

Commentary for the

IBU Autumn Simultaneous Pairs

Thursday 5th November 2020

Dear Bridge player

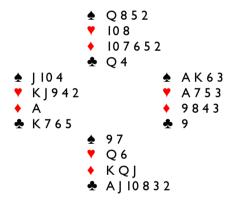
"Thank you for your support of the online IBU Simultaneous Pairs 2020. We hope you enjoy the opportunity to pit your wits against bridge players across Ireland, and perhaps even some of our friends from abroad.

This is an interesting and challenging set of hands - as they all are - and the advice of our expert commentators will tell us plenty about what we should and shouldn't have done. I hope you did at least one clever thing tonight - and more than that, I hope the advice of Brian Senior will give us moral support in our never-ending discussions with our partners.

Hoping to see you all at a real table before long, but in the meantime stay safe, stay healthy, and enjoy your online bridge."

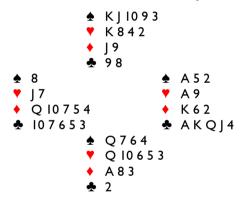
Jim O'Sullivan, President - Irish Bridge Union

Board I. Dealer North. Vulnerability None



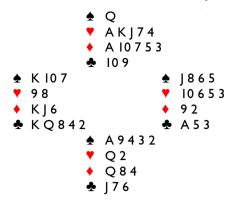
Everything is so friendly for E/W that they can make 12 tricks in a heart contract, and it is hard to see anyone not playing the heart game. Should East open the bidding? AKA says yes, but those playing five-card majors in particular will have to cope with opening 1 ◆ and maybe getting a 2♣ response. I doubt that this worry will silence many, especially at Love All, when getting the first blow in is always a good idea on a potential competitive partscore deal.

Board 2. Dealer East. Vulnerability N/S



East has a very good 2NT opening, almost too good for 20-22 with all prime cards and a running suit. That should end the auction and now it doesn't matter which major South leads, four winners will be established, ready to cash when South wins the ace of diamonds. Eight tricks for +120 should be the popular outcome. Anyone who upgrades to a 24 opening rates to get to 3NT and collect a minus score.

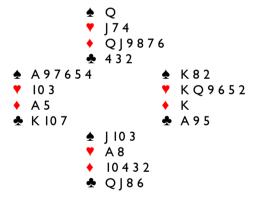
Board 3. Dealer South. Vulnerability E/W



If West opens INT, North will often overcall 2♥, either just natural or hearts and a minor. South should pass whichever message 2♥ imparts. Where West opens I♣, North may overcall 2NT, at least five-five in the red suits. Now South presumably chooses to play in 3♦.

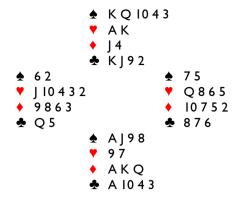
A successful play in the diamond suit should lead to 10 tricks in 3° , but only nine in 2° , as repeated club leads force declarer and establish a trump trick for East.

Board 4. Dealer West. Vulnerability All



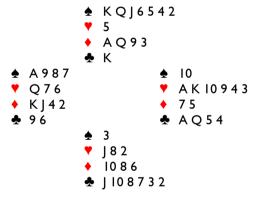
West opens I♠ and rebids 2♠ over the 2♥ response. East is too good to just raise to game. Those playing 2-over-I GF can raise to 3♠, over which West will sign-off in 4♠. If playing Acol, East will have to find a bid as 3♠ would not be forcing. A 4♠ splinter is not ideal with the bare king, but may be simpler and less likely to cause confusion than inventing a suit by bidding 3♣ then following through with spade support on the next round.

Board 5. Dealer North. Vulnerability N/S



North opens I♠ and South responds 2NT, a GF spade raise. How it goes from there depends on which variety of Jacoby is in use, but everyone should get to slam. There are two questions, Six or Seven, and spades or NT. The first decision may be a bit of a guess because most will not be able to find out about the club situation. The second decision? Once North shows extras and heart strength, I might settle for 6NT as South as a sort of compromise. The club guess looks to be just that — a guess.

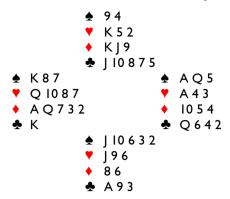
Board 6. Dealer East. Vulnerability E/W



E/W can make 4, though declarer will have to take a little care due to the bad breaks in both black suits which threaten defensive over-ruffs.

