

Commentary

for the

IBU Autumn Simultaneous Pairs

Tuesday 4 November 2025

Dear Bridge Player,

Thank you very much for playing in the IBU Simultaneous Pairs 2025, and for supporting the Irish Bridge Union (IBU).

As you probably know, the IBU is the confederation of the Contract Bridge Association of Ireland and the Northern Ireland Bridge Union, and has responsibility, on an all-Ireland basis, for sending teams to represent Ireland at World and European competitions. Summer 2026 sees the European Championships in Riga, Latvia, to which the IBU intends to send four teams. The costs of such competitions, like most costs these days, are increasing significantly, so your support for this Simultaneous Pairs, and for the various live competitions run during the season by the IBU, is greatly appreciated.

We hope that you enjoyed the chance to test yourself against your fellow players across Ireland (and for those still playing online, maybe overseas as well). As always, the hands (which are randomly generated by computer with no manual intervention) provided plenty of difficult decisions. Many thanks to our expert commentators Brian Senior (Monday), James Heneghan (Tuesday), Fearghal O'Boyle (Wednesday), Paul Delaney (Thursday), and Enda Murphy (Friday) for their guidance through the maze. I hope that you have picked up some useful tips from their advice.

Don't forget to check your standing in the national results at www.ecatsbridge.com/sims. You'll find the daily commentaries there too.

Gordon Lessells

President, Irish Bridge Union

Introduction from James Heneghan

There are so many systems to choose from so it is difficult to find common ground for a diverse audience. I decided to assume the following methods as they are common among Irish experts and on the various robot platforms.

2-over-I game-force, I5-I7 No-Trump, 5card majors and better minor. 24 Strong, 2♦/ \forall / \triangleq are weak 2's, New Minor Forcing.

While system is important, what is more important is what to consider in arriving at your decision. I hope the hands are challenging and that you will find some useful points below. Let's go!

Board I	♣ QJ62♥ J6◆ J7654♣ A4	Dealer N Vul: None
★ K84		♠ A9
Y Q872		y 9
♦ 1032		♦ AKQ8
♣ K62		♣ J109853
	♠ 10753	•
	AK10543	
	♦ 9	
	♣ Q7	
Bidding	-	

North	East	South	West
Pass	♣	2♥	Pass
Pass	2NT*	Pass	3NT
Pass	Pass	Pass	

* 4♦ and 6 (5+) ♣, in an offensive hand

After hearing a I dopening, South has a decision to make at their first turn. If partner was unpassed, I♥ might be a reasonable action as playing in game in either hearts or spades is feasible. However, since North has passed, game prospects have reduced so 2♥ stands out.

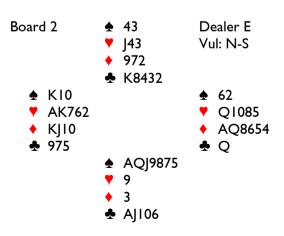
Now the bidding comes back to East who really wants to act because of the shape and controls. The question is what action to take? I like to play double here as shortage in the suit bid, implying spades (especially when you are on the minimum for your bid as you are here). From East's perspective double could be right but the trick-taking potential of the hand makes double a less attractive choice. If it went Double Pass Pass Pass, a club lead might blow a trick.

For this reason, I opt for 2NT to express the minor concentration and trick taking potential of the hand. (2NT as a natural bid is a low frequency event in a sequence like this, so I'm happy to lose 2NT as a natural bid.)

After, 2NT, Pass, the limelight falls on West, and their decision will be based on East's aggression in the bidding. If West takes the high road, East will be declaring 3NT and will make if they duck the ♥5 lead (South has no more entries). The ♣Q is onside and it's likely to be overtrick city for East/West.

Makeable Contracts

	•	•	Y	•	ΝI		
	=	=	=	=	==		
Ν	-	-	- 1	I	-		
S	-	-	- 1	I	-		
E	4	2	-	-	3		
W	4	2	-	-	3		
	==========						



This auction is hard to predict, starting with East as dealer vul versus non. Depending on your approach to bidding, you could reasonably pass, open I ◆ or 2♦ (if that is a weak 2), all of which have their benefits and drawbacks.

Thinking about East's hand - 10 hcp, nice shape, Diamonds are a potentially good lead, ♠Q not carrying full weight, short in the boss suit. I opt for pass.

