

#12- Hand of the Week

Bd #5 – You and your partner are playing East/West.
N/S vulnerable, Dealer North

Dir: North Vul: N/S	♠ 10 3 ♥ Q 10 8 4 ♦ 9 6 4 3 ♣ A Q 2									
♠ A K Q 8 6 ♥ 9 3 ♦ A Q 10 ♣ J 7 5	<table border="1" style="margin: auto;"> <tr> <td style="background-color: #008000; color: white; padding: 2px;">W</td> <td style="background-color: #ff0000; color: white; padding: 2px;">North</td> <td style="background-color: #008000; color: white; padding: 2px;">E</td> </tr> <tr> <td style="background-color: #008000; color: white; padding: 2px;">e</td> <td style="background-color: #ffffff; color: black; font-size: 2em; padding: 10px;">5</td> <td style="background-color: #008000; color: white; padding: 2px;">a</td> </tr> <tr> <td style="background-color: #008000; color: white; padding: 2px;">s</td> <td style="background-color: #ff0000; color: white; padding: 2px;">South</td> <td style="background-color: #008000; color: white; padding: 2px;">s</td> </tr> </table>	W	North	E	e	5	a	s	South	s
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	♠ J 4 2 ♥ A 5 2 ♦ K 8 7 ♣ 9 8 6 3									

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	8 HCP
E	Pass	8 HCP
S	Pass	8 HCP
W	1♠	16 HCP + 1 for length, showing 5+ spades
E	2♠	3-card support for spades, showing 6-9 pts
W	3♠	Now showing pt count, a medium-range opening hand with 16-18 pts, inviting to game
E	Pass or 4♠	8 pts with no pts for shortness makes it difficult to decide.

Actual Results (East/West viewpoint):

Four bid 4♠. Two made it and two went down 1. Three bid 3♠; one making 3♠, one making 4♠ and one making 5♠.

West should have bid to 3♠ to invite and show more than a minimum hand, so those who stopped at 2♠ were not bidding very well. The best score was 3NT making 4, but E/W Pairs #5 and #2 would have gotten the top boards if they had bid 4♠.

Computer-Generated Prediction:

The computer shows that E/W should be able to make 5♠ and yet only two did – the ones who didn't even bid to game. It also shows that 3NT makes 4 which Pair #3 E/W did.

What is there to learn from this game?

An opening bid of 1NT gave the top result, but shouldn't have if the hands were bid and played better. The score for 4♠ making 5♠ is 450, which is higher than 3NT making 4 (430). I recommend opening a 5-card major above opening 1NT, but others disagree with me. The player who opened 1NT (Pair 3 West) would be vindicated with this hand, but in fact, they should not have gotten the top board. If West opened 1NT, East

would have used Stayman (2♣), West would bid 2♠, East would bid 2NT (Pair 7 E/W stopped there), and West must decide whether to take it to game or pass. When your partner shows 8-9 pts and you opened 1NT with 16 pts, it's an in between point count. With 17, take it to game; with 15, stop. With 16, it's a chance you take. However, West had 17 pts, when adding 1 for length (the 5th spade) so should bid 3NT.

Opening Lead: In a spade contract by West, North would probably lead the ♥4, the 4th highest from his longest/strongest suit, not wanting to lead away from his ♠Ace/Queen. North should look at his losers. He should play the ♥6. South will take it with the ♥Ace. Seeing the ♥King on the board, will he lead back a heart? If he does, North's only entry into the dummy hand is used up. North should try the diamond finesse before pulling trump (lead the ♦Jack towards the ♦Ace/Queen and play the ♦Ace only if the ♦King appears from South's hand). He will get 3 tricks in diamonds. Pull trump and then play the ♣Jack towards the ♣King/Ten and only play a higher card from dummy if he has to. Of course, it's easy to see how to play the hand when you can see all the cards.

In a 3NT contract by West, North would still lead the ♥4, the 4th highest from his longest/strongest suit, not wanting to lead away from his ♠Ace/Queen. North should run his spades and "squeeze" the opponents, forcing them to discard from other suits, but he may

Dir: North
 Vul: N/S

♠ 10 3

♥ Q 10 8 4

♦ 9 6 4 3

♣ A Q 2

♠ A K Q 8 6

♥ 9 3

♦ A Q 10

♣ J 7 5

North
West
5
East
South

♠ 9 7 5

♥ K J 7 6

♦ J 5 2

♣ K 10 4

8
16
8
8

♠ J 4 2

♥ A 5 2

♦ K 8 7

♣ 9 8 6 3

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

Board No 5 N/S Vul Dealer North

Pairs		Contract			Scores		Points	
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W
1	11	4♠	W	-1	50		9½	0½
2	1	3♠	W	3		140	8	2
3	3	3NT	W	4		430	0	10
4	5	3♠	W	5		200	3½	6½
5	7	2NT	W	4		180	5	5
6	9	3♠	W	4		170	6½	3½
7	12	2♠	W	4		170	6½	3½
8	2	2♠	W	5		200	3½	6½
9	4	4♠	W	-1	50		9½	0½
10	6	4♠	W	4		420	1½	8½
11	8	4♠	W	4		420	1½	8½

Hand of the Week

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need to try the diamond finesse first, as soon as he has used his only sure entry to dummy in hearts.