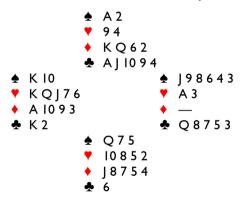
If East opens I ♥ and West responds I ♠, North might bid spades anyway if that would be natural for the partnership. However, West will eventually show an invitational hand with three-card heart support and East will go on to game.

Board 7. Dealer South. Vulnerability All



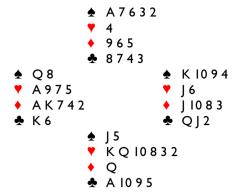
West opens I → and East may respond 2NT, natural and invitational, or perhaps 2 ♣ then follow up with 2NT if that would be invitational. West will probably raise to 3NT. South will no doubt lead a spade, East winning in hand to take a diamond finesse. That loses, and North may return a club. With nothing good happening in diamonds, declarer should be a trick short, though I have no doubt that game will be made at some tables.

Board 8. Dealer West. Vulnerability None



West will open I♥ and North overcall 2♣. Nothing is ideal with the East hand but nobody will want to pass so a negative double may be the popular choice. I would make a preemptive jump to 4♠ now as South, and that silences West, as double would be for takeout. And it comes back to East. If he doubles again, West will leave it in and collect +300. Or East may gamble with 4♠. That can be made, even after an opening club ruff, and should score very well.

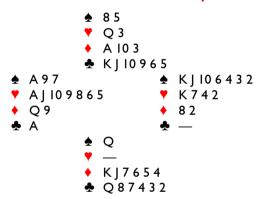
Board 9. Dealer North. Vulnerability E/W



South will open in third seat, usually I, and West should overcall INT. East is worth a game invitation so uses Stayman then follows through with 2NT. The long diamonds should convince West to accept and nine tricks is the normal outcome after a heart lead.

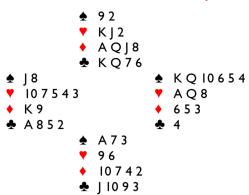
If South opens 2, West overcalls 2NT and East once again uses Stayman and the final contract is 3NT.

Board 10. Dealer East. Vulnerability All



Don't pre-empt with a side four-card major? Nowadays it's a choice between 3♠ and 4♠. Whichever is chosen it's 'man or mouse' time for South. Two weakish suits, but six-six! Real men (and women) will bid 4NT, any two-suiter, and West may bid 5♠. If North knew South held clubs, 6♠ would be easy now, which is why an immediate 5♠ is better than a delayed 5♠ from West. 5♠/♦ make, 5♥ makes, and it takes a tough to find heart ruff to beat 5♠ – exciting stuff!

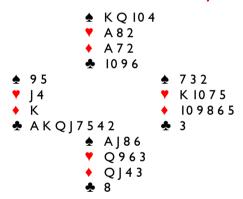
Board II. Dealer South. Vulnerability None



If North opens $1 \clubsuit / \blacklozenge$, East will overcall $1 \spadesuit$ and South raise to $2 \clubsuit / \blacklozenge$. East should rebid $2 \spadesuit$ and that is cold so North will need to compete to $3 \clubsuit / \blacklozenge$, which are both down only one.

If North opens INT and East overcalls $2 \triangleq$, that goes back to North. I would double for takeout and expect my partner to respond 2NT, two places to play, which gets us nicely to $3 \triangleq / \blacklozenge$, the best result achievable for N/S.

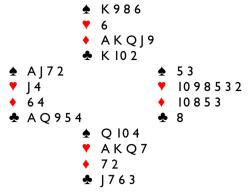
Board 12. Dealer West. Vulnerability N/S



A 1♣ opening makes it too easy for the opposition to come in, so I'd open 3NT, gambling, with the West hand, or maybe 5♣. East should respond 4♣, pass or correct, to 3NT, and South might dredge up a take-out double. That gets N/S to 4♠ and now West needs to save to avoid a bad result.

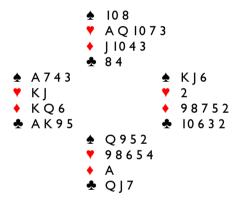
A 54 opener may get passed out. If South doubles, North should leave it in with such a balanced hand, and collects +300 or +500.

Board 13. Dealer North. Vulnerability All



North opens I → and rebids I ♥ over the I ♥ response. The clubs are a little delicate but, with no interest in any suit contract, South jumps to 2NT and North raises to game. West will lead a low club and declarer runs this to his jack and plays a spade to the king. He can cash diamonds then hearts before leading a club up and must make one more black-suit trick so I I in all.

