



The ECatsBridge Simultaneous Pairs  
for BBC Children in Need  
Thursday 17th November 2011

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 £65,000 ... and since 2002 you have raised £464,176.35 - just a fantastic amount of money thank you so much! I wonder if we can hit the 500,000 mark this year. Wouldn't that be wonderful.

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](http://www.ecatsbridge.com) as normal, of course. If you want to make an extra donation, please just email [anna@ecats.co.uk](mailto: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.

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 8th March 2012 - 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 5	
♥ A K	
♦ A K 6 2	
♣ Q J 9 5 2	
♠ A 4 3	♠ K 10 9 6
♥ Q 10 9 8 7	♥ J 5 4 3
♦ 5 4	♦ Q 8 3
♣ 8 6 4	♣ 10 7
♠ J 8 7 2	
♥ 6 2	
♦ J 10 9 7	
♣ A K 3	

Most routes lead to 3NT by North. One possibility is 1♣-1♠-2NT-3NT. If South responds 1♦ or North reverses, it will again be North, who holds the heart stopper, who declares. After a heart lead, you have time to take the diamond finesse to set up a tenth trick there. On a spade lead, you have ten tricks at once; unless East led the ♠6, you will be able to take the diamond finesse safely in a quest for an eleventh. 5♣ and 5♦ fail. 430 will be a very common score.

**Board 2. N/S Vul. Dealer East.**

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

The vulnerability should ensure a vigorous auction. 4♣ is on for North-South, while 5♦ doubled is down only two tricks. However, it may be difficult for East, who has little shape and the wasted ♠Q, to find the sacrifice. The obvious diamond lead defeats 5♠ – it does not matter if West continues diamonds as there are not enough discards on the clubs. Why is the law of total tricks out by a trick (20 trumps but only 19 tricks)? The ♥Q-J are of no use in a spade contract.

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

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

A route to 4♣ is pass-1♠-3♠-4♣. Those who open the North hand INT get to 3NT as it is usually best to spurn Stayman with a 4333 shape. At first sight, 4♣ has four losers. An endplay takes care of one. The plan is to finesse in trumps, ruff the third heart, make a diamond and exit with a diamond. A club lead from either defender then resolves the suit (as would a ruff and discard). If East obeys the rule of leading the suit without the ace (i.e. a heart), 3NT makes only nine.

**Board 4. Game All. Dealer West.**

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

East faces an awkward rebid after 1♠-2♣-2♥ or 1♠-2♦-2♥. I suppose you have to rebid 2NT. You cannot pass the forcing 2♥ or show extra values by bidding your other suit (which will be the fourth suit anyway). If East has responded 2♦, West might drive towards 6♦. 3NT will be the more popular spot. You lose two clubs and a spade in 3NT. Even if South finds the best lead of a trump, you can make 6♦ by taking the ruffing spade finesse.

**Board 5. N/S Vul. Dealer North.**

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

The vulnerability may persuade North to open a weak 2♥ or a Multi rather than 3♥. This leaves room for West to overcall 3♣. If North opens a brave 3♥, West might be brave too and venture 3NT. You can make 3NT even on a spade lead. You duck in both hands, win the second spade and play a heart to the ten. You then have time to knock out both red aces. 3♣ is much easier to make, losing two aces, a trump and a ruff. 3♥ can go three down, 2♠ two down.

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

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

Whether South opens a weak 2♣ or a Multi, West is going to act. East-West should reach 4♥ with their 26 HCP and 9-card fit. At this vulnerability, it will be tempting to sacrifice in 4♣. To defeat 4♣ doubled by three tricks West needs an overrun on the third round of clubs. 4♥ is tough on a spade lead from North. If you play clubs early (or have South play them), you find South short, which then tells you to play North for short diamonds (lead away from the ace).

**Board 7. Game All. Dealer South.**

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

If North opens 3♣ in third seat, East doubles and West bids 3♦; East may convert that to 3♠; West will be doing well to pass 3♠. Even 3♣ fails with two clubs and three trumps to lose. You can make 9 tricks in hearts and you might play in a heart partial if North does not open 3♣. You can make 10 tricks in diamonds by finessing South for the heart queen. 3♣ goes down two on a trump promotion if the defenders take their red winners and play a third diamond.

