


Sat Mar 16, 2019 Barometer Game

**Board 1**  
North Deals  
None Vul

♠ J 9 3 ♥ 8 ♦ A K J 10 8 ♣ A Q 8 6		♠ K 5 ♥ Q 10 9 6 3 ♦ 5 3 ♣ K J 7 3	♠ 10 7 6 2 ♥ A K 5 ♦ Q 7 ♣ 10 5 4 2
♠ A Q 8 4 ♥ J 7 4 2 ♦ 9 6 4 2 ♣ 9			

EW 2N; EW 2♠; NS 2♥; EW 2♦; EW 2♣; Par -100: NS 3♥×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	Pass
1♦	1♥	Dbl <sup>1</sup>	3♥ <sup>2</sup>
Dbl <sup>3</sup>	All pass		

1. Negative Double promising four spades and about 8 points. If not four spades, East will either have diamond support or long club suit, not strong enough to bid 2♣ over their 1♥.
2. Has 10 points in support of hearts and 9 trumps so a jump to 3♥ is sound.
3. Re-opening double denies four spades but promises extra values. East is happy to convert it to penalty.

East knows that partner is 3-1 in the majors, and therefore, she must have 5-4 in the minors. That in turn suggests a few ruffing values in the South hand. A trump lead is called for.

Three rounds of trumps leaven South with only one trump to ruff a club. No matter how the declarer plays from that point forward, she can only win three hearts, three spades, one club and a club ruff. Defense either wins two hearts, one diamond and two clubs, or two hearts, two diamond and one club. 3♥ doubled should go down one for a score of +100 for EW.

Even if South only bids 2♥, West again doubles and East can try her luck in 2NT or 2♠. Since both contracts are likely to make, South must bid 3♥ and get doubled as before.

**Board 2**  
 East Deals  
 N-S Vul

♠ K	♠ J 9 6 2	♠ Q 10 7 3
♥ Q 9 7 3	♥ A J 6 5	♥ 8 2
♦ K Q 8 3 2	♦ A J	♦ 10 7 5
♣ A 10 6	♣ K 9 7	♣ Q J 4 2

♠ A 8 5 4
♥ K 10 4
♦ 9 6 4
♣ 8 5 3

S 2♠; EW 1N; N 1♠; NS 1♥; EW 1♦; EW 1♣; Par +100; EW 2N×-1

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

1. This is a bidding trick worth learning. If your right hand opponent makes a take-out double implying one or both majors, bid the major you have. It stops the opponents from playing a part score in that suit.
2. South is not quite strong enough to double 1♠ to show spades.
3. Similarly, West is not strong enough to bid 2♥, a Reverse action, promising good 17 or more points. So, 1NT it is. This bid usually promises at least two spades but West does not have any good alternative. At least she has a singleton honor in spades.

The most obvious lead from North is ♥ 5, the other major. If South continues hearts, West will cover the ♥ 10 with her queen and score a heart trick later.

Since North has doubleton ♦ AJ, West can simply play diamonds from her hand and win four diamond tricks, one heart, one spade and two club tricks later for an excellent score of +120.

For the defense to win six tricks and hold the declarer to 1NT, North has to lead a spade and South continues the suit to win two spades, three hearts, a diamond and ♣ K. This defense is not likely since East bid 1♠, a smart defensive move.

**Board 3**  
 South Deals  
 E-W Vul

♠ A J 8 7 6	♠ 10 9 5	♠ K
♥ 8	♥ 10 5 2	♥ A K 7 6 4
♦ A 9 8	♦ K 6 5	♦ Q J 4 2
♣ A 6 4 3	♣ J 8 5 2	♣ K Q 10

♠ Q 4 3 2	<table border="1" style="background-color: #008000; color: white; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ K
N					
W E					
S					
♥ Q J 9 3		♥ A K 7 6 4			
♦ 10 7 3		♦ Q J 4 2			
♣ 9 7		♣ K Q 10			

EW 6♦; EW 5N; EW 5♠; EW 4♥; EW 5♣; Par -1370

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 ♥ <sup>1</sup>	Pass
3 ♣	Pass	3 ♦ <sup>2</sup>	Pass
3 NT <sup>3</sup>	Pass	4 NT <sup>4</sup>	Pass
Pass <sup>5</sup>	Pass		

1. Whether you play 2-over-1 or not, East has a natural 2♥ response. She will get a second chance to place the contract.
2. Not all 18-19 point hands produce slam opposite an opening bid by partner when there is no obvious fit in any suit. However, East is just too strong to sign off in 3 NT; it is much better to introduce Fourth Suit Forcing, 3♦ to either promise extra values or looking for 3-card heart support.
3. West does not have anything in reserve and cannot go past 3 NT.
4. East takes one more stab at slam. 4 NT is Quantitative invitation to 6 NT.
5. Nope, West does not have any extras to venture into 6 NT.

