥K is onside and declarer can discard a heart on the ♠K.

**Board 10. Dealer East. Vulnerability All**

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

East opens 1♣, South overcalls 1♥ and West bids 1♠. If 1♠ showed five, as it will for most people, East raises to 2♣. Whether West then makes a game try is debatable with the misfit for clubs.

Since the spade layout is kindly and the ruffing club finesse works, 4♠ makes. Indeed, if the defenders start with two rounds of hearts, South must switch to a trump to stop 11 tricks. 3NT could make if you guess well.

**Board 11. Dealer South. Vulnerability None**

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

West might open 1♥ or perhaps a weak INT. After the former, North could overcall 2♦ or double. If West passes, North opens 1♦, South responds 1♠ and North must decide whether to bid 2♠ or 2♣. 2♠ makes in comfort.

To defeat 2♥ the defenders must take three rounds of rounds and two rounds of clubs before playing a fourth round of diamonds. If dummy ruffs high, South discards; if not, South ruffs with the ♥10.

**Board 12. Dealer West. Vulnerability NIS**

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

After a 1♦ opening, 1♥-2♦-2NT-3NT seems a fair way for East-West to continue. 3NT would be almost 100% from the West seat and is still a very good contract with East as declarer.

With the ♠K and ♦K both outside, you can in theory make 11 tricks. In practice, after the ♣J lead, declarer will attack diamonds rather than spades. So long as North keeps the ♥K-Q-J and two clubs, the defenders should score a third trick.

**Board 13. Dealer North. Vulnerability All**

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

If East opens a weak INT, South doubles for penalty and East-West should have a way to escape to 2♣. With the ♠K outside, that would make. If South can double 2♣ for takeout, North ends in 2♥. With either red suit as trumps the losers are a spade, two hearts and a club. Playing in the major yields a higher score of course. To beat West in 2♣ the defenders do best to attack diamonds, eventually making a long diamond.

**Board 14. Dealer East. Vulnerability None**

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

Left to their own devices, East-West ought to stop in INT. Facing either a 15-17 INT rebid or opening, the 4333 shape and absence of a single ten should persuade East not to look for game.

After the obvious club lead, the limit is 7 tricks. East-West fare better playing a in a suit contract, with 8 tricks available and a chance of 9 tricks if spades are trumps (when a club ruff is in the short trump hand). North could make 2♣.

**Board 15. Dealer South. Vulnerability NIS**

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

North opens 1♥ but is unlikely to buy the contract right there given the vulnerability. If East makes a 2♠ weak jump overcall and West raises to 2♠, this applies the pressure on North. Best is for South to leave in 3♠ doubled and collect 300 with six top defensive winners.

The shortage of entries to the South hand induces declarer in a heart contract into the winning diamond guess, starting low from hand for 9 tricks.

**Board 16. Dealer West. Vulnerability E/W**

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

After West opens 1♠, East, being far too weak to respond 2♥, raises to 2♠. North might view to reopen with a double (the shape is not ideal), in which case East will not accept defending 3♦.

3♠ ought to make exactly – declarer has three top losers and must also lose either a second diamond or a trump trick. With the ♠A offside and trumps 3-1, 3♦ fails by a trick – but the tiny penalty is cheaper than losing 140 or so.

**Board 17. Dealer North. Vulnerability None**

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

West gets to open in fourth seat. If this is with 1♥, North overcalls 1NT (both minors by a passed hand) and East raises to 2♥. If West opens a strong 1NT, this might end the auction (Q-J bare being devalued) or maybe North can show the minors.

You make an overtrick in 1NT if you play on diamonds. You can make 140 in hearts by losing a trump and the ♣A early, later endplaying South with the third round of trumps.

**Board 18. Dealer East. Vulnerability N/S**

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

If West opens a weak 1NT, East has the shape for what the Americans call 'drop dead Stayman': bid 2♣ and pass any opener's reply. 2♦ makes even on the ♦J lead because, with the ♣K onside, declarer has time to knock out the ♠A and ♥A.

1NT fails by a trick with three clubs as well as four top tricks to lose. With both majors 3-3 and the ♣K onside, you can make 2♥ or 2♠, losing four top winners and a diamond ruff.

**Board 19. Dealer South. Vulnerability E/W**

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

After South opens 1♥ and West overcalls 1♠, North can choose between 1NT and 2♠. The former might work better because it is then easy to compete to 3♣ after East raises to 2♠.

The friendly layout makes 11 tricks possible. As it happens, doubling 2♠ (or even defending 2♠ undoubled) would be more profitable. If you guess very well, you can make 200 in a heart partial; making 10 tricks will be more common.

**Board 20. Dealer West. Vulnerability All**

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

Suppose North opens 1♣, East overcalls a weak 2♣ (you have more to gain when facing a passed partner) and West raises to 4♣. North doubles this, after which South bids 4NT (two places to play).

North will choose to play in 5♣, surely not envisaging a slam facing a hand that passed over 2♠.

There is nothing to the play with the ♥A and two running suits to make. Par is 500 with East-West two off in 6♣ doubled.

