

# WednesdayGame.Com

Education & Entertainment for Bridge Players

7<sup>th</sup> September, 2011

## BIDDING 6-PACK

### Problems

<b>Board 1</b>	<b>None Vul</b>			
♠ Q95	<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
♥ QT2			1♠	Pass
♦ A83	2♣	Pass	2♥	Pass
♣ AJ86	2♠	Pass	3♥	Pass
	??			

<b>Board 3</b>	<b>E-W Vul</b>			
♠ AKT97	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>
♥ A2		Pass	Pass	Pass
♦ Q	1♠	Pass	2♦	Pass
♣ AJ532	??			

<b>Board 12</b>	<b>N-S Vul</b>			
♠ KJ92	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
♥ T7	1NT	Pass	Pass	2♦
♦ K85	Pass	2♥	Pass	Pass
♣ AKQ2	??			

<b>Board 14</b>	<b>None Vul</b>			
♠ Q863	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
♥ AJ92			Pass	1♣
♦ 96	Pass	1♦	Dbl	Pass
♣ 843	??			

<b>Board 28</b>	<b>N-S Vul</b>			
♠ AQ98532	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>
♥			Pass	2♥
♦ K5	??			
♣ KQ97				

<b>Board 32</b>	<b>E-W Vul</b>			
♠ A7	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>
♥ AKT8763			Pass	2♦
♦ A7	??			
♣ 62				

### Solutions

<b>Board 1</b>	<b>None Vul</b>			
♠ Q95	<i>South</i>	<i>West</i>	<i>North</i>	<i>East</i>
♥ QT2			1♠	Pass
♦ A83	2♣	Pass	2♥	Pass
♣ AJ86	2♠	Pass	3♥	Pass
	??			

The auction so far is in the 2/1 style. What next? South has no reason to support Hearts now, so her choices are 3♠ and 4♠. 4♠ would show a minimum (it's the Principle of Fast Arrival at work), but South is too good for that. But, we hear you say "South has only 13 HCP's, that's minimum" Yes, but all the points are working, what with those side-suit Aces and the Queens in Partner's long suits. So we suggest an encouraging 3♠ here, allowing Partner room to investigate slam if she wishes.

<b>Board 3</b>	<b>E-W Vul</b>			
♠ AKT97	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>
♥ A2		Pass	Pass	Pass
♦ Q	1♠	Pass	2♦	Pass
♣ AJ532	??			

West's 2♦ was Reverse Drury, showing 4+ Spades and game-invitational values. It's a passed-hand treatment for raising Partner's major, and some pairs use 2♣ for the same purpose.

Clearly East is good enough for game, and the question is "How about slam?" East needs to investigate that possibility, what are your methods? Here is one set of responses (which works equally well when 2♣ is the Drury bid):

- 2♠: Shows a hand which does not expect to make game opposite a passed hand.
- 3♠: A general game-try.
- 4♠: A hand which wants to try game.
- **New suit:** A natural game-try.
- **Jump in New Suit:** Slam-try, shortness.
- 2NT: A slam-try, to which Partner will show a concentration of side-suit values at the three-level, and a splinter at the 4-level.

That's a fairly intuitive follow-up to Drury, and on East's actual hand what would be your choice of slam try? We suppose we would bid 2NT, to which West will bid 4♣. Club shortness, eh, very interesting, that certainly improves the East hand! Now, East can try for slam, and a touch of Roman Key Card gets E-W to the good slam.

## Board 12

	N-S Vul			
♠ KJ92	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
♥ T7	1NT	Pass	Pass	2♦
♦ K85	Pass	2♥	Pass	Pass
♣ AKQ2	??			

South's 2♦ showed Diamonds and a major, and that gets North to the nice, comfy spot of 2♥. The question is: "Is there anything that West can do to dislodge the opponents from that 2♥ contract?"

How do you play Double by West, after 2♥ has been passed around? One common treatment in this type of situation is:

- If the Double is *over* the Hearts, it's for penalty.
- If the Double is *under* the Hearts, it's for take-out.

In this case, although North bid Hearts, it is South who actually has them. So, using those methods, the Takeout Double is not available to West in this auction. But matchpoint players are reluctant to sell out at the two-level, and surely some enterprising (and fearless) West players will trot out 2♠, fortified by the E-W vulnerability and a reliance on Partner's splendid sense of humor if this should go for -250 or -800 or some other unpleasant number.

## Board 14

	None Vul			
♠ Q863	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
♥ AJ92			Pass	1♣
♦ 96	Pass	1♦	Dbl	Pass
♣ 843	??			