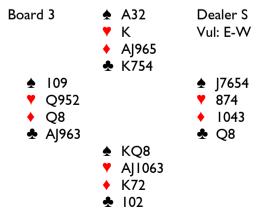
South has another unusual hand, minimal points but nicely concentrated values, great playability. I would open I♠. I can see a few optimists/daredevils opening 2♠ which may limit East/West's action.

East	South	West	North
Pass	I♠	2♥	Pass
4 ♦*	4♠	5♥	Р
Pass	Pass		
* 4 ♦	Fit bid, 4-card	d support,	good
di	iamonds in a !	5♦+ suit, g	ame going

When correctly employed, fit bids are very powerful in enabling accurate high-level decisions.

Sitting West after the 4♠ bid, you can't see your side getting rich from defending so bidding 5♥ is your last shot at getting your fair share of the matchpoints. Note how East's fit bid has very helpfully revealed the double-fit.

	•	•	Y	•	NT
	=	=	=	=	==
Ν	4	-	-	4	-
S	4	-	-	4	-
Ε	-	5	5	-	I
W	-	5	5	-	I
	==:				



South	West	North	East
I ♥	Pass	2	Pass
2♥	Pass	2NT	Pass
3NT	Pass	Pass	Pass

South's rebid is tough without good agreements, you must discuss this with partner. But 3NT should be the normal contract, and North will likely emerge with 11 tricks with the •Q sitting well.

Makeable Contracts * NT = __ 3 5 5 Ν 6 4 5 S 3 5 6 4 Ε Board 4 **★** A52 Dealer W

West	North	East	South
	♣ 87	5	
	♦ Q	1086	
	7 97	3	
	★ 74	.3	
♣ AJ3	3		9 962
♦ A5			♦ J9732
♥ AI	042		♥ Q6
♠ JIO	196		★ KQ8
	♣ K0	Q104	
	♦ K ²	1	
	♥ KJ	85	Vul: Both

INT

I ♣ Pass

North has bought a terrible dummy. East probably leads their fourth-highest diamond, West winning the Ace (North unblocking the K), followed by the 4J. (Underleading an Ace after winning the diamond is more likely to help declarer as dummy has precious few entries to finesse through West.)

Pass

Pass

♠| 2 K 3

♠Q 4 6 5

♠879A

If the play goes like this, North can place the remaining aces with West.

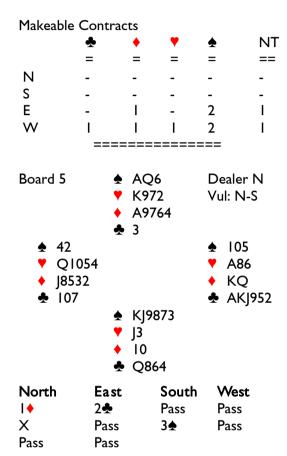
♣K 2 5 ?

Another important juncture ... At this point, West can count North's hand as Axx/ K???/

Kx/ KQ?? (assuming standard count from East/West)

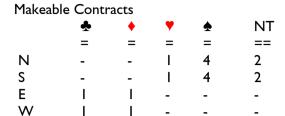
West can't duck as the Jack or the Ace will show up on the next round of clubs after declarer enters dummy with a diamond. After winning the AA, West will cash their spade and exit a heart.

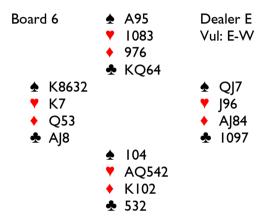
North has some guessing to do from here on to make their contract.



After $1 \blacklozenge - 2 \clubsuit$, South may be tempted to get involved. Despite their 6-card suit, their hand is marginal and a mixture of offence and defence – bidding vul versus non here can give East/West an easy positive score. The bidding comes round to North who is obliged to compete and the most flexible bid is double allowing for 4 possible contracts. South's only question now is at what level to bid spades. There is nuance to this situation; South has capped their hand in terms of points when they do not pass North's double, so 34 conveys this type of hand. To be honest, this is a rare situation, I do not know if this is standard expert agreement but I think it is a reasonable action.

North will take note of South's initial pass and should probably pass now despite their good controls.