**Board 21. Dealer North. Vulnerability N/S**

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

The bidding could be similar to that on Board 20, though this time with it clear cut for East to take some action and North too weak to double 4♠. By pinning the ♥10 East could make 4♠. Given a decent chance, South will want to show the diamonds and may end in 5♦, perhaps bidding it almost solo once the East-West spade fit comes to light. The ♠A lead and the ♥Q switch (or an initial heart lead) defeats the diamond game.

**Board 22. Dealer East. Vulnerability E/W**

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

With soft values outside the hearts, a third seat 4♥ opening by West would be rather random. After a spade lead and a club switch, declarer is going to lose one trick in each suit, the ♠A giving a parking place for one of the diamonds. If North kicks off with the ♦K, you can make 4♥ – but only with anti-percentage play of taking the double heart finesse. If they manage to get in the auction, North-South can make 3♣ or 3♠.

**Board 23. Dealer South. Vulnerability All**

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

If South opens a weak INT, North transfers into hearts and East overcalls 2♠. Holding four-card heart support, South competes to 3♥. Being so flat, West will be wary of competing to 3♠ but will probably be doing so anyway.

After cashing the ♥A at trick one, South might switch to a trump at trick two, saving any guess there. Later getting in with the ♦K, South might need to switch to the ♣2 to beat 3♠. 3♥ does make.

**Board 24. Dealer West. Vulnerability None**

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

West is likely to open a weak INT and reach 3NT after a Stayman enquiry. It is probably right, after a club lead, to win with the ♠A and lead a spade at trick two.

Declarer needs the ♠A onside and plays the suit early, partly for entry reasons, partly because a potentially fatal heart switch will be less marked early in the play. The important thing is lead spades twice from hand. 4♣ is a profitable sacrifice, down only 300.

**Board 25. Dealer North. Vulnerability E/W**

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

North-South might well bid 1♣-1♠-2♠-3NT. With three spades and a ruffing value, North should definitely raise 1♠ to 2♠ rather than rebid the poor clubs.

The obvious heart lead should hold 3NT to 10 tricks. On the run of the clubs, East knows to keep spades and trusts West to keep diamonds if need be. 4♠ might yield a trick more if declarer ruffs two spades in dummy and cashes two top trumps.

**Board 26. Dealer East. Vulnerability All**

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

Can East-West find a way to stop out of a slam missing the two top clubs? If the bidding starts 1♦-1♥-2NT, West knows the points are not quite there. If East upgrades to a 2NT opener or rebids 3NT, this increases the danger of going too high.

As the cards lie, you can make 6NT on a strip squeeze after a non-club lead: to keep the spades stopped North must bare the ♣K. Give yourself a brilliancy prize if you found that!

**Board 27. Dealer South. Vulnerability None**

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

Whether West opens one of a minor or a strong INT, the final contract is likely to be 3NT after North has shown the hearts.

After the ♥Q lead, declarer has a slight decision to take. A line that combines safety with the chance of an overtrick is to cross to hand with the ♦K and lead a low spade. Those in gambling mood may try a low club off dummy at trick two, making an overtrick if South ducks but going down if South rises.

**Board 28. Dealer West. Vulnerability N/S**

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

If West opens 1♠, East probably passes and South reopens with 2♣. West then doubles and East bids 2♠.

The vulnerable North-South need to stay out of 3♣ to avoid conceding 200 or more. With South known to hold club length, declarer in a spade contract should play for a doubleton diamond honour onside and so pick up that suit for one loser to make 140. 3♦ also makes if you take the winning diamond view.

**Board 29. Dealer North. Vulnerability All**

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

1♥-INT-2♣-2♥ seems quite a normal way to start bidding the North-South cards. If North makes one more effort with 2♠ 'only 4 losers', South bids 4♥. Maybe South bids 3♥ over 2♣ with two aces and the two-suit fit.

A few pairs are going to play this 'slam' in a partscore! Of course, you would not want to bid these hands to 6♥. It takes the ♥K onside, the ♣A onside and some kindly breaks to arrive at 12 tricks.

**Board 30. Dealer East. Vulnerability None**

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

After West opens 1♠ in third seat, North makes a 3♦ weak jump overcall (if available). East could stretch to 3♥ but is more likely to double. If West then (after the double) bids 4♣, East may call it a day.

The computer has x-ray vision and says that both 4♥ and 5♣ make. In real life, declarer will usually lose a trick to the singleton ♠K and make fewer tricks. 3♦ goes two down so long as the defenders prevent a club ruff.

**Board 31. Dealer South. Vulnerability N/S**

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

South opens 1♣ and, if playing a weak INT opening, has to rebid 2♣ over North's 1♥. North rebids 2♠ and South continues 2NT, which North raises to 3NT. In spite of the combined 26 HCP, 3NT is tough to make. Indeed a passive lead in one of the rounded suits should beat it, as does a low spade lead if East ducks. In fact, declarer needs to take some care to avoid going two down; best is to win the second club.

**Board 32. Dealer West. Vulnerability E/W**

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

South might get to open 1♥ in fourth seat, in which case North responds 2♣. South rebids 2♦ and North raises to 3♦. With a perfect fit, 6♦ is a decent contract; most will stop in 5♦ or perhaps end in 3NT. With all breaks friendly, you can make 6♦ in a variety of ways, taking two ruffs in one hand or the other (you would ruff hearts for preference). With the ♠A-K in the same hand, 3NT makes if North declares.

## 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.