Should West bid his better major (Hearts) here? The answer is an emphatic "No!" In this situation it is better to bid the Spades first. That way, after the opponents bid again, West can compete with 2♥, showing both majors and giving East a choice between 2♥ and 2♠. Remember, just because East has made a Takeout Double does not mean that he has to have four cards in both majors.

As it happens, after West's 1♠, North bids 3♦, and West is presented with a new bidding problem:

	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass	1♣
Pass	1♦	Dbl	Pass	
1♠	3♦	Pass	Pass	
??				

Should West follow through with his original plan of bidding Hearts, even though the bidding is at the three-level? Perhaps the vulnerability is sufficient

excuse, though West is taking the risk of being doubled for down two if he does bid again. Bidding 3♥ turns out to be the winning call. East converts that to 3♠ and E-W escape for down one (a good board, even if they are doubled).

## Boards 28 & 32

Boards 28 and 32 provided similar situations for East. We start with **Board 32** where East held:

♠ A7
♥ AKT8763
♦ A7
♣ 62

RHO (North) opens 2♦. Now what? And what do bids of 2♥, 3♥ and 4♥ mean in this situation?

- 2♥ is a simple overcall, of course, and considering that it is vulnerable and at the two-level, East should have an opening bid (or something very close) for this bid.
- 3♥ is a hand capable of making game with only a little help. How much help? Just a trick, or a trick and a half, is usually enough. We'd say that the East hand is close enough and that would be our choice here. Note that 3♥ is *not* a preempt ... when *they* preempt, *we* bid constructively.
- 4♥ would not be a preempt either, nor is it a hand which is guaranteed to make 10 tricks on its own. 4♥ is generally bid with a mixture of hope and expectation, maybe something like: ♠ KJ8, ♥ AKQT763, ♦ -- ♣ JT7. Here, we need just a smattering of black suit values from Partner, and are willing to take a shot at game.
- If West is *really* strong, with a long suit, then he will cue-bid 3♦ and then bid his suit.

According to the above calibration, we would say that the East hand is worth a 3♥ bid.

Now look at **Board 28**. North opened 2♥ and East held:

♠ AQ98532
♥
♦ K5
♣ KQ97

The earlier comments apply equally well here, and we think that this one is worth a 4♠ bid. This could be down a couple of tricks on a bad day, but on the other hand it might well make if Partner has as little as the ♠J and a couple of small Spades.

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## DECLARE & DEFEND

On **Board 4**, watch as East makes a routine play which has disastrous results.

	♠ 64 ♥ KJ ♦ AJ83 ♣ AKQ95	
♠ QJT2 ♥ 86 ♦ Q952 ♣ J76	<i>Dummy</i> West                  East <i>Declarer</i>	♠ A93 ♥ Q97543 ♦ T4 ♣ T8
	♠ K872 ♥ AT2 ♦ K76 ♣ 432	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♣	Pass	1♠
Pass	2♦	Pass	2NT
Pass	3NT	All Pass	

West leads the ♠Q, won by the East's Ace. Back comes the Spade Nine, which Declarer wins with the King. Assuming a 3-2 Club break, Declarer can count 10 top tricks, with the chance for more in the red suits. She cashes the Clubs, then the ♥K and ♥A, during which West must find two pitches. Yes, he's squeezed in Spades and Diamonds! The Diamond finesse will be the 11<sup>th</sup> trick and the 12<sup>th</sup> will come from Spades or the long Diamond, depending upon how West discards.

What was the routine play that was E-W's undoing? Yes, East set up the squeeze for Declarer by returning the Nine on the second round of Spades. What was needed in order to hold Declarer to 11 tricks was the return of the Spade Three. That way, West is not squeezed and can hang on to all his Diamonds, pitching away his Spades instead, and allowing East's Spade Nine to guard that suit. An easy mistake to make!

Now a look at some tip-top defense by N-S on **Board 9**.

	♠ ♥ J4 ♦ KT8642 ♣ AJ643	
♠ KQ854 ♥ A8 ♦ Q953 ♣ 52	<i>North</i> <i>Dummy Declarer</i> <i>South</i>	♠ AT972 ♥ K932 ♦ A ♣ Q97
	♠ J63 ♥ QT875 ♦ J7 ♣ KT8	

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♠	Pass
2NT	4NT	Pass	5♣
Pass	Pass	5♠	All Pass

N-S have pushed E-W up to the 5-level, can they take advantage of this? The first question is "What should South lead?" Declarer will not have a source of side-suit tricks (North has the minors, South has the Hearts), so there does not appear to be any rush to set up defensive tricks. It seems better to lead trumps to spoil Declarer's cross-ruffing fun. Declarer wins that with Dummy's Eight, and plays a Club from Dummy. North ducks this, and Declarer's Queen is taken by South's King. South fires back another trump, won in Dummy.

