#2 Hand of the Week





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

Bidding: (One possible scenario to show how players analyse the bidding.)

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1♣	13 HCP, no 5-card major, so open in a minor, clubs are longer
Double	18 HCP, no 5-card suit to overcall with but should not overcall with so many points anyway; should double instead. Also, East has good support for the three unbid suits. A 1NT overcall is possible because E has stoppers in clubs. Which is the best
	bid to make?
Pass	2 HCP, no support for clubs, not enough pts to bid
1NT	7 HCP, best suit is clubs, should West pass and leave the double in as penalty?
Dese	Not enough pts to bid anything else, if W passed to leave double as penalty, may
Pass	consider bidding 1♥ as clubs are not long or strong
3NT	Forced West to bid, does W have any pts? Will try for 3NT, since South did not bid
	anything, perhaps W has at least 6 pts
	1♣ Double Pass 1NT Pass 3NT

Actual Results (East/West viewpoint):

Note: The competition was at 0-299 MP level. Highest score (7): 3NT by East, making 4 for +430 pts. Next best was 1NT by East making 3 for +150 pts. West, with a good club suit, allowing East's double to stay in as penalty resulted in an average board (4) — North going down just 1 trick (making 6). It looks like only one East player doubled. The NT contracts were all by East.

Computer-Generated Prediction:

E/W can make $4\clubsuit$, $4\clubsuit$ or 3NT+1 with optimum bidding and playing.

What is there to learn from this game?

Only one pair out of eight bid 3NT and two bid 1NT. Those were the best scores, so East should bid 1NT, rather than double. The benefit is that it also shows high points (15-17 HCP, or 18 in this case). In this case, if East doubled, West should bid 1NT perhaps. So, sometimes it's better to bid after partner's double, especially at 1 level, when your suit is the opponent's suit, when no one is vulnerable.

Would be helpful to know for sure how the one pair managed to bid to 3NT and no one else did.



The computer predicts that 4[♠] will make, but that would be difficult to bid and to make, judging from the results. East would have to overcall 1[♠], supposedly showing 5 spades. It seems that three East players must have done that to end up in a spade contract.