

## #54 - Hand of the Week – Posted November 3, 2018 Assessing and Communicating Game Potential

Dealer West. All Vulnerable

Try bidding the hands before checking the bidding example below.

See next page for actual results with real players, the computer-generated prediction and thoughts on what you might learn from this game.

Dir: West  
Vul: All

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

♠ 10 8 6 2  
♥ K J 5  
♦ Q 10 6 3 2  
♣ 2

WEST NORTH EAST SOUTH  
20

♠ A 7 4  
♥ A 10 8 7 6 3  
♦ A  
♣ A 6 3

♠ Q 5 3  
♥ Q 9  
♦ K J 9 7  
♣ Q 9 7 4

8  
6 16  
10

### Bidding Example:

<b>W</b>	Pass	
<b>N</b>	Pass	
<b>E</b>	1♥	Showing 5+ hearts, 10-21 pts, could be light in third seat
<b>S</b>	Pass	
<b>W</b>	2♥	Showing 3 hearts, 6-9 pts, can add 2-3 dummy pts for singleton
<b>E</b>	3♥ or 4♥?	Adding 2 for length, consider 18 pts, also consider the singleton
<b>W</b>	4♥ or Pass?	Should West take it to game if East invites?

### Computer-Generated Prediction:

E/W can make 5♥. They can also make 4♠ or 3NT, but these contracts were not bid.

### Actual Results:

The top board went to E/W Pair #8 who bid 4♥ and took 12 tricks. Five pairs bid 4♥ and took 11 tricks as predicted. Five pairs did not bid to game; one of those pairs did not make game, but should have.

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

No one should have stopped bidding at 2♥ which two pairs did. Three others bid to 3♥, but should have bid 4♥.

East must show a strong hand by raising a level; possibly taking it to game himself.

When you are guaranteed at least 6 pts by partner and together you have at least 9 trump, plus you have a singleton Ace with 16 HCP, consider taking it to game. At the very least, invite your partner to game and then partner (West) should take it to game having 6 HCP and a singleton (+2 or +3).

The image shows a bridge hand interface. At the top, it indicates 'Dir: West' and 'Vul: All'. The cards for each player are: West (♠ 10 8 6 2, ♥ K J 5, ♦ Q 10 6 3 2, ♣ 2), North (♠ K J 9, ♥ 4 2, ♦ 8 5 4, ♣ K J 10 8 5), East (♠ A 7 4, ♥ A 10 8 7 6 3, ♦ A, ♣ A 6 3), and South (♠ Q 5 3, ♥ Q 9, ♦ K J 9 7, ♣ Q 9 7 4). A trick-taking board shows a bid of 2♥ by West, with a score of 20. Below this is a table of results for 'Board No 20 Both Vul Dealer West'.

Board No 20 Both Vul Dealer West								
NS	EW	Bid	By	Tks	+Sc	-Sc	+	-
1	9	4♥	E	5	650	3.00	8.00	
2	11	3♥	E	4	170	9.50	1.50	
3	13	4♥	E	5	650	3.00	8.00	
4	15	3♥	E	5	200	7.50	3.50	
5	17	4♥	E	5	650	3.00	8.00	
6	2	2♥	E	3	140	11.00	0.00	
7	4	4♥	E	4	620	6.00	5.00	
8	6	4♥	E	5	650	3.00	8.00	
9	8	4♥	E	6	680	0.00	11.00	
10	10	4♥	E	5	650	3.00	8.00	
16	5	2♥	E	4	170	9.50	1.50	
17	7	3♥	E	5	200	7.50	3.50	

How do you play the hand so you make the contract (and an overtrick)?

When West's dummy hand comes down, East should count his losers. It is most likely that South will lead either the ♣4 or the ♦7 (4<sup>th</sup> highest from longest, strongest suit). East will take the first trick with his Ace in either case. East should cross-ruff the two losing clubs before pulling trump. If he follows the rule "8 ever, 9 never"\*, the Queen will fall when he plays the ♥Ace and ♥King. East will lose 2 tricks in spades.

\*Definition of "8 ever, 9 never": When you have 8 trump, missing the Queen, try the finesse. When you have 9 trump, missing the Queen, play the Ace and King and hope the Queen falls. (You are hoping that the 4 missing trump split 2-2 in opponents' hands.)