

#13- Hand of the Week

Bd #11 – You and your partner are playing East/West.
None vulnerable, Dealer South

Dir: South Vul: None		♠ K 4	
		♥ K 9 8 4 3	
		♦ J 9 8 5	
		♣ A 5	
♠ A 10 9 8 7 6 5	North	♠ Q J 2	
♥ 7 2	West	♥ A 10 6	
♦ 6 4	11	♦ K 7 3 2	
♣ J 10	East	♣ K 9 7	
		♠ 3	
		♥ Q J 5	
		♦ A Q 10	
		♣ Q 8 6 4 3 2	

11		
5		13
		11

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.)

S	1♣	11 HCP, plus 2 for length (meets the rule of 20 to open)
W	3♣	5 HCP, plus 3 for length, weak hand with a long suit
N	Double	11 HCP with no support for partner's opening bid, few cards in opponent's suit, enough pts to challenge since West is showing a weak hand
E	4♠	13 HCP and 3-card support for spades. No one is vulnerable.
S	Pass	South may consider bidding 5♥ but cannot be sure.

Actual Results:

Top board for E/W was 5♣ by South, doubled. Perhaps West bid 1♠ (a simple overcall) and then North bid 2♥. Top board for N/S was 3♥ by North making 4. E/W didn't push them to 4, but N/S still got the best board.

Computer-Generated Prediction:

The computer shows that N/S can make 4♥ (best contract), 3♦ (not bid by anyone) or 4♣ (below game). E/W can make 2♠.

What is there to learn from this game?

Conclusion: It is better for E/W to bid 4♣ and go down 2 than to let N/S have the contract. Even if they bid 4♣ and went down 2 (doubled), it would still be a better board compared to letting N/S take the contract below the 5 level.

Also, the 3♣ jump bid by West was a good bid. It made it much more difficult for N/S to find the best contract in 4♥.

Opening Lead: In a spade contract by West, North would probably lead the ♣Ace, take the trick and then lead the small club, hoping that South had the ♣King. West would take the trick with the ♣King in the dummy hand. Whether West tries the spade finesse or not, North will take one spade trick. N/S should also get 2 diamond tricks and a heart trick.

Dir: South
Vul: None

♠ K 4
♥ K 9 8 4 3
♦ J 9 8 5
♣ A 5

♠ A 10 9 8 7 6 5
♥ 7 2
♦ 6 4
♣ J 10

WestNorthEast

11

SouthEastWest

♠ Q J 2
♥ A 10 6
♦ K 7 3 2
♣ K 9 7

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11	

♠ 3
♥ Q J 5
♦ A Q 10
♣ Q 8 6 4 3 2

	♠	♦	♥	♣	N
N	4	3	4	-	-
S	4	3	4	-	-
E	-	-	-	2	-
W	-	-	-	2	-

Board No 11 None Vul Dealer South

Pairs	Contract			Scores		Points	
	N/S	E/W	Bid	By	Tks	N/S	E/W
1	8		4♣	W	-2	100	5½ 4½
2	10		3♥	N	4	170	10 0
3	12		5♥	N	-2	100	1 9
4	2		4♣	W	-2	100	5½ 4½
5	4		4♣	W	-2	100	5½ 4½
6	6		4♣	W	-2	100	5½ 4½
7	9		2♥	N	3	140	9 1
8	11		3♣	W	-1	50	2 8
9	1		4♣	W	-2	100	5½ 4½
10	3		4♣	W	-2	100	5½ 4½
11	5		5♣*	S	-2	300	0 10