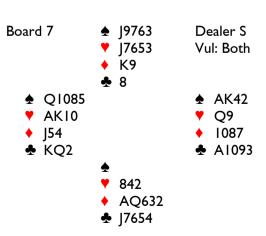


East	South	West	North	
Pass	Pass	I♠	Pass	
2♠	Pass	Pass	Pass	

This auction should be replicated at most tables with the likely result being +140 to East/West.

Makeable Contracts

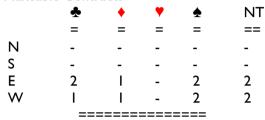
	*	\	•	•	NT	
	=	=	=	=	==	
Ν	-	-	2	-	-	
S	_	-	2	-	-	
Е	-	I	-	2	I	
W	I	I	-	2	I	
==========						

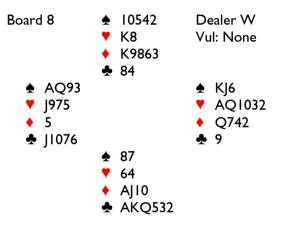


South	West	North	East
Pass	INT	Pass	2♣
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

Unless South bids diamonds, North is unlikely to lead that suit. However, the vicious spade break will likely result in the contract failing by one trick. After the heart lead, declarer will test trumps (ugh!), cash hearts ditching a diamond, and try to run clubs.

Makeable Contracts



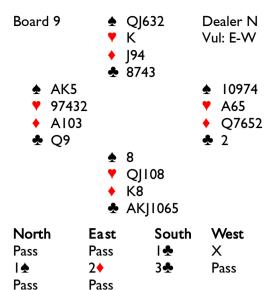


West	North	East	South
Pass	Pass	I ♥	2♣
2NT*	Pass	4♥	Pass
Pass	Pass		

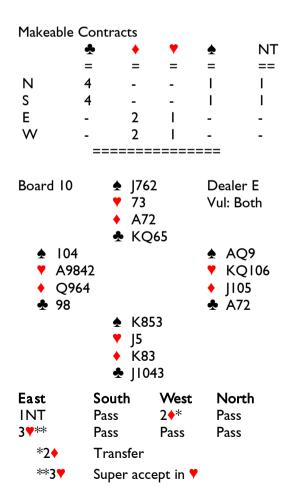
*2NT Shows 4-card support invitational

Despite East's third hand opening, West's hand has really increased in value and merits a raise. East will probably take the low road as West is limited to 11 hcp. The play is routine and East/West will end up with 11 tricks.

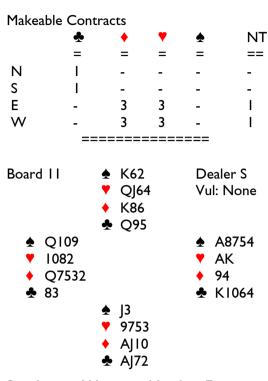
	♣	\rightarrow	•	★	NT
	=	=	=	=	==
Ν	2	- 1	-	-	-
S	2	I	-	-	-
E	-	-	5	2	I
W	-	-	5	2	1



Over I., West has a delicate decision. Their hearts are emaciated but the hand has opening values –it's a choice of lesser evils. Given this hand is likely to only make one bid, double becomes more attractive because of its flexibility. With 14 hcp, a good suit and non vul, South will come in again with 3. knowing partner made a noise.



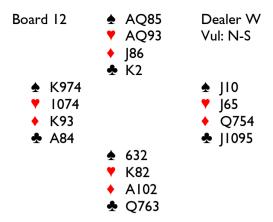
The result primarily depends on South's lead. A spade lead will hand declarer a trick. When leading into a strong NT, I tend to go passive. A low club lead seems right on balance.



South	West	North	East
Pass	Pass	Pass	I♠
Pass	Pass	INT	Pass
Pass	2♠	Pass	Pass
Pass			

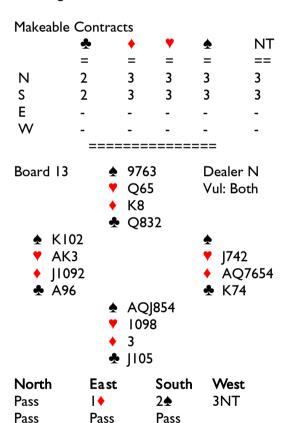
This auction might need some explanation for new players. Both North and South have minimal values, very balanced and short in the boss suit. When the auction comes round to North, they are obliged to compete as South is marked with some values so they may bid INT protective. East might be unwilling to throw in the towel with 14 hcp and nice controls. However, quite often bidding a suit when partner was silent is a dangerous thing so bidding a minor in a position like this shows a 5-5 generally. Swap the ♥A for the ♣A, now 2♣ would be a contender.

