



**Actual Results (East/West viewpoint):** Three pairs stopped bidding before reaching game. One was in 5♣. Two were in 3NT; one by East and one by West.

**Computer-Generated Prediction: E/W should make a slam in clubs.** Three took 12 tricks, but did not bid game. The player who bid 5♣ did not take 12 tricks. The highest score was 3NT making 4, but it should have made 5. (4♠ also makes, but who would have bid that when North overcalls?)

**What is there to learn from this game?**  
E/W have undervalued their hands by ending up below game in clubs. 3NT was a risk, for West who has only 1 stopper in spades, and for East, possibly concerned about transportation problems between hands (only 2 spades exist outside of N and E hands). However, the top score went to the 3NT contract, making 4. Even 5♣ making 6 would be just 620 pts.

E/W should try to bid and communicate better with each other, consider singletons and doubletons as added strength, and play the hands better.

Also, a pre-emptive overcall can make it difficult for opponents to find their best contract. It makes it more difficult for them to communicate their suits and their strength and takes up bidding space. Perhaps the two 3NT contracts didn't have to cope with a pre-emptive overcall by North and found their 3NT contract easier.

**Opening Lead:** a spade by either N or S.

Dir: West  
Vul: All

♠ J 8 6 5 4 3  
♥ Q J 6  
♦ A 3  
♣ 3 2

♠ A  
♥ A 4  
♦ K 10 7 6 5 4  
♣ A 10 7 6

W	North	E
e		a
s	South	s
t		

♠ K 10 9 7 2  
♥ K 9  
♦ J  
♣ K J 8 5 4

8	
15	11
6	

♠ Q  
♥ 10 8 7 5 3 2  
♦ Q 9 8 2  
♣ Q 9

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	6	4	-	4	5
W	6	4	-	4	5

Board No		Both Vul Dealer West						
Pairs		Contract		Scores		Points		
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W
1	7	3♣	E	6	170	4	1	
2	9	3NT	W	4	630	0	5	
4	12	3♣	E	6	170	4	1	
5	8	3NT	E	3	600	1½	3½	
6	10	4♣	W	6	170	4	1	
13	11	5♣	E	5	600	1½	3½	