**Board 8. Love All. Dealer West.**

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

Depending upon your style, there are two likely auctions: (i) 1♠-2♠-3NT (ii) 1♦-1♥-2NT-3NT. If North opens 1♦ and rebids 1♠ (or 2♠), this will wrong side 3NT. Assuming North declares 3NT, 10 tricks are likely: five clubs, three hearts, two spades and a diamond. On auction (i), East may even lead a diamond, allowing 11 tricks. It is different if South declares. West leads the ♦J, giving the defenders three diamonds and a heart. 4♥ and 4♣ are on.

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

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

Pass-1♠-2♠-2NT-4♣ seems to be the normal Acoll auction for East-West. Despite the 8 losers, East ought not to stretch to 3♠ first time. North's lead is critical. The popular choice of the ♣Q allows declarer time to knock out the ♠A early, thereby avoiding an adverse diamond ruff. An inspired lead from one of the red suits gives the defenders time to set up and take a ruff. 3NT fails if North leads a club honour or a heart; if you led a low club, bad luck!

**Board 10. Game All. Dealer East.**

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

If East opens a weak 2♠ or a Multi, South is likely to stretch to a 2NT overcall. The good intermediates in the five-card suit are a definite plus. West's lead of a top diamond gives declarer a slight scare in 2NT. When East follows to the third round of diamonds and the club finesse works, all is well. 3♣ is a safer contract, though that too would fail if the club finesse lost. 2♠ goes down if South gets a heart ruff or if North gets a diamond ruff. 3♦ also fails by a trick.

**Board 11. Love All. Dealer South.**

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

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

♠ A Q 5 3  
♥ A J 10 2  
♦ 7 3 2  
♣ Q 9

♠ K J  
♥ Q 8 6  
♦ Q J 9 8 6  
♣ K 10 5

The bidding may begin and end with 1NT from South. As on Board 3, I recommend leading from the suit without the ace. On a spade lead, the defenders can easily take six tricks. If West leads a diamond, they may need to be more on their toes to prevent declarer from stealing an overtrick. 2♣ also makes. East-West can make 2♥ or 2♠. How can they enter the auction? As love all is the bidder's vulnerability, perhaps East will try a Landy 2♣ to show the majors.

**Board 12. NIS Vul. Dealer West.**

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

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

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

♠ K 9 8 6 2  
♥ K Q J 9 7  
♦ K J  
♣ 2

Despite the very poor suit, expect North to overcall 1♣ with 1♥. East might try a negative double. South will make a fit jump of 2♠ or other encouraging bid that leads to 4♥. If East can compete with 4NT to show two places to play, East-West might find their save. However, I do not see why 4NT would not be some sort of Blackwood. 5♦ doubled goes down two. To beat 5♥ (or stop the overtrick in 4♥), East needs to lead a spade. 5♠ is unbeatable.

**Board 13. Game All. Dealer North.**

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

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

♠ A 10  
♥ A 10  
♦ A J 6 3  
♣ A K 7 4 3

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

East is likely to open 2NT rather than 1♣. Whether West has enough to raise is debatable. 20 points facing 4 does not usually produce game. Maybe the ten and two nines sway it. With the diamond finesse right, 10 tricks are available in no-trumps, diamonds or clubs. In fact, you might make 5♣. Unless South leads a spade, you can draw trumps, run the ♦Q, strip the hearts and exit in spades. A diamond from North is then helpful, as is any ruff and discard.

**Board 14. Love All. Dealer East.**

♠ 9 8 5 3  
♥ A Q 9 7  
♦ 10 9  
♣ 8 5 3

♠ Q 10 4  
♥ K 10 3 2  
♦ Q 5 4 3  
♣ 7 6

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

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

Nobody is opening 2NT on this East hand I hope. The minor suit games are failing on the normal defence of two top spades followed by a heart switch. Beating 3NT is trickier. Assuming that West plays it, North needs to lead a high spade spot (West will have bid hearts, so North does not need to rely the 'lead the four-card suit without the ace' rule). South wins and switches to a heart. North then reverts to spades, allowing South to lead a second heart – well done.

