

Bridge at the Village Lesson Hand—January 21, 2019

Brian Potter, Club Manager and Club Director

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On board ten, this week's lesson deal, East–West have a 26 HCP slam in either rounded suit. West's spade singleton and East's diamond void combine to hold pointed suit losers to only the ♠A when a rounded suit is trumps. As soon as they gain the lead (after losing at most one spade), East–West have six top hearts and seven top clubs for all the remaining tricks.

Board: 10 Dealer: E Vul.: All ♠ 3 ♥ KQJT82 ♦ QJT3 ♣ J3	♠ QJ62 ♥ 965 ♦ AK9 ♣ 875	♠ KT4 ♥ A73 ♦ ♣ AKQT942	♠ A9875 ♥ 4 ♦ 876542 ♣ 6	10 10 HCP 16 4	Possible Auction West North East South 1♥ (3) Pass 1♣ (1) Pass (2) 3♦ (5) Pass 3♣ (4) Pass 3♠ (7) Pass 3♥ (6) Pass 4♥ (8) Pass 4♦ (7) Pass 6♣ (9) All Pass (a)
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	N	♠	♥	♦	♣
N	2	2			
S	1	2			
E	3	6	6		
W	3	6	6		

Bidding Notes—Board 10

- (1) East has the 8½ winners for a 2♣ opening, but the four defensive tricks are missing. This offensively powerful hand may have only one defensive trick against a diamond contract. Thus, East opens quietly with 1♣.
- (2) With 6–5 pointed suit shape, some South players may overcall 1♠ to suggest a spade lead. Most will pass quietly. If South overcalls, North will show limit raise strength with spade support—with a cue bid in most partnerships.
- (3) Four or more hearts with six or more points and forcing for one round.
- (4) More than fifteen points with a 6-card or longer club suit that will play for no more than one loser opposite a void and establishing clubs as trumps.
- (5) Second suit implying five hearts and four diamonds but not yet promising more than six points.
- (6) Three-card heart support creating trump agreement in both clubs and hearts.
- (7) Control bid. With the control bid, West forces to game.
- (8) No more controls to show and willing to declare game opposite 3-card support.
- (9) Advancing to slam in the known long club suit, protecting the ♠K from the opening lead, but tolerating West's correction to 6♥ with adequate length to play slam opposite 3-card support.
- (a) West may correct to 6♥ for the solidity of the 6-card heart suit or for the extra 60 points (+1430 beats +1370 at matchpoint scoring.)

Opening Lead Notes—Board 10

- » South's hypothetical spade overcall would help North lead a spade against West's heart contract. If North leads a top diamond, West takes all thirteen tricks.

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Play Notes—Board 10

- » There is nothing to the play. Declarer ruffs a pointed suit trick at trick one or trick two, pulls trumps in three rounds, and runs both rounded suits for all the remaining tricks.

Thoughts on Board 10

- » The play is trivial. One trick rides on the defenders' opening lead choice. Declarer will win all the tricks unless the defense leads a spade. Any spade (A top honor is technically best.) will do when North leads, but South must lead the ♠A.
- » This hand is about the bidding. East must see the slam potential and take control. West's game force with a spade control bid rather than by bidding 4♥ or 5♣ extra values beyond enough for game opposite East's strong bidding. East must take the driver's seat. The diamond control bid confirms slam interest and gives West room for a second control bid. When West denies a second side suit control by bidding 4♥, East still sees that seven club winners and five heart winners (or four hearts and a spade or two) are likely. Thus, East bids slam directly over West's 4♥ bid.
- » Key decisions:
 1. West counts extra values for the long, solid hearts and the ♣Jx (a likely entry or with clubs as trumps, a second round spade control).
 2. West shows East those extra values with a spade control bid rather than just bidding game.
 3. East confirms slam interest with a diamond control bid.
 4. West denies a second side suit control and shows a minimum for the previous bidding by offering to stop in game.
 5. East bids slam over West's offer to stop in game.
 6. West chooses between 6♣ and 6♥.