Makeable Contracts NT == 2 2 Ν Т I S 2 2 I _ ı Ε 2 W 2



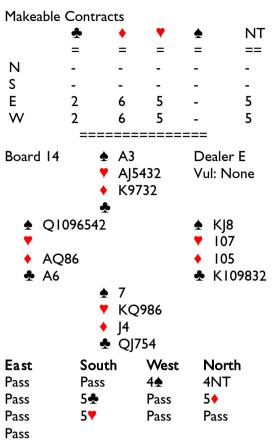
West	North	East	South
Pass	INT	Pass	2NT
Pass	3NT	Pass	

North/South will end up in 3NT, either directly or via an invite from South. No lead strikes gold here so 3NT should make.



This is another hand where bidding decisions have huge consequences. East is a 6-loser hand with a void, and in many peoples' book merits a I ◆ opening. South has a chunky 6-card suit and some intermediates outside, and will probably bid 2♠. West, who has the best hand at the table, should bid a pragmatic 3NT, and will end up with II tricks. 6♦ makes, but requires the trump King onside and either a 3-3 heart break or the ♥Q favourably placed.

That is definitely anti-percentage, but works on this occasion.

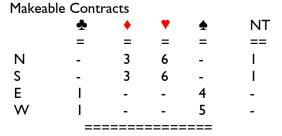


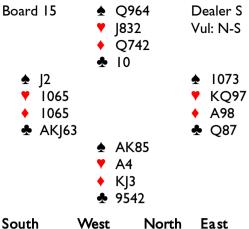
Distributional hands at matchpoints when Nil All can be a white-knuckle ride. Let's strap ourselves in.

Starting from the beginning, East will pass. If North/South are playing Tartans, 2♥ will be opened, which will make West's action more muted. Without 2♥, West might open 4♠ as they know North is likely to have an opening hand. Why 4♠? Well, third seat openings can be wide-ranging and West has a very offensive hand and will want to exert maximum pressure on North.

Over a 3♠ opening, North may play 4♠ as diamonds and hearts. Without that agreement, 4♥ is the only option.

I don't see many North/South pairs going to slam but if they do, they will make.





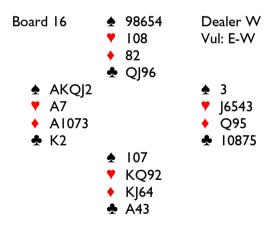
INT Pass Pass Pass

This will lower the blood pressure after the bidding on the last hand.

West will lead a top club and only a heart switch will defeat the contract – reasonable but not obvious. Most North/Souths will score +90.

Makeable Contracts

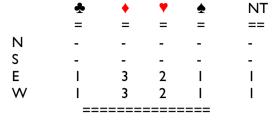
	♣	*	•	★	NT		
	=	=	=	=	==		
Ν	-	2	-	3	-		
S	-	2	-	3	-		
Ε	2	-	-	-	-		
W	2	-	-	-	-		

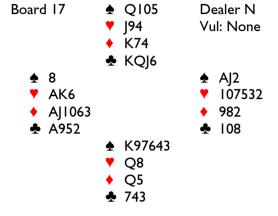


West	North	East	South
2NT	Pass	3♦	Pass
3♥	Pass	Pass	Pass

2NT may not be everyone's choice for obvious reasons but what are you to do? East will transfer and 3♥ will not be pretty with everything wrong bar the club ace. A nasty hand for East/West with no plausible contract making, despite 24 hcps between them.







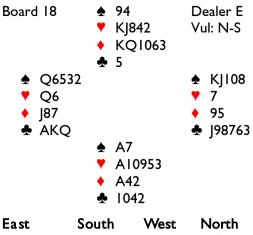
North	⊨ast	South	vvest
♣	Pass	I♠	X
XX^*	2♥	2♠	X
Pass	3♥	Pass	Pass
Pass			

*XX Support redouble (3-card ♠ suit)

Another auction that is hard to predict. After I♣ P I♠, both double and 2♦ are reasonable actions.