**Board 15. NIS Vul. Dealer South.**

♠ Q 9 7 6  
♥ —  
♦ A K J 9 3 2  
♣ A 9 3

♠ J 10  
♥ A K 10 6 5 4 3  
♦ 8  
♣ J 6 4

♠ 5 4 2  
♥ J 8 2  
♦ 10 6 5  
♣ K 10 7 5

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

Whether South opens 1NT or (playing a strong no-trump) 1♣, West overcalls 3♥ pre-emptively. Finding 6♣ is tough on any auction, especially after this start. Double dummy you can make all 13 tricks due to the miracle J-10 doubleton in trumps. A heart lead would give you an extra entry for ruffing hearts and allow you to make 13 without relying on that. With the ♣K onside, 6♦ is making too. 5♥ doubled is down only 500. 3NT makes 11 tricks.

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

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

A possible auction is 1♠-2♦-2♠-4♣-4♠. The 4♣ splinter tells West that the hands are fitting well but the hand is rather minimum and lacking a sixth spade. Even if the hand is worth a courtesy cue bid of 4♦, neither player will go beyond game. 650 will be the most common result. If North leads the ♣A, there is a chance for 12 tricks, by ruffing one club in dummy and squeezing South in three suits. 5♣ doubled is down only 500; few will play there.

**Board 17. Love All. Dealer North.**

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

With the nice 5-card suit, North is likely to upgrade to a 2NT opening. South then checks for a 4-4 spade fit before settling for 3NT. In theory declarer can make 12 tricks if East leads a low heart, by finessing West first for the ♣J and then for the ♦K. In real life, declarer will not play the clubs like that and will make only 11 tricks – West, discarding after dummy, can avoid a squeeze in the black suits. If East leads a high heart, 11 tricks are the limit in any event.

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

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

With 30 HCP, good controls and a fit of sorts in two suits, East-West just about have the values for a slam. 6♦ is safer than 6♥ because a 4-1 break in either red suit is likely to be fatal in 6♥ whereas 6♦ might survive a 4-1 break in one or the other: if hearts split 4-1, the ♦A may be with the short hearts, when there will be no adverse heart ruff. If West opens 2NT and East transfers into hearts, later bidding diamonds, this may get you to 6♦. Expect 480 to be common.

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

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

With a 7222 shape and an awful lot of losers, South may open a weak 2♣ or a Multi rather than 3♣. West is not coming in over 3♠ and, vulnerable with only 10 HCP, might not double 2♣ either. Any pairs who bid to 4♥ on the East-West cards will be doing well. If West declares 4♥, it takes a diamond lead to stop the overtrick – the club position opens up ruffing finesse possibilities. A diamond lead beats 3NT. South should make 6 tricks playing in spades.

**Board 20. Game All. Dealer West.**

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

This should be an interesting partscore battle. Spades beat hearts, as is the customary outcome. Suppose West opens 1NT and East transfers into spades. South shows a takeout of this (perhaps by passing and then doubling) and North bids 3♥. East, with six decent spades, happily takes the push to 3♠. North is too flat to go on to 4♥ (only 17 total trumps). 3♠ has four top losers. 4♥ is in some danger of going two down, if declarer plays a diamond to the ten.

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

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

It looks like South opens 1♥ in third seat, North responds 1♠ and East doubles for takeout. Whether South should bid 3♠ or redouble first is a moot point. When invited to bid game, North will like having only 8 losers but will fear a bad spade break after East's double. You can make 4♠ either by ducking a round of trumps and ruffing the hearts good or by using a ruffing finesse to set up the diamonds. 8 tricks are the limit in hearts or no-trumps.

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

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

Whether you would rather play in 4♠ or 3NT all depends upon who has the ♥A. If East had it, you could make a trick more playing in 4♠ as the trump suit would give you time to set up the ♥K after a club lead. As the cards lie, the same 10 tricks are available in spades or no-trumps. With the 4333 shape, North does know that there is unlikely to be a ruff in the short trump hand, so deciding to play in 3NT is a real option. More will play in 4♠ I think.

**Board 23. Game All. Dealer South.**

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

South may pass as dealer and then overcall 2♣ after West opens 1♥ and East responds 1♠. West raises to 3♠ – you cannot really bid 4♠ with only 13 HCP, though it is tempting to make a 4♣ splinter. North competes to 4♣ if given the chance. In view of the huge North-South club fit, West may re-evaluate and bid on. To beat 4♠ South needs to lead the ♦J. This gives the defenders two aces and two ruffs. The ruffs defeat 4♥ too. 5♦ is unbeatable. 5♣ is down two.

