



The ECatsBridge Simultaneous Pairs for BBC Children in Need Thursday 18th November 2010

Dear Bridge Player

We are really grateful to you for coming and playing in this event for BBC Children in Need. It is a charity very close to our hearts and we hope that, once again this year with your help, we will raise lots of lovely money for them! Last year you all raised over £58,000 ... and since 2002 you have raised £398,868.95 - just a fantastic amount of money thank you so much!

The commentary for this set of hands was done by Julian Pottage, and we are very grateful to him - it will be interesting if the results agree with his analysis!

Results will be at www.ecatsbridge.com as normal, of course. If you want to make an extra donation, please just email anna@ecats.co.uk and pledge the amount - we will add it in, and I will email you to tell you where to send the cheque! And please make sure that someone from your club emails us with the amount you have raised in total as soon as possible after the event so we can put it on the website and add it to the cheque that we hope to present to the BBC on Children in Need night.

You may like to note that I do a regular blog on the website - you can see the link on the pages ... it is often worth checking it because I put snippets of news up there about various bridge-orientated things (and some about what I am up to myself as well which may or may not be of interest!). We also run newsletters that you can join - for example one for Tournament Directors, another for Bridge Press, a third for Women players and others as required. So if you want to join any (or all) of them, just come to www.ecatsbridge.com and click the relevant links!

Again ... thank you very much for supporting us. Book the dates for next year when I expect we will be doing it all over again! And do join us for some of the other Simultaneous Pairs events if you can. We would especially love some more clubs to join us for the Charity Challenge which will be on Thursday 10th March 2011 - there is more information about that on the website as well of course!

With very best wishes

Anna & Mark

Anna Gudge & Mark Newton, ECatsBridge.com!

Board 1. Love All. Dealer North.

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

None of the first three players has enough to open. Depending upon West's choice of opening, the likely sequences are 1♠-2♠-2NT-4♠ and 1♣-1♠-3♠. It somehow seems harder to reach game if West opens 1♠. The favourable lie of the cards – very favourable in the case of the diamond suit – means you do want to be in game. 11 tricks are there if you guess well. If you decide not to play in the spade fit, you might make as many as 10 tricks in 3NT.

Board 2. N/S Vul. Dealer East.

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

Assuming that East cannot open a two-suited gadget, the bidding will be one way. After 1♦-2♣-2♠, North senses a slam in the air. A simple raise to 3♣, forcing, will be enough to get things rolling. With the ♠K missing, it should be possible to stay out of 7♠. The best lead is a trump, which stops the overtrick in 6♣ for sure. Although both minors break badly, the shortages are the right way round from declarer's viewpoint. 11 tricks are the limit in no-trumps.

Board 3. E/W Vul. Dealer South.

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

Each side can make 10 tricks with its chosen black suit as trumps, which will lead to some competitive auctions. Suppose West opens 3♣, North doubles and East raises to 4♣. South can choose between 4NT, asking North to pick a minor, and 5♣. The vulnerability then makes it easy for East-West to give up. Declarer has to lose a club, a heart and a spade. 5♦ plays nowhere near as well, with West able to take a club ruff or two.

Board 4. Game All. Dealer West.

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

I assume North passes over West's 2NT opening. East will want to look for a fit, using whichever tool is available – five-card Stayman, Baron or simple Stayman. No fit is there and most will play in 6NT or 7NT. With 12 tricks on top, declarer should try to find out as much as possible about the other three suits before tackling the hearts. When North turns up with five spades and good clubs, it is clear to play South for the ♥Q. 1470 will be a common score.

Board 5. N/S Vul. Dealer North.

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

Subject to the same comment as on 2, West opens 1♣ in fourth seat. East responds 1♦ and West rebids 1♥. If you play 1♣ as natural and 2♠ as fourth suit, East can rebid 1♠. If not, East rebids 2♦ or 1NT. I prefer 2♦ partly on shape and partly since I like 1NT to show about 8 points. West might well raise 1NT to 3NT. The 4-1 diamond division means 3NT is two off. A diamond contract plays better, with 10 tricks on, more if the defenders fail to lead trumps early.

Board 6. E/W Vul. Dealer East.

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

When East opens 1♣, South is too good to bid some number of spades and starts with a double. To say that North's jump to 4♠ comes as a surprise is an understatement. Having checked the backs of the cards and, just as importantly, that there are not two aces missing, South bids the slam. East will do well to plonk down the ♣A and stop the overtrick. If South bids spades first, the club lead is much easier to find

Board 7. Game All. Dealer South.