EW should win 10 tricks for a score of +630. Although 6♦ happens to make, almost nobody will get there on a 4-3 fit. It is a very low percentage slam.


Against 3 NT by West, North has a tough lead but a heart lead through the strength in dummy, which is on your left, is as good as anything. To make 11 tricks, West has to take 1st round finesse for the ♣ J, not likely to happen.

**Board 4**

West Deals  
Both Vul

♠ 4	♠ A 10 8 6	♠ K Q 9 3
♥ J 10 6 4 2	♥ 8 3	♥ A Q
♦ K J 10 4 3	♦ A Q 5 2	♦ 8 6
♣ 9 7	♣ J 6 4	♣ A Q 10 8 3

♠ J 7 5 2  
♥ K 9 7 5  
♦ 9 7  
♣ K 5 2



NS 2♠; N 1N; EW 2♦; EW 1♥; N 1♣; Par +110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass <sup>1</sup>	1 NT	Pass
2♦ <sup>2</sup>	Pass	2♥	Pass
Pass	Dbl <sup>3</sup>	Pass	Pass <sup>4</sup>
Pass			

1. North does not meet Rule of 22, which includes quick tricks.
2. Transfer to hearts
3. In a competitive auction, when the opponents seem to stop in a part score suit contract at the 2-level, the player in the pass-out seat can be confident that her side has "half the deck" (20 points). A take-out double is called for if you are short in their suit and four cards in the other major. Otherwise, you may be 4-4 in the minors, then bid 2 NT to ask partner to pick a minor.
4. When North doubles for take-out, South has the option of passing for penalty or play in the known 4-4 fit. Because opponents are vulnerable, converting partner's double into penalty is more attractive than going for +110, or possibly +140, playing in a 2♠ contract.

Having passed 2♥ doubled for penalty, the spotlight turns to the defenders. Unbid suit lead should be preferred over a small spade from ♠ J752.

North wins ♦ Q at trick one and should shift to the small doubleton suit on her right, clubs. Declarer will probably finesse; South wins ♣ K and revert back to a diamond, which North will win and play a third diamond. In case you have never seen this type of defense, the third round of diamond promotes a second trump trick for South, and a well-deserved doubled down one for a top score of +200. East can ruff or discard a spade, South's ♥ K975 will come to two tricks.

If 2♥X makes, the same top score turns into a bottom. In that case, South would have been better off bidding 2♠ instead of passing the double and score +110.

**Board 5**  
North Deals  
N-S Vul

♠ K 10 7	♠ J 8 3 2	♠ A
♥ K 4	♥ 10 3	♥ Q 9 8 6 5
♦ 10 9 8	♦ Q J 6 5 2	♦ K 7 4
♣ A J 9 8 7	♣ Q 2	♣ K 10 6 4
	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center; margin: 5px;">             N W     E S           </div>	
	♠ Q 9 6 5 4	
	♥ A J 7 2	
	♦ A 3	
	♣ 5 3	

E 4♥; E 5♣; W 3♥; W 4♣; EW 2N; NS 2♠; E 1♦; Par -420

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♥	1♠ <sup>1</sup>
2NT <sup>2</sup>	Pass <sup>3</sup>	3♣	Pass
4♣ <sup>4</sup>	All pass		

1. The suit is not very good for a vulnerable overcall but South does have 11 high card points and the overcall is at 1-level.
2. West has a normal jump to 2 NT promising 11-12 points and spade stopper and denying heart support.
3. At unfavorable vulnerability (we are vulnerable, they are not), North definitely does not have the values to bid 3♠ over 2 NT.
4. Partner heard your 2 NT jump but still introduced her second suit, clubs. Since you have 5-card support for clubs, bidding 4♣ makes more sense than taking a chance on 3 NT with only one spade stopper. Holding nothing extra, it is not reasonable for East to bid 5♣.