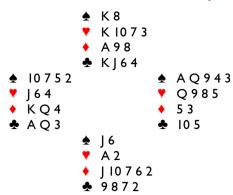
Board 14. Dealer East. Vulnerability None



West has 20 HCP but at best a borderline 2NT opening with the bad heart holding and lack of intermediates. If he opens I♣, North will overcall and South raise to at least 3♥. Three Hearts is the N/S limit, while E/W can make 3♣.

A 2NT opening, of course, silences N/S. East will usually go on to game, possibly via Puppet Stayman if that is in the system. Even being given a heart on the lead, 3NT is at least two down.

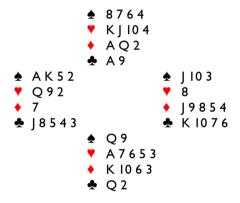
Board 15. Dealer South. Vulnerability N/S



The board belongs to N/S in 3♠, but it may be tough to get there. If West opens INT North, with no good lead, is just short of a double. East uses Stayman and West's 2♠ will often end the auction. 2♠ can be defeated by heart plays, but it won't happen that often.

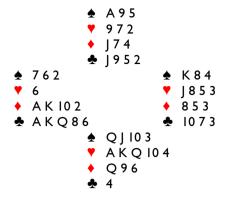
Even if West opens I♣, North has no good bid. He might make an off-shape double, and that works OK this time, but it isn't ideal with a doubleton spade and only a moderate hand.

Board 16. Dealer West. Vulnerability E/W



Against 4♥, three rounds of spades sees declarer ruff and the contract is safe even if he, normally enough, gets the trumps wrong. A club switch at trick three sees declarer win the ace, cash the top hearts, then ruff out the ♠10 and the ♠8 provides a parking place for the club loser. A club switch at trick two, however, beats the contract if declarer misguesses hearts as the discard on the fourth diamond comes far too late with West able to ruff an early diamond.

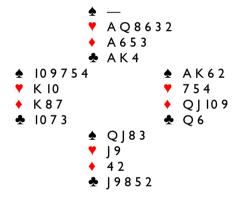
Board 17. Dealer North. Vulnerability None



If South opens I♥ playing Acol it may go 2♣ followed by two passes. North responds 2♥ to the reopening double and now two passes see West double and East respond 3♣. That may end the auction – down one.

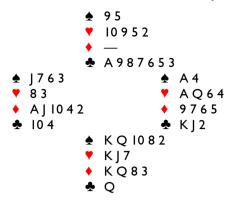
If South opens a five-card I^{\blacktriangledown} , North may bid 2^{\blacktriangledown} over the overcall. Two passes to West, who doubles, East bids 3^{\clubsuit} , and now South may compete with 3^{\blacktriangledown} – and now it is N/S who are down one.

Board 18. Dealer East. Vulnerability N/S



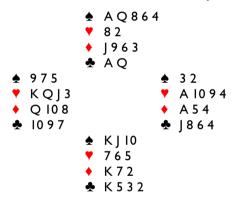
There are many possible auctions, starting with a number of different opening bids by East according to system. The cards could not lie more kindly for N/S, who can make 12 tricks in a heart contract or 11 in either clubs or no trump. Meanwhile, E/W have a paying save in 4♠ over 4♥, going three down for only −500. Of course, that will only be a good result for E/W if enough N/Ss are managing to bid game in the face of East's opening bid.

Board 19. Dealer South. Vulnerability E/W



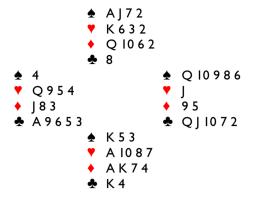
Unless you play three-level weak jump shifts, a very rare agreement, there is no sensible response on the North hand when South opens I♠. Does INT look even remotely sensible? The hand is way too weak for 2♠, so simply pass and use the opponents to your advantage. Once East has reopened, North can bid clubs to his heart's content without overstating the strength of his hand. 3♠ is a comfortable make, though E/W can compete effectively in diamonds.

Board 20. Dealer West. Vulnerability All



Playing Acol, North opens I♠ and rebids 2♠ over the 2♣ response. South now raises to 3♠, inviting game, and North, playing matchpoints where there is no premium on getting to thin games, should pass. Just as well; +140. You would rather stop a level lower, perhaps by playing five-card majors with a constructive simple raise (weak raises going through INT). There are nine tricks, but 2♠ is a little safer.

