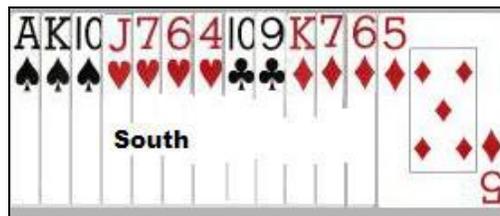
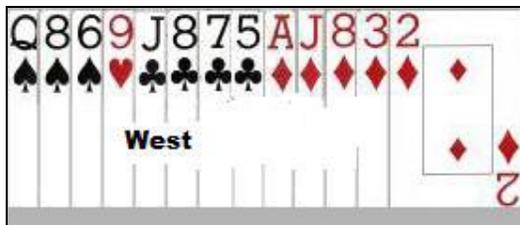


#6 - Hand of the Week

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



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

N	Pass	6 HCP
E	1NT	15 HCP (Balanced hand, 15-17 range, no 5-card major)
S	Pass	11 HCP
W	2NT	8 HCP (no 4-card major or 5-card major, heart singleton makes a NT contract somewhat dangerous, but will take a chance on East having stoppers in hearts, could also just pass, but partner could have 17 pts and then miss out on game; singleton has more value in a trump contract, but only suit worth considering is diamonds; 2♦ could be a safer bid, but not possible when using conventions, 3♦ is too high)
N	Pass	
E	Pass	Minimum 15 pts, partner is showing 8-9 HCP by bidding 2NT, so combined points do not add up to 25

Actual Results (East/West viewpoint): No one bid 3NT, even though three results showed that the 3NT is makeable with overtricks. Top board was #8 vs. #1, bidding 2NT and making 5.

One pair (#5 E/W) was not using conventions, to end up in 2♦ by W. Some may have used the "relay to Clubs" convention, but then ended up in 4♦ which can make 5, but no one bid that either.

Computer-Generated Prediction: 3NT was biddable and makeable with 1 overtrick. 5♦ is biddable and makeable, but requires taking 11 tricks. The optimum score is 3NT making 4.

What is there to learn from this game? Total points don't always mean that game level is biddable, but sometimes it is makeable.

NT is usually a more desirable contract than diamonds. It turned out to be a good decision for West to bid 2NT. However, if East did not have stoppers in hearts, it could have been a disaster. Sometimes you have to take calculated chances in bridge and accept the results if it does not turn out well.

Both the club finesse and the diamond finesse work in this game. That's why 3NT was makeable, but there would be no way of knowing that. Also, the ♠Q was in a good spot.

With 8 cards in diamonds, East should try the diamond finesse first and the club finesse next. If South avoids playing the ♦King, on the third try, East should overtake his ♦9 with the ♦Jack. The play of the hand should be thought out very carefully.

Conclusion: The final results of this game have a lot to do with how the hands are played. Pair #7 West did not play well to go down 2 in 4♦. Defence did not play well in #8 vs. #1 for E to make 5NT. No one bid to game in either NT or diamonds because the points were not there. Even 5♦ is difficult to bid when East has a minimum NT hand of 15 and West can add 2-3 pts for his singleton, giving him 11 total pts.

The interface displays the following information:

- Hand 1 (Top):** Dir: North, Vul: None. Cards: ♠ J 9 2, ♥ Q 10 8 3 2, ♦ 4, ♣ K 6 4 2. Optimum EW 430.
- Hand 2 (Middle):** ♠ Q 8 6, ♥ 9, ♦ A J 8 3 2, ♣ J 8 7 5. North: 17, South: 17. Cards: ♠ 7 5 4 3, ♥ A K 5, ♦ Q 10 9, ♣ A Q 3.
- Hand 3 (Bottom):** ♠ A K 10, ♥ J 7 6 4, ♦ K 7 6 5, ♣ 10 9. Trick count: 6, 8, 15, 11.
- Board Results Table:**

Board No 17 None Vul Dealer North									
Pairs		Contract			Scores		Points		
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W	
1	5	2♦	W	5		150	3	4	
2	7	4♦	W	-2	100		7	0	
3	9	2NT	E	3		150	3	4	
4	2	2NT	E	2		120	5½	1½	
5	4	2NT	E	4		180	1	6	
6	6	1NT	E	2		120	5½	1½	
8	1	2NT	E	5		210	0	7	
9	3	4♦	W	5		150	3	4	