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

At most tables, North opens 4♥ and East overcalls 5♦. South probably sacrifices in 5♥, which East doubles. Barring accidents, this goes one down. If South was planning to lead a club against 5♦, the save was a phantom. On any other lead, East can draw trumps and duck the second spade to make 12 tricks. If West somehow finds a way to show the spades, East-West can get a huge score. Since South must follow to three diamonds, West can make 6♠.

Board 8. Love All. Dealer West.

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

Once upon a time North would open 1♦. Nowadays 1♣ may be the popular choice. If North opens 1♦, South has a tricky call after East overcalls 1♥. 2♣ is a stretch, while double and INT have greater flaws. Life is much easier if North has opened 1♣. After South shows the club support, it will be clear to go up as high as 4♣ if necessary to secure the contract. If East-West call 4♥, someone needs to double and South needs to find the diamond lead to collect 300.

Board 9. E/W Vul. Dealer North.

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

South might open 1♦ or INT in third seat. Opening may backfire as both East (in the play) and West (in the bidding) will be inclined to place South with the ♥K. Once East bids hearts with any enthusiasm, West is bidding at least 6♥. East can come to hand with a club ruff to finesse in hearts for 13 tricks. Those who have no clues from the bidding and try to drop the ♥K will make an unlucky 12 tricks. 6♠ doubled is down four; 7♦ doubled down five.

Board 10. Game All. Dealer East.

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

Playing a weak no-trump, North-South are likely to reach 3NT after a Stayman sequence. A normal low spade lead gives the defenders a head start. East can then take the first heart and continue spades. On any other defence, declarer can do something with the diamonds and make the contract. Woe betides any West who leads a club, allowing a possible overtrick. The best contract, as the cards lie, is 4♥, which ought to make even if West gets a diamond ruff.

Board 11. Love All. Dealer South.

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

Once South opens 1♠, North is thinking of a slam, albeit with half an eye on the heart situation. If at some stage South makes a cue bid or splinter in hearts, this will allay North's concern. If East-West bid hearts vigorously, this may also do the trick. There is nothing to the play in a diamond contract; with or without a heart lead, declarer has 12 tricks. 4♠ makes, with an overtrick if North declares. 6♥ doubled is down 800, cheaper than losing 920.

Board 12. NIS Vul. Dealer West.

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

West might pass, open 1♠ or open a weak 2♣/Multi. East will say little. North-South have values to spare and should sail into 3NT. To make an overtrick, South needs to win the first spade and later take an inspired view in the diamond suit, low to the eight. Most will make fewer tricks. Indeed, declarer has only 8 easy tricks and is likely to need a squeeze or throw in against West just to make the contract. 1♠ is down three, 2♥ down two.

Board 13. Game All. Dealer North.

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

Despite holding all the values in two suits, North is likely to open 1NT. South will look for a fit in one of the majors and invite game. North accepts, going to 3NT on the strength of the five-card club suit. The spotlight falls on East. A diamond lead – easy to find if West has doubled a 2♦ transfer for the lead – kills the game stone dead. On any other lead, declarer has time to set up the hearts – it will then be a question of overtricks. A trump promotion defeats 4♥.

Board 14. Love All. Dealer East.

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

West opens 2NT and will later accept an invitation to bid a slam, if East issues one. With poor shape and no tens, it is rather marginal whether East looks for a slam – at least being a passed hand gives one a little leeway. In 6NT, one line is to knock out the ♣ A, cash the ♥ A-K and run the minors. This combines the chance of a short ♥ Q, a short ♠ J and the chance that one defender is guarding both majors. As the cards lie, you do not need a squeeze.

Board 15. NIS Vul. Dealer South.

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

For North-South, 1♥-1♠-4♠ is the standard Acol sequence. If you play five-card majors, South opens 1♦ and North still arrives in 4♠. East might well lead a club, especially if South has bid hearts. The club is an unlucky choice, letting declarer throw one of dummy's diamonds on a third-round club winner. An overtrick is then a distinct possibility. Without the gift of a trick, one has to play quite well just to make 10 tricks, probably by taking two heart ruffs.

Board 16. E/W Vul. Dealer West.

♠ —
♥ A Q J 5 3
♦ K J 10
♣ A Q 10 9 4

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

♠ A K Q 9 7 5 2
♥ 6 4 2
♦ 9
♣ 5 2

North-South are in danger of going too high if they start 1♥-1♠-3♣. I suppose South bids 4♠ to show the solid suit and there matter rest, though South might regard 4♠ as a fast arrival bid and take some other action. If North rebids 2♣, it will be easier to stop at a safe level. Actually a heart lead from West defeats 4♠ – but who will find that? 4♥ is a better spot as it happens. East needs to lead a trump or a spade to be sure of stopping 11 tricks.

Board 17. Love All. Dealer North.