On the actual layout, 5♣ can be made but only if East plays it. The lead will not come through ♦ K74 and some lucky lie of other key cards allows East to draw trumps and play on hearts, eventually end-playing South into giving up the 11th trick. Be that as it may, 4♣ by East is a more reasonable contract. Anybody who makes 11 tricks should get a top board.

Admittedly, some EW pairs will end up in 3 NT but the obvious spade lead will defeat that contract by one trick since the defense either wins three spades and two aces or two spades, ♥ A and ♦ Q then ♦ A.

As I have always said, a trump contract almost always plays better than notrump.

**Board 6**  
 East Deals  
 E-W Vul

♠ A 7 4 3 2	♠ K 10 8 6	♠ Q J
♥ K J 6 5 2	♥ A 8 7	♥ Q 9 4
♦ K 3	♦ Q	♦ 9 8 7
♣ Q	♣ A J 8 6 3	♣ 10 9 5 4 2
	<div style="display: inline-block; border: 1px solid black; background-color: #008000; padding: 5px; text-align: center; margin: 5px;">           N            W     E            S         </div>	
	♠ 9 5	
	♥ 10 3	
	♦ A J 10 6 5 4 2	
	♣ K 7	

NS 4♦; NS 1N; NS 2♣; EW 1♥; Par +130

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass <sup>1</sup>	3 NT <sup>2</sup>	Pass	3 ♦
		All pass	

1. South has a normal 3 ♦ preempt but West does not have the values to venture into 3-level major suit overcall. For one, she has to guess which suit to bid (not strong enough to bid 3 ♠ then 4 ♥). That forcing-to-game sequence is similar to Michaels 4 ♦, also forcing to game. If partner is weak, you could be in a lot of trouble.
2. It is reasonable for North to take a shot at 3 NT hoping that either diamonds will run or South will have an outside entry after the suit is established.

It would be extremely difficult for East to find the heart lead from ♥ Q94, which is required for the defense to prevail here. On a normal lead of the ♣ 10, North has to be careful to win it in her hand with the ♣ A and then *overtake the ♦ Q with the ♦ A and give up a diamond to the king*.

Dummy still has ♣ K as an entry to cash the remaining diamonds. Six diamonds, two top clubs and ♥ A total up to nine tricks anyway; however, ♣ Q is singleton so North wins three club tricks instead of two. 3 NT making with an overtrick should be the normal result.

**Board 7**  
 South Deals  
 Both Vul

♠ Q 6 2	♠ A K 7 5	♠ J 3
♥ 8	♥ K 5 3	♥ A 10 6 4
♦ A K J 9 5	♦ Q 8 7 6 3	♦ 4 2
♣ Q 9 3 2	♣ J	♣ A K 10 7 4

♠ 10 9 8 4
♥ Q J 9 7 2
♦ 10
♣ 8 6 5

EW 3N; EW 5♣; NS 2♠; EW 3♦; NS 1♥; Par -600

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	Pass <sup>1</sup>	1 ♥ <sup>2</sup>	Pass
2 ♣	Dbl <sup>3</sup>	Rdbl <sup>4</sup>	Pass
2 NT	Pass	3 NT <sup>5</sup>	All pass

1. West opens 1 ♦, North should pass. Don't make a take-out double with length in the opponent's suit unless very strong.
2. My recommendation is to never hide a major in order to bid 2 ♣ to show high card points.
3. Now it is time to double 2 ♣ with the North hand, promising at least 4/3 in the majors.
4. When was the last time you actually used the Re-double card? Here is one situation that calls for it. East wants to tell partner she has a good hand, redouble being a stronger action than raising 2 ♣ to 3 ♣.
5. West bids 2 NT to show a stopper in spades. East can safely bid 3 NT now fully expecting clubs or diamonds to run. Her ♥ A10xx provides safety even if the opponents were to attack hearts.

North is not likely to find a heart lead since East bid the suit. The normal lead is ♠ 5. It immediately gives up the 9th trick, and 3 NT rolls home.

Even if North is inspired enough to lead ♥ K (!), West ducks twice, wins the third round with ♥ A, and then tackles diamonds for additional tricks. When ♦ 10 shows up from South, she can give up a trick to the ♦ Q. The lucky lie of spade honors means South can never get in.

