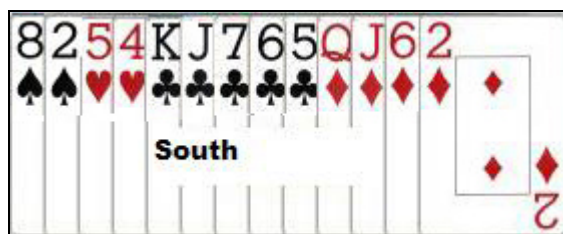


#8 - Hand of the Week

You and partner are playing East/West.
 Dealer North; East/West Vulnerable.



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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	1♦	15 HCP, unbalanced hand, no 5-card major, bid best minor
E	Pass	0 HCP
S	1NT	7 HCP, can't bid clubs at the 2 level unless South has 10+ pts, with such poor majors, might take a chance and bid 2♦ rather than 1NT (this bid depends on partnership agreement; some PAs require that 5 diamonds are needed to support a 1♦ opening bid)
W	Double	18 HCP, too strong to overcall 1♠, forcing bid to East
N	3♦	Showing 5-card diamond suit
E	Pass	No points!
S	Pass	
W	Double	Forcing to partner, 2 nd time to bid Double, partner must now bid something
N	Pass	Not enough pts to bid higher
E	3♠	Would prefer not to bid but partner is forcing. East is counting on partner to have support for the two majors.
W	4♠	Void in diamonds, support for West's best suit, West probably has 4 spades.

Actual Results (East/West viewpoint):

Highest score was 4♠ by East making 5. Lowest score was 3♦ by N, making 4.

Computer-Generated Prediction:

N/S can make 3♦. E/W can make 4♠.

What is there to learn from this game?

The double was the best bid by West. (See results for #1 E/W pair.) All the other spade contracts were by West which means West bid spades to start with, so didn't double. Also, it probably helped that East was the declarer, since that is the only contract that made an overtrick.

East does have some luck. The finesse in clubs will work. South will most likely lead the ♦Q and then it's trumped by West. North will likely get back in with the ♠K and then has a dilemma what to lead next. North can see West's hand and the options are limited.

Conclusion: With a very strong hand, a double is better than an overcall of 1♠. West was a bit "gutsy" with this bid, taking it to 4♠ when East showed few points (needed to be prompted twice to bid). However, the void in opponent's suit gives extra strength. Also, East had some very high spot cards (9's and 10's) which helped.

With 18 HCP plus a void in opponent's suit and a fit in partner's suit, game in a major can be made. "Fits take tricks!"

Dir: North
Vul: E/W

♠ K 6
♥ A J 9 3
♦ A K 10 7 4
♣ 4 2

Optimum
NS -300

♠ A Q J 7 3
♥ K Q 8 2
♦ --
♣ A Q 10 8

North
West
25
South
East

♠ 10 9 5 4
♥ 10 7 6
♦ 9 8 5 3
♣ 9 3

15
18 0
7

♠ 8 2
♥ 5 4
♦ Q J 6 2
♣ K J 7 6 5

	♠	♥	♦	♣	N
N	1	3	-	-	1
S	1	3	-	-	1
E	-	-	1	4	-
W	-	-	1	4	-

Board No 25 E/W Vul Dealer North								
Pairs		Contract			Scores		Points	
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W
2	4	2♠	W	4	170	1	6	
3	6	4♦	N	-1	50	5	2	
4	8	3♦	N	-1	50	5	2	
5	1	4♠	E	5	650	0	7	
6	3	3♠	W	3	140	2½	4½	
7	5	4♦	N	-1	50	5	2	
8	7	3♠	W	3	140	2½	4½	
9	9	3♦	N	4	130	7	0	

You can make game in a major with 18 HCP and a void. N/S may push E/W to game if they bid as high as 4♦. The best score for N/S was 3♦ making 4. Two E/W pairs did not bid 4♠ over 4♦, yet they would be smart to do so.