

## #18 - Hand of the Week – With a long, strong suit, be aggressive.

You and partner are playing East/West.  
N/S vulnerable. North is the dealer.

Dir: North Vul: N/S		♠ 7 6	♥ K J 10 4	♦ K Q 10 6 4	♣ A 8												
♠ A 9 8 3 2	♥ A Q 7 6	♦ 3	♣ 7 6 4	<table border="1"> <tr><td>West</td><td>North</td><td>East</td></tr> <tr><td></td><td>21</td><td></td></tr> <tr><td>South</td><td></td><td></td></tr> </table>	West	North	East		21		South			♠ K J 10	♥ 3	♦ 5 2	♣ K Q J 10 9 5 2
West	North	East															
	21																
South																	
<table border="1"> <tr><td>13</td></tr> <tr><td>10</td><td>10</td></tr> <tr><td>7</td></tr> </table>		13	10	10	7	♠ Q 5 4	♥ 9 8 5 2	♦ A J 9 8 7	♣ 3								
13																	
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7																	

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.)

<b>N</b>	1♦	13 HCP, no 5-card major, open in a minor, more diamonds than clubs
<b>E</b>	2♣	10 HCP, plus 3 for length. Overcall showing at least 5 good clubs and opening pts.
<b>S</b>	Double*	7 HCP, enough to respond to North, the double should show 4 of both majors, but sometimes you can fudge it a little bit
<b>W</b>	2♠	10 HCP, plus 3 clubs (can bid clubs next, singleton diamond adds 2-3 dummy pts), but show a 5-card spade suit first
<b>N</b>	Pass	North might bid 3♥ or 3♦ or might pass; N/S are vulnerable and raising to the 3 level without a fit might not be such a good idea
<b>E</b>	3♣	Although clubs is a long, strong suit, they have a fit in spades.
<b>S</b>	Pass	
<b>W</b>	4♠	

South might bid 2♦ instead (South does not have 4 spades and his hearts are weak.)

As you will see on the next page, the final results were quite varied, which indicates that the bidding was not straightforward.

**Actual Results (East/West viewpoint):**

Three pairs bid to 5♣. (Two made it and one was doubled and went down 1 trick.)  
 Only 1 pair bid 4♠ (made 5).  
 Four pairs stopped at 4♣ (two made 5 and two made 4.)  
 Three N/S pairs bid to 5♦; both went down 1 but one was doubled.

**Computer-Generated Prediction:**

E/W can make 5♣ or 4♠.  
 N/S can make 2♦ or 3♥.

**What is there to learn from this game?**

The best score for E/W was 4♠ by West making 5♠, though they made an overtrick. Had West made only 4♠, their score would have been 420, still the highest score. South may have jumped to 3♦ making it more difficult for West to bid spades. South should jump in diamonds and show 10+ pts and 5 diamonds. (A singleton in opponent's suit makes the hand stronger.) This aggressive move makes it more difficult for E/W to find the spade contract.

East should be able to make 5♣. Some did not. Why? East can see 2 losers – 1 diamond and 1 club. East should try the spade finesse as soon as he pulls trump. Play the ♠King and then the ♠Jack. The third trick will capture the ♠Queen. It should be an easy contract to make, and yet twice it didn't.

5♦ doubled still gave N/S a better score than allowing E/W to bid 5♣. That was risky. However, the computer results show that N/S should be able to make only 2♦, in which case, the double would have been the top score for E/W (down 3, doubled and vulnerable = 800 pts).

**Opening Lead:**

♦Ace from South. (Diamonds was bid by North. When you choose to lead from a long suit with no supporting King, play your Ace. In this case, it wouldn't matter since North has the King, but if E/W had a singleton King and the Ace was not played, the King would win and the Ace would be ruffed later.)

**Hand Diagram:**

Dir: North  
 Vul: N/S

♠ 7 6  
 ♥ K J 10 4  
 ♦ K Q 10 6 4  
 ♣ A 8

♠ A 9 8 3 2  
 ♥ A Q 7 6  
 ♦ 3  
 ♣ 7 6 4

**Board Score Table:**

Board No 21 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	3	4♣	E	5	150	5½	4½	
2	5	4♠	W	5	450	0	10	
3	7	5♦	N	-2	200	3½	6½	
4	9	4♣	E	5	150	5½	4½	
5	11	5♦*	N	-1	200	3½	6½	
6	1	5♦	N	-1	100	9	1	
7	4	5♣	E	5	400	1½	8½	
8	6	4♣	E	4	130	7½	2½	
9	8	5♣*	E	-1	100		10	0
10	10	4♣	E	4	130	7½	2½	
11	12	5♣	E	5	400	1½	8½	

**Trick-Taking Grid:**

	♠	♥	♦	♣	N
N	-	2	3	-	-
S	-	2	3	-	-
E	5	-	-	4	-
W	5	-	-	4	-

**Other Elements:**

- Score: 21 (North/South)
- Hand: ♠ Q 5 4, ♥ 9 8 5 2, ♦ A J 9 8 7, ♣ 3
- Hand: ♠ 13, ♥ 10, ♦ 10, ♣ 7