**Board 8**

West Deals  
None Vul

	♠ K 5 2		
	♥ Q 4		
	♦ 10 6		
	♣ A K 7 5 3 2		
♠ J 7		♠ Q 10 4	
♥ A 6 5 3		♥ K 10 8 2	
♦ J 8 5 3		♦ A K Q 9 2	
♣ 10 8 6		♣ J	
	♠ A 9 8 6 3		
	♥ J 9 7		
	♦ 7 4		
	♣ Q 9 4		

EW 3♥; NS 2♠; EW 3♦; NS 2♣; Par -100: NS 3♠×-1

West	North	East	South
Pass	1♣	Dbl <sup>1</sup>	1♠ <sup>2</sup>
2♥ <sup>3</sup>	Dbl <sup>4</sup>	Pass	2♠
Pass	Pass	3♥ <sup>5</sup>	Pass
Pass	3♠ <sup>6</sup>	Dbl <sup>7</sup>	All pass

1. East would like to have 4-4 in the majors but with stiff clubs, she should bring all other suits into the picture for partner.
2. As the responder, whenever you can bid a major, just do it.
3. West has barely enough strength to bid 2♥ over 1♠. Anything less, and pass would be the correct call.
4. Double by North here shows three spades (Support Double). With four spades, she would have bid 2♠ instead.
5. Both sides have found a fit so when should you compete to 3-level. The Law of Total Tricks is based on the number of trumps but even more important rule has to do with number of cards in your two longest suit. If 9, bid up to 3-level. If 10, bid up to 4-level.
6. North knows that second rule also and bids 3♠ because she has 9 cards in two suits, spades and clubs.
7. When pesky opponents outbid you at the 3-level and your side has "half the deck" (20 points), do not let them play a contract undoubled (only at matchpoint scoring). Even if they make it, your match point score will not be take muck of a hit.

The defense has the obvious five tricks, one spade, ♥ AK and ♦ AK. NS should be down one for a score of minus 100. They did well to not let you play 3♥, which will make.



**Board 9**  
 North Deals  
 N-S Vul

♠ 10 6	♠ Q 9 7 3	♠ J 5
♥ A K 7 2	♥ 10 9 3	♥ Q 5 4
♦ A K 10	♦ 8 7 4	♦ Q J 5 3 2
♣ A K 5 2	♣ J 7 6	♣ Q 8 4

♠ A K 8 4 2	<table style="border: 1px solid black; background-color: #008000; color: white; padding: 10px; text-align: center;"> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">N</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;"></td><td style="padding: 2px;">S</td><td style="padding: 2px;"></td></tr> </table>	W	N	E		S		♠ J 5
W	N	E						
	S							
♥ J 8 6		♥ Q 5 4						
♦ 9 6		♦ Q J 5 3 2						
♣ 10 9 3		♣ Q 8 4						

EW 5♥; EW 5♦; EW 5♣; EW 2N; EW 2♠; Par -450

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	Pass <sup>1</sup>
2 NT	Pass	3 NT <sup>2</sup>	All pass

1. In the third seat, one can open a little light but being vulnerable, South does not have enough values to open 1♠.
2. East may be worried about 2-3 in ♠/♥ but she does not have a crystal ball to know what is in partner's hand. The most normal response is 3 NT.

3 NT can be defeated but will EW find the defense? In real life on a spade lead, most NS pairs are likely to block the suit and let 3 NT make. To defeat 3 NT, when South wins ♠ K then ♠ A, North has to be vigilant to unblock the ♠ 9 so that she can win ♠ Q next and return ♠ 7 to partner's ♠ 8 to win the first five tricks defeating 3 NT.

Also, South should be careful not to lead ♠ 8 after cashing ♠ AK; otherwise, it will block the suit.

The safest game is 5♦ but EW would need sophisticated methods to get there. The other possible game that makes is in hearts but to reach 4♥ on a 4-3 fit is even more difficult. Not too many EW players will find that contract.

**Board 10**  
 East Deals  
 Both Vul

♠ J 10 9 7 6	♠ K Q 8	♠ 5 4 3 2
♥ Q	♥ J 9 4 3	♥ 10 8 2
♦ 7 6 4	♦ A Q 9 5 2	♦ K J 3
♣ Q 8 4 3	♣ A	♣ J 7 5

W	N	E
	S	

♠ A	♠ A
♥ A K 7 6 5	♥ A K 7 6 5
♦ 10 8	♦ 10 8
♣ K 10 9 6 2	♣ K 10 9 6 2

NS 7♥; NS 5N; NS 5♣; NS 4♦; NS 1♠; Par +2210

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	4 ♣ <sup>1</sup>	Pass	1 ♥
Pass	5 ♥ <sup>2</sup>	Pass	4 NT
All pass		Pass	6 ♥ <sup>3</sup>

1. Splinter bid in support of hearts; it promises 4+ hearts, singleton or void in clubs and a game going hand. If you don't play Splinters, Jacoby 2 NT would be the second choice but when South shows singleton or void in spades, North is not likely to investigate slam possibilities. If you don't play either convention, start with 2 ♦, then jump in hearts promising an opening hand and heart support.
2. RKCB response that shows two key cards but no ♥ Q.
3. Since queen of trump is missing, NS should settle in 6 ♥.