♠ —
♥ 9 8 6 5 3
♦ J 10 8
♣ Q J 10 7 5

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

♠ A K J 6 5 3
♥ 2
♦ Q 9 7 5
♣ 9 8

At most tables East opens 1NT and South overcalls 2♣. West may jump to 3NT or use whichever variant of Lebensohl shows a spade stopper without four hearts. It has always struck me as logical for a direct 3NT to be the way to do this, though many play it some other way. On any lead bar a diamond, declarer makes 10 tricks; a diamond would stop the overtrick. If East-West defend 2♠ doubled, they will regret it, picking up a paltry 100.

Board 18. N/S Vul. Dealer East.

♠ K 10 2
♥ 9 6 5
♦ Q 10 9 8
♣ J 10 9

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

♠ 7 3
♥ A 8 7 4 3 2
♦ 5 2
♣ Q 8 5

At this vulnerability, East-West should enjoy a free run. 1♦-1♠-2♣-2♥-3♥-3♠-4♠ is one possible sequence, East's 3♥ being a sort of fifth suit noise, showing extra values but no clear direction. If East rebids 1NT or 2NT, West will probably insist on playing in spades. It is very important to find the spade fit because a heart lead would defeat 3NT by two. In 4♠, declarer should make an overtrick via the diamond finesse or by setting up a long diamond.

Board 19. E/W Vul. Dealer South.

♠ Q 10 5 2
♥ 4 3
♦ 5 4
♣ J 9 8 7 5

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

♠ A K 9 7 6
♥ 7
♦ A K 10 6 2
♣ A 4

South opens 1♠, West overcalls 2♥ and North scrapes up a raise. East then supports hearts and South bids 4♠. Vulnerable against not, it would be a howler for East-West to sacrifice in 5♥ doubled, which would be down 800. In 4♠, it looks right for declarer to draw only two rounds of trumps (with the ace and queen) before going for diamond ruffs. As it happens, with diamonds 3-3, one cannot go wrong; 450 will be a common score.

Board 20. Game All. Dealer West.

♠ —
♥ J 7
♦ A 9 7 6 3 2
♣ J 8 7 5 2

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

♠ J 10 7 4 3 2
♥ 10 5 3
♦ J 4
♣ 6 4

With those two chunky four-card suits, West has an absolute maximum for a weak 1NT. East will look for a fit in a major and go slamming. West does best to decline the suggestion of playing in a major but accept the idea of playing in a slam. Even without relying on the position of the minor-suit jacks, West makes 12 tricks in 6NT: three spades, five hearts, a diamond and three clubs. 6♥ fails if South is on lead and starts with a spade – it would score less anyway

Board 21. N/S Vul. Dealer North.

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

One's hand does not improve just because the other side pre-empts. West barely has an opening bid. It is surely not worth a four-level overcall. South's third seat 4♥ should therefore begin and end the auction. Declarer probably ruffs the third spade and runs some trumps. West must keep both clubs to defeat 4♥. If West is in 4♠, South wins the first trick with the ace of hearts as a suit-preference signal for diamonds. North later switches to the ♦Q to take 4♠ three off.

Board 22. E/W Vul. Dealer East.

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

Having opened a vulnerable weak no-trump, East is likely to decline any game invitation. The question then is whether West raises 1NT directly to 3NT. At this vulnerability, it is probably right to do so: East should not have a poor 12 points. After South leads the ♥10, it looks right to play low from dummy despite the risk of a spade switch. As the cards lie, declarer cannot really go wrong. Most will make exactly 9 tricks.

Board 23. Game All. Dealer South.

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

The bidding may start 1♠-2♣-2♥-3♦-3♥. Facing a minimum of 10 cards in the majors, North probably gives up on a club slam and bids 3NT. South has no real reason to bid 4♣ over this. In 3NT, there are 10 obvious tricks and limited opportunities for more. If North plays in clubs, much depends upon the lead. If East leads a red card, 12 tricks are easy. They are also possible on a trump lead if North throws a spade on the ♥A and runs the ♦J. 4♠ is not on.

Board 24. Love All. Dealer West.

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

North-South have the bidding to themselves. They may bid 1♦-1♥-2NT-3♥-4♥. Many matchpoints depend on West's lead. On a spade lead, declarer has time to set up the diamonds – East cannot afford to hold up – and make 10 tricks. On a club lead, one has to try the finesse, which loses. If North plays in 3NT, only the incredible lead of a heart stops 10 tricks; what is more, West has to overtake and switch to a club. The par spot is by 4♥ by North – tricky! 2010 Thursday

Board 25. E/W Vul. Dealer North.

