

### #36 - Hand of the Week – June 9, 2018

**Good communication and trust between partners are the keys to competing strategically.**

You and partner are playing East/West.  
Dealer East. All Vulnerable

Try bidding the hands before checking the bidding below.

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.

Dir: East Vul: All		♠A K 8 6 4	♥--
		♦K 10 7 2	♣A 7 5 4
♠10 3	♥A Q 10 7 3 2	West	North
♦9 4	♣J 10 3	10	East
		South	♠Q J 2
			♥9 8 6 5
			♦A 6 5 3
			♣K 9
		♠9 7 5	
		♥K J 4	
		♦Q J 8	
		♣Q 8 6 2	

  

14		
7		10
	9	

**Bidding:** (Two possible bidding strategies.)

<b>E</b>	Pass	
<b>S</b>	Pass	
<b>W</b>	2♥	Pre-emptive Weak Two bid, showing 6 hearts (two of top 3, usually), fewer than 12 pts.
<b>N</b>	2♠	Showing an opening hand or better and 5+ spades
<b>E</b>	4♥	Using the "Law of Total Tricks." *
<b>S</b>	Pass	Having only 9 pts, South may be reluctant to take it to 4♠ or 5♣.

<b>E</b>	Pass	
<b>S</b>	Pass	
<b>W</b>	2♥	Pre-emptive Weak Two bid, showing 6 hearts (two of top 3, usually), fewer than 12 pts.
<b>N</b>	Double	Showing shortness in hearts and support for the other three suits. South should assume 4 spades (a double usually shows 4 of the other major), but will not know that North has 5 spades.
<b>E</b>	4♥	Using the "Law of Total Tricks." *
<b>S</b>	Pass	Having only 9 pts, South may be reluctant to take it to the 4 level or 5 level.

\*"Law of Total Tricks": Bid to the level of the number of trump between the two partners. 9 trump together = 3 level; 10 trump together = 4 level. This is a competitive strategy trying to prevent opponents from taking the contract.

## Computer-Generated Prediction and Actual Results:

N/S can make 3♠ or 4♠. E/W can make 3♥.

Best score for E/W was 2♥, doubled, making 2. Next highest was 5♥, down 2. Lucky thing they were not doubled or N/S would get 500 pts since all were vulnerable.

Best score for N/S was 4♠ making 4, though the computer shows that North can make only 3♠.

## What is there to learn from this game?

E/W should compete when they have a long, strong suit. Even vulnerable, it is worth it to use the "Law of Total Tricks."

I was #11 West and my partner was not an experienced or aggressive player, also relatively new to duplicate bridge. I opened 2♥, North doubled, East bid 3♥ (a timid bid, unfortunately, showing only 3 heart support). South passed. I passed. North doubled again. Then South was forced to bid so bid 4♣, his best suit. North would have been

smarter to overcall 2♠. How else can South know that North has 5 spades and can support him? East should show 4 hearts, not 3♥ and bid 4♥. That 3♥ bid gives the wrong information. We ended up with an average score which was better than some. We would have gotten a slightly better score by bidding 4♥ as #7 E/W did.

Pair #9 N/S were not communicating well. South should not have passed the double.

A double by North does not show 5 spades, only 4. An overcall of 2♠ gives more information to partner, helping them both to make better decisions.

The more aggressive E/W players were not afraid to bid 4♥. Perhaps some pushed N/S to 4♠. Then the smart thing to do was to bid to 5♥. However, West cannot do that without knowing that East has 4 hearts. That's where the communication is very important.

Six N/S pairs made 4♠, even though the computer results show that North can take only 9 tricks. How can E/W defend to keep North to 9 tricks? E/W should get a spade trick, a

Dir: East  
Vul: All

♠A K 8 6 4  
♥--  
♦K 10 7 2  
♣A 7 5 4

♠10 3  
♥A Q 10 7 3 2  
♦9 4  
♣J 10 3

West  
10  
East  
South

♠Q J 2  
♥9 8 6 5  
♦A 6 5 3  
♣K 9

	14	
7		10
	9	

♠9 7 5  
♥K J 4  
♦Q J 8  
♣Q 8 6 2

				♣	♦	♥	♠	N
N	3	2	-	3	-			
S	3	2	-	4	-			
E	-	-	3	-	1			
W	-	-	3	-	1			

Board No 10 Both Vul Dealer East								
Pairs		Contract			Scores		Points	
N/S	E/W	Bid	By	Tks	N/S	E/W	N/S	E/W
1	9	3♠	N	-1		100	2½	8½
2	10	4♠	N	4	620		9½	1½
3	12	4♠	N	-1		100	2½	8½
4	2	2♠	N	4	170		6½	4½
5	4	4♠	N	4	620		9½	1½
6	6	2♠	N	4	170		6½	4½
7	8	4♠	N	4	620		9½	1½
8	11	4♣	S	4	130		5	6
9	1	2♥*	W	2		670	0	11
10	3	5♥	W	-2		200	1	10
11	5	4♠	N	4	620		9½	1½
12	7	4♥	W	-1	100		4	7

diamond trick, and perhaps two club tricks. Depends on how the hands are played out and which cards are discarded. Discard the hearts ... keep the clubs?