If you managed to get to 6 ♥, you will be rewarded with a score of +1460 for making 7 playing on cross-ruff lines. The sequence of plays should be:

Win ♠ A  
 ♣ A  
 ♠ KQ discarding a diamond and a club  
 ♥ 3 to ♥ K (♥ Q drops singleton)  
 ruff a club  
 ruff a diamond  
 ruff the last small club and cash ♥ J.

Return to your hand by ruffing the second diamond, draw the last trump and claim.

**Board 11**  
 South Deals  
 None Vul

	♠ 9 5 4 3		
	♥ Q 10 6 5 2		
	♦ 8		
	♣ Q 8 2		
♠ K Q J 8 6	<div style="display: inline-block; background-color: #008000; color: white; padding: 5px; border: 1px solid black;">       N W     E S     </div>	♠ A 10	
♥ 7		♥ K J 9 4	
♦ A Q 7 6 4 2		♦ 10 5 3	
♣ 9		♣ A K 7 6	
	♠ 7 2		
	♥ A 8 3		
	♦ K J 9		
	♣ J 10 5 4 3		

EW 5N; EW 5♠; EW 5♦; EW 2♥; EW 2♣; Par -460

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♦ <sup>1</sup>	Pass	1 ♥	Pass
1 ♠	Pass	2 ♣ <sup>2</sup>	Pass
2 ♠ <sup>3</sup>	Pass	2 NT <sup>4</sup>	Pass
3 NT <sup>5</sup>	All pass		

1. Always open six card suit first and bid the higher suit twice thereby promising 5-6 in the two suits.
2. Fourth Suit Forcing to game (100%). It says nothing about clubs.
3. West shows six diamonds and five spades.
4. After Fourth Suit Forcing, 2 NT shows 3-4 points more than an opening bid. A jump to 3 NT here would be Fast Arrival, nothing more to show.
5. West does not have any interest in slam. 3 NT here shows 1-1 in the unbid suits. Otherwise, West would have bid her doubleton to promise a void in the fourth suit, the one she has not bid yet.

If diamonds were slightly stronger, 6 ♦ would have been a great contract. As it is, East has to lose a diamond trick along with ♥ A.

**Board 12**  
West Deals  
N-S Vul

♠ K 9 8 6		♠ A
♥ A K 5		♥ 7 4 3 2
♦ A 9 4		♦ K 6 3 2
♣ K 10 5		♣ Q 7 6 4
♠ Q J 10 7 5	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center;">             N W     E S           </div>	♠ 4 3 2
♥ J		♥ Q 10 9 8 6
♦ Q J 5		♦ 10 8 7
♣ A J 9 3		♣ 8 2

EW 4♣; NS 2N; EW 2♦; EW 1♠; NS 1♥; Par -130

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass <sup>1</sup>	1 NT <sup>2</sup>	Pass	2♦ <sup>3</sup>
Pass	2♥	Pass	Pass
Dbl <sup>4</sup>	Pass	2 NT <sup>5</sup>	Pass
3♣	All pass		

1. West has 12 points but not an opening bid with only one quick trick.
2. Natural, 15-18 point NT hand
3. Transfer to hearts
4. If opponents wish to stop in 2♥, EW must have half the deck. Instead of insisting on spades, West should make a take-out double.
5. 2 NT here says, "Pick a minor. I don't have spade support".

Bidding as shown gets EW to their best contract, 3♣. Please note that 2♠ is not going to make.

In 3♣, North will start with ♥ AK, ruffed by West who will enter dummy via ♠ A to take the club finesse not expecting it to win but worth a try.

North should return a trump after winning ♣ K to cut down on heart ruffs but that does not phase West. Since North overcalled 1 NT, the ♠ K is marked in her hand. West can take a ruffing finesse against it and make 4♣. Declarer's losers will be limited to two aces and the trump king.