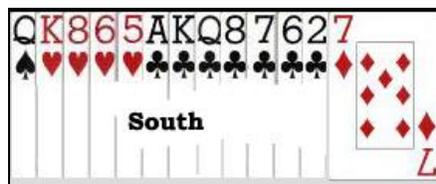


#1 Hand of the Week

You and partner are East/West. None vulnerable, Dealer North



ATeacherFirst.com



See next page for bidding analysis, actual results with real players, the computer-generated prediction and thoughts on what you can learn from this game.

Bidding: (Analysis as the bidding proceeds. One possibility.)

N	Pass	7 HCP
E	Pass	5 HCP (6 spades, might consider opening weak, but don't have 2 of the top 3 in spades, but do have 3 of the top 5; if opening 2♠, this would change the bidding)
S	1♣	14 HCP plus 3 for length
W	1♥	14 HCP, plus 2 for length; two long suits can be very powerful, if E/W can find a fit in one of them
N	1♠	Partner has opened, should respond with 6+ pts, will show 4+-card spade suit, even though it's not a great suit
E	Pass	North bid my suit! No support for partner's heart suit. Not enough points to bid anything. Partner overcalled so s/he might not even have a full opening hand.
S	3♣	Show extra strength and extra length, partner can pass
W	3♦	Must show extra strength, stopper in North's suit, only 2 cards in South's suit, no one is vulnerable. Message to partner: "Do you have a fit in one of my two suits?"
N	4♣	Has support for clubs, but not many points, may also Pass
E	4♦	Partner bid twice without any bids from me, showing two long suits and must have at least 4 diamonds. I have support for diamonds and a singleton in opponent's suit. (Re-evaluate: 5 HCP, plus 3 for each of my singletons = 11 points!) No one is vulnerable; perhaps I should try now to compete.
Both sides are fighting for the contract. Who will win?		

Actual Results (from East/West viewpoint):

Highest score (9.40): Contract 4♦ by East taking 11 tricks, +150 pts for E/W. Seems that N/S did not compete higher.

Next best score (7.20): Contract 5♣ by South, going down 1, +50 pts for E/W. So it was worth it to bid 4♦ and push them up.

Poor scores: Allowing N/S to stay at 3♣ or 4♣, taking 10 tricks, 130 pts for N/S.

Computer-generated Prediction: (Assume optimum playing by all.) N/S can bid and make 3♣. (Three pairs made 4♣ or 4♠. To take 10 tricks in clubs might depend on the lead.) E/W can bid and make 5♦.

What is there to learn from this?

N/S has 21 HCP together; E/W has 19 HCP. Points are quite evenly split. No side has game level points. Game is possible at 5♦ with just 19 HCP. Consider length and fits in suits, shortness in opponents' suits. E/W can make game in 5♦. No one bid it, so it was a very difficult board.

"Fits take tricks." East's hand has extra strength with two long suits. West's hand gains strength once a fit is found in a suit.

Don't give up on competing too soon when you have a good fit in a suit.

Dir: North
Vul: None

♠ 8 6 5 3 2
♥ Q 9 3
♦ K Q
♣ 10 5 3

♠ A
♥ A J 10 7 4
♦ A 10 9 6 4
♣ J 4

North
1
South

♠ K J 10 9 7 4
♥ 2
♦ J 8 5 3 2
♣ 9

♠ Q
♥ K 8 6 5
♦ 7
♣ A K Q 8 7 6 2

	♠	♥	♦	♣	N
N	3	-	-	-	2
S	3	-	-	-	2
E	-	5	4	-	
W	-	5	4	-	

Board No 1 None Vul Dealer North								
Pairs		Contract			Scores		Points	
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W
1	1	4♣	S	4	130		7.75	2.25
3	5	5♣	S	-1		50	2.80	7.20
4	7	5♣	S	-1		50	2.80	7.20
5	9	4♦	W	5		150	0.60	9.40
6	11	4♠	E	-2	100		4.45	5.55
7	2	4♦	W	5		150	0.60	9.40
8	4	3♣	S	3	110		5.55	4.45
9	6	3♣	S	4	130		7.75	2.25
10	8	4♣	S	4	130		7.75	2.25
11	10	3♥*	W	-2	300		9.95	0.05