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

South opens 1♠ in third seat and West overcalls 2♦. North might double, raise to 2♠ or even stretch to bid 2♥. In any event, East shows diamond support and West should be willing to compete as high as 4♦ if need be. The defenders have three aces to take. They need to exercise a bit of care to avoid losing the ♣A. 3NT is not on as the defenders have time to set up a heart trick to go with their four top winners. 7 tricks are the limit if North-South play in a major.

Board 26. Game All. Dealer East.

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

East opens 1NT and South doubles. West retreats, either showing hearts only or both red suits. North needs to find a way of showing some values but not great hearts. South then shows the spades, which North raises. Given East's opening, 4♠ is a good contract as the ♠Q should be onside. 3NT is scarier but also makes after South holds up the ♥A twice. East-West make 2♥ with just three diamonds and two aces to lose. East but not West can make 2♦.

Board 27. Love All. Dealer South.

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

With two tens and a five-card suit, West may decide the hand is too good for 1NT. Since East has enough to invite game facing a weak no-trump, they will reach game in any event. If West opens 1♠, it may be 4♠. Otherwise, 4♥ will be the spot. With the ♠Q offside, the defenders should make two spades and a diamond against either 4♥ or 4♠. In 3NT, there is no time to set up the spade suit, though a winning club view will salvage a plus, if few matchpoints.

Board 28. NIS Vul. Dealer West.

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

With East-West silent, 1NT-2♣-2♦-2NT-3NT is the likely auction. North's 2♦ denial may steer East away from an initial club lead. This should not affect the outcome because West has only one entry and East will get a second chance to lead clubs when in with the ♥A. The defenders therefore get three clubs and a heart to stop the overtrick. 5♦ makes but with no hope of an overtrick. 4♠ doubled goes four down if North leads a club, setting up ruffs for South.

Board 29. Game All. Dealer North.

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

In the modern style, 1♦-1♥-2NT-3NT is the way for East-West to bid. Having to jump all the way to 3NT to show 19 points is a poor method, albeit not costly on this deal. Given the friendly heart layout, nine tricks should be easy to make: three hearts, three clubs, two diamonds and a spade. South does best to lead a club, which gives absolutely nothing away. On a red-suit lead, an inspired declarer might endplay South and secure an invaluable overtrick.

Board 30. Love All. Dealer East.

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

If East opens 1♦ and South passes, West has an awkward bid if an inverted raise is not on offer. In real life, South may bid 2♣, giving West a cue bid of 3♦. If South bids 3♣, that is slightly less helpful, at any rate in the bidding. As it happens, any bidding by South increases West's chance of an overtrick in 3NT – it takes a spade lead to stop the tenth trick. 5♦ makes even on a spade lead as a spade goes on the ♣K. 4♣ doubled can go three down – too much.

Board 31. N/S Vul. Dealer South.

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

After North opens 1♣ in third seat, East might overcall 1♦ or try a sporting take-out double. In any event, South bids 1♠ and North supports vigorously, perhaps using a splinter in diamonds. At a glance, the defenders seem to have a trick in each side suit. The snag is that if West leads a low heart then declarer can play low from dummy and avoid losing a club. On another lead, declarer can draw trumps and set up the clubs. 5♦ and 5♥ doubled would be down 800.

Board 32. E/W Vul. Dealer West.

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

If North opens 1♦, as most people will despite the lack of aces, South should probably bid 2♥. If you start with 1♥, what do you intend to rebid? Here the choice does not really matter. North will show little enthusiasm about hearts or things in general. If South plays in 4♥, the defenders have two aces and two trump tricks to take, with some flexibility about when to take them. North can make 3NT unless East finds the curious lead of a low diamond.

Yes - it was a bit of a squeeze to get it all in, and then I had a bit of space left over, but at least I can tell you a bit about us!

ECatsBridge is owned by ECats Ltd., and is an independant organisation run by Anna Gudge and Mark Newton. You can find out a bit about us by going to the website at www.ecatsbridge.com and clicking on the tab at the top where it says "About Us" ... we have a bit about each of us there - oh and something about the ECats cats too of course! And there is a link on the front page to Anna's blog as well which will give you additional information throughout the year so do keep coming back and checking - you never know what exciting events you might hear about that way!

We do a lot of work for the World Bridge Federation, some for the European Bridge League, some for the English Bridge Union, the Simultaneous Pairs for Bridge Great Britain, and various other Simultaneous Pairs for different organisations when required, including a number of Charity events.

We can organise Simultaneous Pairs large and small - some have only a few local clubs and it may be a lot less expensive than you think, so if you want to know more, do contact us.

We both love working in bridge. We do our best to make the website at www.ecatsbridge.com user friendly and informative, and the ECatsBridge Club enjoyable for its members.

If we can help you - let us know and we will do our best!