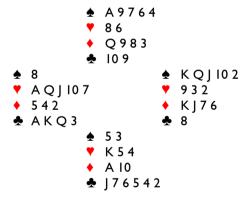
Board 21. Dealer North. Vulnerability N/S



Most roads will lead to 4. After an uncontested auction, the contract is likely to fail. Say that North is declarer on two rounds of clubs. North will ruff and probably play king and another heart, after which there will be two hearts and a spade to be lost, so down one.

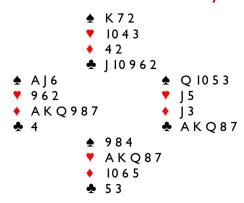
If East opens 2♠, weak with spades and a minor, declarer has a chance, playing only one top heart, though it will still require precise timing to escape with 10 tricks.

Board 22. Dealer East. Vulnerability E/W



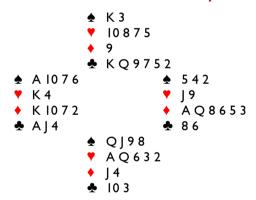
At many tables there will be two passes to West, who opens I♥. If left to themselves, E/W should reach 4♥ easily enough and come to 10 or II tricks. But suppose that North makes a very light overcall. East will pass and pass again when West makes a reopening double, but South will now run to 2♣. West will double that for penalty but if East leaves it in the price is less than the value of the E/W game.

Board 23. Dealer South. Vulnerability All



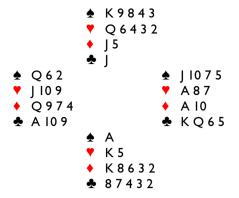
E/W have plenty of values but the only making game is in the four-three spade fit, and many pairs are likely to struggle to reach the spade game. Assuming a pass by South, it may start l - 2 and South may now overcall. West repeats the diamonds, East bids 3, and West should probably raise to 4, though the knowledge that partner has only a four-card suit will dissuade many from the winning action. If West bids 4, East will raise to 5 and that is down one.

Board 24. Dealer West. Vulnerability None



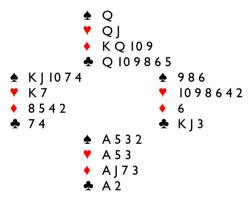
If West opens a strong NT, it would be a good time to be playing either a 3 response as natural and invitational, or to be able to transfer to diamonds and West say whether or not he likes the suit. This time West would say yes, and East could bid 3NT, which is cold as the cards lie. Without one of those methods, East has to guess and may just close his eyes and bid 3NT anyway if feeling lucky.

Board 25. Dealer North. Vulnerability E/W



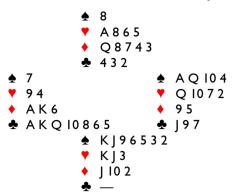
E/W can make 3NT on their combined 23 HCP, but will only get there if East upgrades and treats the 14-count as a strong NT. If East opens a weak NT, some Souths may overcall 2NT, minors, and North will have nowhere to go − 3 → doubled costs −800, which even beats the few who bid the vulnerable 3NT on the E/W cards. If South passes over INT, North may come in to show both majors. That isn't quite as bad, but nothing is much fun for N/S.

Board 26. Dealer East. Vulnerability All



South will often declare 3NT on the lead of the jack of spades. I2 tricks are possible now but why would declarer not play ace and another club? East wins, declarer ducks a spade, wins the next spade and crosses to dummy to clear the clubs; I0 tricks. East can do a trick better, switching to a heart after the second spade. Declarer has to duck and now has only nine tricks.

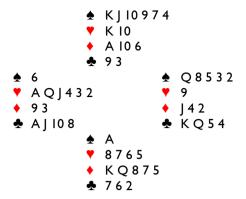
Board 27. Dealer South. Vulnerability None



South will open with a spade pre-empt, either a heavy 3♠ or a 'modern' aggressive 4♠. Either is likely to see West overcall 5♠ – even if 4♠ is played as natural, and not as clubs and hearts, the hand is way too good for that action with nine probably winners. East puts down a suitable dummy and 11 tricks are routine.

Of course, if West instead doubles 3♠, East will not find the winning 3NT bid but will choose 4♥ and West will again have to bid 5♠.

Board 28. Dealer West. Vulnerability N/S



Double dummy, E/W can make 4♣ or 3♥. The latter requires declarer to play for North to hold doubleton ♥K, which is far from an obvious play. When West opens I♥ and North bids I♠, East does best to bid INT – the shape is not ideal but this is the best chance East will get to show these values and spade stopper. West will be glad to hear of the high cards, but not interested in the stopper, and will bid out his shape as best he can.