Now it's the moment of truth. Declarer can still score three ruffs in Dummy (and 11 altogether) if he can lose the second round of Clubs to North (who, of course, cannot play trumps). Dummy leads that second Club, but North cleverly ducks the trick! Nicely done, as South is now able to win the trick with the Club Ten, and lead a third trump, holding Declarer to 10 tricks. That was good defense, but wasn't North taking a chance by ducking the second Club? Not really! If Declarer had the Club Ten then he would have finessed it on the first round of the suit.

Take a look at what happens if South fails to find the trump lead, starting out with a low Club instead:

- Two Clubs are cashed
- Third Club is ruffed in Dummy**
- Cash ♠K (getting 3-0 news)**
- Cash ♥A and ♥K**
- Heart ruff**
- Back to the ♠Q for another Heart ruff**
- Diamond ruff**
- Cash the remaining Spades**

If you were South then you probably played **Board 11** in 3NT, in which case you presumably made 9 tricks. You did make 9 tricks, didn't you?

None Vul

	♠ Q ♥ QJT65 ♦ A642 ♣ 865	
♠ KT9543 ♥ 982 ♦ 9 ♣ KJ2	<i>Dummy</i>  <i>West</i> <i>East</i>  <i>Declarer</i>	♠ 876 ♥ K74 ♦ QJT8 ♣ Q74
	♠ AJ2 ♥ A3 ♦ K753 ♣ AT93	

*West*   *North*   *East*   *South*  
 2♠   3♥   Pass   3NT  
 All Pass

Assuming that N-S play Lebensohl, 3♥ is natural and forcing, after which South declares 3NT, no doubt receiving a Spade lead. Dummy wins that, now what?

There is a trap for the unwary. Some Declarers might run the ♥Q. That holds the trick which might seem like good news, but in fact it is a disaster! Declarer has just blown a cold contract, she can no longer knock out the ♥K and enjoy Dummy's Hearts, for lack of entries. Correct play, at Trick Two, is to play a low Heart to the Ace and then another Heart to the board. Now Declarer has 9 easy tricks.

Put yourself in the West seat, this time holding ♥Kxx. You lead a Spade which is won in Dummy, and Declarer misguidedly runs the ♥Q. You will, of course, hold off with the ♥K, to ensure that Declarer is punished for her errant play.

Not for the first time we have bungled our space management, and the diagram for **Board 18** is at the top of the next column. Here is the auction:

*West*   *North*   *East*   *South*  
 Pass   Pass   Pass   1♠  
 2♣   2♥   3♦   3♥  
 4♦   4♥   5♦   Pass  
 Pass   5♥   6♦   Dbl  
 All Pass

N-S Vul

	♠ KJ ♥ Q97643 ♦ 5 ♣ KQ82	
♠ T ♥ KJ8 ♦ AQT ♣ JT9754	<i>North</i>  <i>Dummy Declarer</i>  <i>South</i>	♠ Q7632 ♥ ♦ KJ98632 ♣ 3
	♠ A9854 ♥ AT52 ♦ 74 ♣ A6	

N-S make 5♥ with ease, so the whole deal comes down to whether East can escape with a profitable sacrifice by scoring 9 tricks in 6♦ doubled.

When the declaring side is outgunned in terms of HCP it's often a good idea for the defense to lead trumps at every opportunity. After a trump lead, Declarer is sure of seven trump tricks plus a ruff in Dummy. Let the battle for the 9<sup>th</sup> trick commence:

**Trump lead won in Dummy**

Spade lead, cleverly won by North's King  
 Cross to South's ♣A

**Another trump lead, won in Dummy**

♣J covered by Queen, ruffed by Declarer  
 Spade conceded to North's Jack

Declarer has timed the play well! Whatever North does will set up a Club or Heart winner in Dummy for the 9<sup>th</sup> trick.

A quick look at **Board 32**. East is in 4♥.

♠ 965 ♥ QJ952 ♦ J4 ♣ AQ9	<i>North</i>  <i>Dummy Declarer</i>  <i>South</i>	♠ A7 ♥ AKT8763 ♦ A7 ♣ 62
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The defense leads a Diamond. Did we really give you a problem where the winning line is to take a Club finesse? Yes, actually we did, but it's not the obvious finesse of the ♣Q which is required here. Declarer can give herself an extra chance. After winning the opening lead and drawing trumps, Declarer finesses the Club *Nine*. If this loses to the ♣T or ♣J then Declarer can still fall back on the finesse of the ♣Q later. But if the ♣T and ♣J are both onside, and the ♣K offside, then the extra chance saves the day. Virtue is rewarded on this deal, as the computer gave South the ♣JT and North the ♣K.