

Bridge at the Village Lesson Hand—February 25, 2019

Brian Potter, Club Manager and Club Director

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This week North–South have all the fun on board seven. Yet, if they stop bidding below 7♥, East–West may get the last laugh when the matchpoint scores come in. North–South’s 6♥ bid and made with an overtrick may give East–West an above average score. North–South are bidding the popular *Two-Over-One Game Forcing* methods. They are usually simpler, especially after opening one of a major suit.

Board: 7 Dealer: S Vul.: All ♠Q98753 ♥73 ♦Q863 ♣4 <table style="font-size: small; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td><td>♠</td><td>♥</td><td>♦</td><td>♣</td></tr> <tr><td style="padding: 2px;">N</td><td>6</td><td>2</td><td>7</td><td>6</td><td>5</td></tr> <tr><td style="padding: 2px;">S</td><td>6</td><td>2</td><td>7</td><td>6</td><td>5</td></tr> <tr><td style="padding: 2px;">E</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td style="padding: 2px;">W</td><td></td><td></td><td></td><td></td><td></td></tr> </table>	N	♠	♥	♦	♣	N	6	2	7	6	5	S	6	2	7	6	5	E						W						♠ ♥9862 ♦KJ972 ♣AK76 <table style="font-size: small; border-collapse: collapse; margin: 10px auto;"> <tr><td style="padding: 2px;">N</td><td></td><td></td><td></td></tr> <tr><td style="padding: 2px;">W</td><td></td><td style="border: 1px solid black;">E</td><td></td></tr> <tr><td style="padding: 2px;"></td><td></td><td style="border: 1px solid black;">S</td><td></td></tr> </table> ♠AKT ♥AKQ54 ♦A4 ♣T95	N				W		E				S		♠J642 ♥JT ♦T5 ♣QJ832 4 <table style="font-size: small; border-collapse: collapse; margin: 0 10px;"> <tr><td style="border: 1px solid black; padding: 2px;">HCP</td></tr> </table> 5 11 20	HCP	<h3 style="text-align: center; margin: 0;">Possible Auction</h3> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;"></th> <th style="width: 25%;">West</th> <th style="width: 25%;">North</th> <th style="width: 25%;">East</th> <th style="width: 25%;">South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td>1♥ (1)</td> </tr> <tr> <td></td> <td>Pass (2)</td> <td>2♦ (3)</td> <td>Pass</td> <td>2♠ (4)</td> </tr> <tr> <td></td> <td>Pass</td> <td>3♣ (5)</td> <td>Pass</td> <td>3♦ (6)</td> </tr> <tr> <td></td> <td>Pass</td> <td>3♥ (7)</td> <td>Pass</td> <td>3♠ (8)</td> </tr> <tr> <td></td> <td>Pass</td> <td>4♣ (9)</td> <td>Pass</td> <td>4♦ (9)</td> </tr> <tr> <td></td> <td>Pass</td> <td>4NT (a)</td> <td>Pass</td> <td>5♣ (b)</td> </tr> <tr> <td></td> <td>Pass</td> <td>5♦ (c)</td> <td>Pass</td> <td>5♠ (d)</td> </tr> <tr> <td></td> <td>Pass</td> <td>6♣ (9)</td> <td>Pass</td> <td>7♥ (e)</td> </tr> <tr> <td></td> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		West	North	East	South					1♥ (1)		Pass (2)	2♦ (3)	Pass	2♠ (4)		Pass	3♣ (5)	Pass	3♦ (6)		Pass	3♥ (7)	Pass	3♠ (8)		Pass	4♣ (9)	Pass	4♦ (9)		Pass	4NT (a)	Pass	5♣ (b)		Pass	5♦ (c)	Pass	5♠ (d)		Pass	6♣ (9)	Pass	7♥ (e)		All Pass			
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Bidding Notes—Board 12

- (1) South is ½ trick light for opening 2♣. Considering the amazing honor structure (♠AK ♥AKQxx ♦A) this is a *good* 20 HCP, some might open 2♣ slightly light even with the three fast club losers. Yet, our South cautiously opened 1♥. Lead: ♥3, ♦3 or ♣4
 - (2) With 6–4 shape, West wants to overcall. There just is not enough muscle.
 - (3) Game forcing, usually with a decent five-card diamond suit.
 - (4) Spade suit or fragment with extra values. All minimum hands would rebid 2♥.
 - (5) Natural second suit.
 - (6) False preference to responder’s first suit, an economical waiting bid. Responder will not pass because 2♦ was a game force.
 - (7) Finally showing heart support *and the spade splinter*. Opener probably expects only three-card heart support, but the fourth trump will be a welcome surprise.
 - (8) Confirming extra values, showing spade strength or strength with length, and suggesting slam. This is also a forcing waiting bid.
 - (9) Control (ace, king, void, or singleton) in the bid suit.
- (a) Keycard asking.
 - (b) One or four keycards among ♠A, ♥AK, ♥A, ♣A.
 - (c) Do you have the queen of hearts (trumps)?
 - (d) Yes, and I have the ♠K, too. Now, North knows every high card in South’s hand. A possible diamond loser is North’s only worry.

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- (e) The 6♣ control bid showed the ♣AK and invited a grand slam (North knows about the nine-card or longer trump fit and the two club discards on South's top spades.) South needed little persuasion.

Opening Lead Notes—Board 12

- » West has no good opening lead choices. Attempting to reduce North's ruffing values may be best.

Play Notes—Board 12

- » South has no fast losers. There are nine top tricks, two long trumps in hand, and a spade ruff for twelve winners. There is a possible slow club loser. The thirteenth trick may come from a club ruff in North, a diamond finesse, or a squeeze. With menace cards in all three side suits (♠10, ♦J, and ♣10), chances for a double squeeze or triple squeeze seem lively until entry issues rear their heads.
- » Since the adverse trumps break 2-2, Discarding North's ♣76 on South's ♠AK clears a path to ruff South's third round loser in each black suit on the table for the twelfth and thirteenth tricks.

Thoughts on Board 12

- » This hand is about the bidding. Stopping in 6♥ or 6NT would probably yield a near average score. If the opponents preempt in spades (say, playing in 3♠†), the 800 point score for defeating the spade contract should be below average.
- » Sharing the top score by reaching 7♥ requires patient, accurate bidding. For example, if North *splinter raises* immediately with 3♠, South may devalue the ♠AK, and fear club losers. South's choice of an immediate, game forcing 2♦ response exhibits one of the virtues of two-over-one game forcing bidding methods. The early game force provided generous bidding room to explore, not just for slam, but for the *best slam*.