**Board 24. Love All. Dealer West.**

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

West might open a Benjamin 2♣, 1♥, an Acol 2♥ or a heavy 4♥. Most routes lead to 4♥. To make 4♥ you need to finesse North for the ♦K, which allows you to throw one of your spade losers. You can make the same 10 tricks playing in no-trumps. 5♦ doubled may be very cheap sacrifice, down only one if declarer knocks out West's ♠A entry early, thereby avoiding a trump promotion on the third round of hearts. 4♣ might go three down.

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

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

Although North-South have a huge number of tricks to make when they get in, they have two fast spade losers. West, who will be on lead against a heart contract, will surely find the spade lead. South needs to force in hearts and then discover, by cue-bidding, that no spade control is present. With 10 tricks in the hand, facing an opening bid, I suspect that many South players will be unable to resist the urge just to bid a slam and hope for the best – not today Jose!

**Board 26. Game All. Dealer East.**

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

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

On a partscore deal, game all is the time for restraint. Nobody wants to lose 200. If West opens 1♦, North overcalls 1♥ and East bids 2♣, South must bid 3♥, not 4♥. You cannot bid to the four level every time you have ten trumps. You need to look at the shape and the losers. 4♥ would cost 200 even undoubled. 3♥ makes life hard for East-West. Maybe West bids 4♣ and East passes. 4♣ and 4♦ are both on. 5♣ needs clubs 2-2 and the ace right – a poor bet.

**Board 27. Love All. Dealer South.**

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

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

We have another partscore battle. If East opens INT in fourth seat, North will not want to let matters rest. It is love all remember – and North expects South to lead a diamond against INT. Suppose North bids 2♣, Landy, and South bids 2♠. West will not fancy defending 2♠. West might try double (if played for takeout), 2NT or 3♦. The ♠6 lead beats 2♠. East is likely to make 8 tricks in a no-trump contract. 3♦ cannot make with the breaks such as they are.

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

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

♠ K 3		
♥ J 9 3 2		
♦ A Q 7 3		
♣ A 3 2		

If East opens light in third seat, South has no obvious action. Only an Italian would double with this spade holding. Only a maniac overcalls 1♥ on J-9-3-2. It seems better to wait for West to bid 1♠ and East to raise to 2♠. Doubling then shows short spades, which is a better description. As it happens, the finesses in the majors work for East-West, entitling them to the plus score. 3♠ is an easy make. 3♥ is in danger of going two down if East leads the ♦J.

**Board 29. Game All. Dealer North.**

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

Three of the players are close to having an opening bid. North and East have six-card suits while South is the one in third seat. West has a genuine opening. INT has an easy 8 tricks, with a ninth available if North leads a diamond. West can make 3♣ with inspired play. Hop up with the ♥A, draw trumps and play a spade. If South wins and cashes two hearts, this sets up the jack; if not, you can endplay North. 4♠ makes if you guess the diamonds.

**Board 30. Love All. Dealer East.**

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

Whether or not East downgrades to a weak INT, the partnership will reach game. West will insist on game if East shows 15-17; West will only invite if East shows 12-14 but East will then accept. Most routes lead to 4♠. With trumps 4-1, declarer is going to lose two trumps, a heart and a club to fail by a trick. 3NT is makeable from the East seat as North cannot get in to attack clubs, which gives you time to set up the hearts. 4♥ is also makeable from the East seat.

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

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

What do you open the South hand? At a different vulnerability, 5♦ might be a popular choice. If you open a gambling 3NT, you have the promised solid suit! A cautious 3♦ could do well, especially if West doubles and East (with an eye on the vulnerability) decides to pass. In 3♦, there are just three clubs and a trump to lose. A contract of 4♥, which North might double, fails by two tricks. If South opens 4♦, this will end the auction and go quietly one down.

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

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

We finish with a rather fortuitous 3NT contract for North-South. With spades 3-2 and the ♠Q onside, there is no way to beat it. A spade contract plays a trick worse as West can score a heart ruff. How might the bidding go? East opens 1♥ in third seat, which fixes South. After North reopens with 1♠, South bids 2♥ to show a value raise. With an 8-loser hand, North is probably going to sign off in 2♠. If a brave West then tries 3♦, South may go on to 3♠.

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](http://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 cat (sadly only one now ... at least as I write this). 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, 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](http://www.ecatsbridge.com) user friendly and informative for you.

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