After 2♠ from South, I don't think West can sell out non vul at matchpoints. Double is again takeout generally showing a 3-card Heart suit. 3♥ will make if left there.





 East
 South
 West
 North

 Pass
 I ♥
 I ♠
 4 ◆*

 4 ♠
 5 ♥
 Pass
 Pass

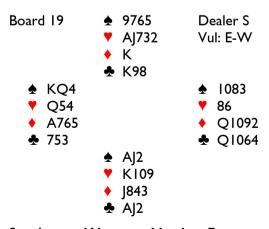
 Pass
 Pass
 Pass

*4♦ Fit bid agreeing ♥

This is a battling auction. North has a powerful hand once they know South has 5♥. Their most descriptive bid is 4♦. This shows a ♥ fit and generally five good diamonds. East will go with the flow non vul and bid 4♠. Fit bids are very powerful descriptors and South vul versus non vul and will probably bid 5♥ which should make. 5♠X − I is a good sacrifice, but I don't see many Easts making that call.

Makeable Contracts

	*	•	Y	♠	NT	
	=	=	=	=	==	
Ν	-	5	6	-	4	
S	-	5	6	-	4	
Ε	3	-	-	2	-	
W	3	-	-	2	-	
===========						



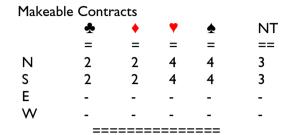
South West North East Pass 1 🍁 Pass | 🖤 INT Pass 2♣* **Pass 3** Pass **Pass Pass Pass**

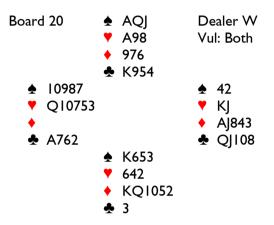
Page | **8**

* 2♣ New minor forcing

I expect many will play in the heart game and a few in 3NT - the latter making more times than not.

4♥ is difficult and will probably require defensive help.



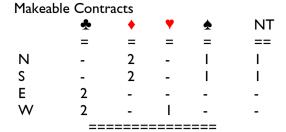


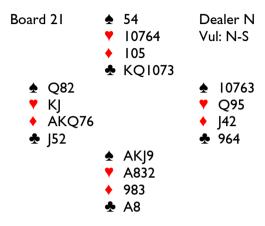
West	North	East	South
Pass	♣	I ♦	Pass
Pass	X	Pass	Pass
I ♥	Pass	Pass	I♠
Pass	Pass	Pass	

Another tough auction to predict but I'll explain my rationale.

The first decision belongs to South, their diamonds are too powerful to pass up on I ★x. North is obliged to reopen if they can. The double is passed round to West who is not happy with this resting spot. I ♥ is a reasonable choice. Penalty doubles are in force now but North has no clear bid. South can't penalise and should compete with I ♠.

On a \P lead, South should play the Ace to frustrate communications, take two rounds of trumps and run the \P 9.



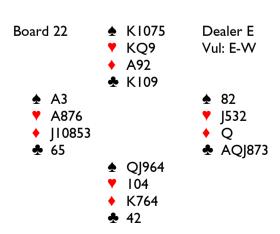


North	East	South	West	
Pass	Pass	INT	Pass	
Pass	Pass			

West has a powerful but non-descript hand, with no clear bid over a strong NT. Furthermore, rather than risk bidding, they might hope to take a vulnerable North/South down a couple by passing. However, life is good for North/South with the clubs 3-3.

Makeable Contracts

	♣	\	•	★	NT
	=	=	=	=	==
Ν	3	-	3	2	2
S	3	-	3	2	2
E	-	-	-	-	-
W	-	-	-	-	-

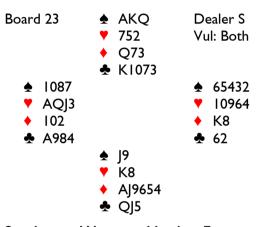


East	South	West	North	
Pass	Pass	Pass	INT	
Pass	2♥	Pass	2♠	
Pass	Pass	Pass		

The vulnerability will keep most East/Wests silent. North could super accept spades, but both partner and the opponents have passed already – a 4-3-3-3 minimum might be a reason to take the low road.

