

#11- Hand of the Week

Bd #1 – You and your partner are playing East/West.
None vulnerable, Dealer North

Dlr: North Vul: None		♠ 9					
		♥ 4 2					
		♦ Q J 9 6 4 2					
		♣ 10 9 6 3					
♠ 10 8 5 2	North	♠ Q J 4					
♥ 8 5	West	♥ A K Q 9 7 6					
♦ A 10 5	1	♦ 8 3					
♣ A 7 4 2	East	♣ K Q					
	South						
<table border="1"> <tr><td>3</td></tr> <tr><td>8</td></tr> <tr><td>12</td></tr> <tr><td>17</td></tr> </table>		3	8	12	17	♠ A K 7 6 3	
3							
8							
12							
17							
		♥ J 10 3					
		♦ K 7					
		♣ J 8 5					

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.

If you wish to practise the bidding first, do not look at the bidding below.

Bidding: (One possible scenario with analysis.)

N	Pass	3 HCP
E	1♥	17 HCP + 2 for length - showing 5+ hearts
S	1♠	12 HCP + 1 for length – showing 5 spades, 8+ pts to overcall at the 1 level.
W	1NT	8 HCP – together with East, West knows they have a minimum of 20 pts so West should bid something. West might pass because he does not have stoppers in spades and does not have 10+ pts to bid at the 2 level, but he should show East that he has points to compete. Together they have at least half the points in the deck.
N	Pass	Two few pts to bid anything; no support for South's spades either
E	3♥	This shows a medium-strength opening hand (16-18 pts) and at least 6 hearts
W	4♥	West now has support for hearts, but may also pass. West has no dummy pts to give his hand any extra values. If East has the minimum of 16 pts, 8 is not quite enough for game.

Actual Results (East/West viewpoint):

The results show that E/W took the contract every time. However, some were in 2♥, some were in 3♥ and some bid to game (4♥). Seven took 10 tricks, one took 11 tricks, and three took 9 tricks (one bid to game but went down 1).

Computer-Generated Prediction:

The computer shows that E/W should be able to take 9 tricks, not 10, and yet 8 pairs took 10 or more tricks.

What is there to learn from this game?

Unfortunately, the results do not show how E/W got to 4♥. East has 19 pts when adding pts for length so he actually has a stronger hand than a medium-range hand. How does he show it? I suspect that in some games West may have passed after South's overcall. Perhaps, in some cases, South did not make an overcall with 12 pts and 5 spades? If so, that would have helped E/W considerably. West may have been hesitant to bid 1NT if South overcalled 1♠, whereas he would have no hesitation if South passed as West would have no fear of the spades and would bid 1NT showing 6-9 pts. Did East jump a level to show 16-18 pts? Obviously, some did not.

1. East needs to jump to show extra points in 2nd round. Bidding 2♥ is not a jump.
2. West should add an extra pt for his two 10's and take the bidding to game, if East made the jump to invite to game.
3. West should bid something and not pass after South overcalls 1♠. With 20 pts together, 1NT could take 7 tricks.
4. If West passes and East bids 2♥, West should bid 3♥. Five pairs stopped bidding at 2♥. That should not have happened.

Opening Lead: South should lead the ♠King, then seeing the dummy hand and 4 spades, should play the ♠Ace. He would notice that North is now out of spades and can trump. His next lead should be the ♠3 and North will trump it. N/S have now taken 3 tricks and only need to take one more trick to set the contract. North's next lead should be the ♦Queen. If so, East must take it with his ♦Ace and now has a problem with transportation to his clubs in dummy. He will have difficulty getting rid of his diamond loser. So how did East make 4♥ so often? I don't know for sure. Bad defence by N/S?

According to the computer, the optimum bid is 3♥. So those who bid 4♥ should have gone down. But in this case, those who bid 4♥ won! Sometimes players are just lucky!

Dir: North
Vul: None

♠ 9
♥ 4 2
♦ Q J 9 6 4 2
♣ 10 9 6 3

♠ 10 8 5 2
♥ 8 5
♦ A 10 5
♣ A 7 4 2

North
West
1
East
South

♠ Q J 4
♥ A K Q 9 7 6
♦ 8 3
♣ K Q

3
8
17
12

♠ A K 7 6 3
♥ J 10 3
♦ K 7
♣ J 8 5

	♠	♥	♦	♣	N
N	-	1	-	-	-
S	-	1	-	-	-
E	1	-	3	3	4
W	1	-	3	3	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♥	E	-1	50		10	0
2	3	2♥	E	4		170	5½	4½
3	5	2♥	E	4		170	5½	4½
4	7	3♥	E	4		170	5½	4½
5	9	2♥	E	3		140	8½	1½
6	11	3♥	E	4		170	5½	4½
7	2	2♥	E	5		200	3	7
8	4	4♥	E	4		420	1	9
9	6	2♥	E	3		140	8½	1½
10	8	4♥	E	4		420	1	9
11	10	4♥	E	4		420	1	9