

#11- Hand of the Week (Revised November 24, 2017)

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 ♥ 8 5 ♦ A 10 5 ♣ A 7 4 2	<table border="1"> <tr> <td>W</td> <td>North</td> <td>E</td> </tr> <tr> <td>e</td> <td>1</td> <td>a</td> </tr> <tr> <td>s</td> <td></td> <td>s</td> </tr> <tr> <td>t</td> <td>South</td> <td>t</td> </tr> </table>	W	North	E	e	1	a	s		s	t	South	t	♠ Q J 4 ♥ A K Q 9 7 6 ♦ 8 3 ♣ K Q
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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.

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 overall at the 1 level.
W	1NT or Double	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. Rather than bidding 1NT which should promise a stopper in spades, West should “Double” to show some pts, no fit for hearts and no stopper in spades.
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	Pass or 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. The computer will consider best playing strategy for both sides. N/S can keep E/W to 9 tricks by using this strategy: South to plays the ♠King, then a small spade. But who will do that? Seeing dummy with 4 spades, South will certainly play the ♠Ace, then seeing that North is out, play another spade. This keeps the ♠10 available in the dummy hand to take a trick later, after trump are pulled.

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, since they stayed in 2♥.

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♠. Don't give up so easily. Not when you know that, together, you and your partner have half the pts in the deck.
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. East needs to realize that the ♠10 is the high card, so should overtake his ♣King or ♣Queen with the Ace in dummy in order to play the 10 and discard a losing diamond. (Thanks to careful and diligent reader and bridge player, Richard S., for input on this game.)

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
W	1	-	3	3

Board No 1 None Vul Dealer North

Pairs	Contract			Scores		Points	
	N/S	E/W	Bid	By	Tks	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