Makeab	ole Contr	acts			
	*	*	•	★	NT
	=	=	=	=	==
Ν	-	-	-	2	-
S	-	-	-	2	-
Е	3	1	3	-	2
W	3	- 1	3	-	2

==========

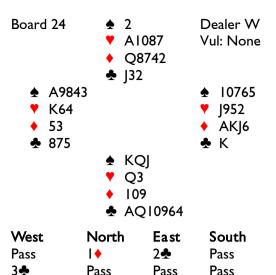


South	West	North	East
I ♦	Pass	2♣	Pass
2♦	Pass	2♠	Pass
2NT	Pass	3NT	Pass
Pass	Pass		

North has a slightly uncomfortable rebid after 2♦. Here I think 2♠ is the lesser evil as they want South to play 3NT with a heart stop.

Unless West leads hearts, South will make two overtricks with the diamonds lying nicely.

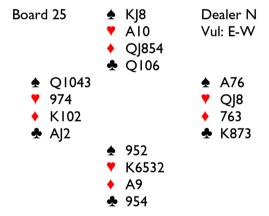
	♣	*	Y	★	NT
	=	=	=	=	==
Ν	3	4	-	-	2
S	4	5	- 1	-	4
E	-	-	-	I	-
W	-	-	-	I	-
===========					



3♣ will make on the nose. If East/West compete in spades, they will score well if they guess the heart position.

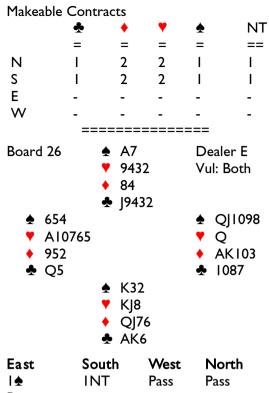
Makeable Contracts

	•	♦	•	★	NT
	=	=	=	=	==
Ν	4	2	-	-	3
S	4	2	-	-	3
Ε	-	-	- 1	2	-
W	-	-	I	2	-
==========					



North	East	South	West	
I ♦	Pass	I♥	Pass	
INT	Pass	Pass	Pass	

On a club lead, declarer will find they have a stopper and will attack diamonds. As North/South are missing the King and Ten, it's probably best to play to the Ace and back towards the QJ. Again, diamonds are friendly, and, with a good guess in spades, declarer will finish with an overtrick.

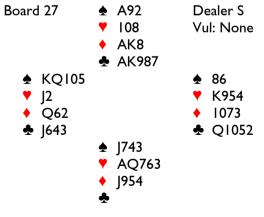


East	South	West	North	
I♠	INT	Pass	Pass	
Pass				

Some Wests will support spades which will be down two for a very poor score. Against 2♠, South should lead a top club and switch to a trump.







South	West	North	East
Pass	Pass	♣	Pass
I♥	Pass	2NT	Pass
3NT	Pass	Pass	Pass

3NT is not an easy contract but some defenders might come to the rescue. West will likely lead a top spade, which sets declarer up with eight tricks. Given the limited entries to dummy, they should play on diamonds. If declarer takes this line, they come to two tricks in each of spades, hearts, and clubs, and three in diamonds, for nine altogether.

Makeable Contracts NT * = == Ν 3 4 4 2 S 3 4 2 Ε W Dealer W Board 28 **★** AK109 10742 Vul: N-S 1074 **♣** KQ 6 **|8752** 95 QJ86 AQ32 ♣ J1097 ♣ A86532 Q43 AK3 KJ9865 West North South East **Pass** 1 🍁 2♣ 3♣ Χ 5 **Pass Pass**

With their game-going hand, South will force with 3♣. West will encourage a Club lead against NT. North has nothing to say with only one club stop and two suits wide open. South will simply drive to game. Although on the face of it, North has good enough diamond spots (T, 7, 4) to triple finesse, the entries are likely to be a problem, especially as East's most likely opening leads (♣A or ♠6) both have the effect of severing communications. So 5♦ is likely to go down one.

Pass

Pass

Makeat	ole Contr	acts			
	*	♦	•	★	NT
	=	=	=	=	==
Ν	-	4	3	2	1
S	-	4	3	2	I
Ε	3	-	-	-	-
W	3	-	-	-	-
===========					

Pass