

Thursday March 28, 2019 Barometer Game

Board 1

North Deals
None Vul

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

EW 5♥; NS 2♠; EW 3♦; N 1N; E 1♣; Par -450

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	1♦ ¹	2♠ ²
Dbl ³	3♠ ⁴	3NT ⁵	Pass
4♥ ⁶	All pass		

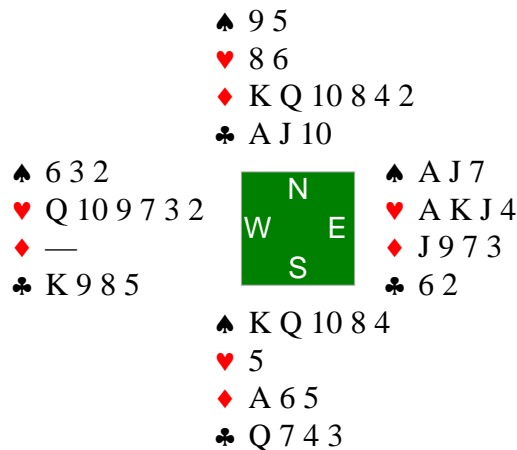
1. Too strong for 1 NT
2. Get your preempts in! South meets the rule for her jump to 2♠.
3. Negative Double, not enough strength to overcall 3♥.
4. Furthering the preempt, a good strategy with 8-11 points especially with 3-card support.
5. Bidding 3 NT after opening 1♦ promises 18 to bad 20 (!) points.
6. West should not sit for 3 NT; partner should have 2-3 hearts.

West ends up declaring 4♥ since NS cannot be sure that a 4♠ sacrifice, which will certainly be doubled, will give them a good result (better than -420 or -450).

The play for ten tricks is pretty straightforward since West expects North to hold the ♦ A. On the normal spade lead (North should lead the ♠ J, not ♠ 4), declarer ruffs the second spade and should play North to have the ♥ Q.

Even if she plays ♥ A then ♥ K, a small diamond towards ♦ KQ1084 followed by a finesse for the ♦ J on the second round will result in the declarer losing only three tricks, ♠ A, ♥ Q and ♦ A.

Board 2
 East Deals
 N-S Vul



EW 4♥; NS 3♠; NS 4♦; S 3♣; EW 1N; N 2♣; Par -200; NS 4♠×-1;
 NS 5♦×-1

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	1 ♠
Dbl ¹	Rdbl ²	2 ♥ ³	Dbl ⁴
Pass	3 ♦ ⁵	Pass	Pass
3 ♥ ⁶	All pass		


1. Negative Double is named as such because if you don't have positive values to bid 2♥ here. The Negative Double may be based on long hearts or long clubs.
2. Always redouble first to show 10+ points then bid your suit. Don't bid a suit first then play catch up.
3. As requested by partner's Negative Double, East shows four hearts.
4. Double by South is now take-out promising shortness in hearts and not six spades.
5. North shows her long suit and 10+ points that she promised earlier when she re-doubled.
6. West knows there is 6-4 fit but with only 5 points and void in partner's opening bid of 1♦, she cannot see game.

Although 4♥ makes, it is hard to bid and even harder to make. East happens to have "nothing" in diamonds opposite a void in partner's hand, which is the best holding she could have. Be that as it may, making ten tricks is still no picnic! In 3♥, declarer should also play as described below.

East must duck the lead of ♠K. South may switch to a club, dummy plays small, North wins the ♣10 and returns a spade. Go up with the ♠A, draw trumps and lead ♣3 towards ♣K98. If South does not take her ♣A, she doesn't have it so duck the club!

Ruff the diamond return and ruff the 3rd club. When ♣A shows up, ♠J is discarded on the ♣K, a diamond ruff providing the necessary entry to dummy.

Board 3
 South Deals
 E-W Vul

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

NS 7♦; NS 6N; NS 4♠; NS 3♥; Par +1440

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass ¹
Pass	1 ♠	Pass	1 NT ²
Pass	3 ♦ ³	Pass	4 NT ⁴
Pass	5 ♣ ⁵	Pass	7 ♦ ⁶
All pass			

1. Holding four hearts to the king, it is not advisable to preempt in diamonds. Besides, the hand is too strong for a non-vulnerable 3-level preempt. Some might actually open 1♦ but shouldn't without two quick tricks.
2. In Standard bidding, South should bid 2♦. I have shown the forcing 1NT response, which is part of 2-over-1 Game Forcing convention.
3. Strong Jump Shift into a lower suit. Similar to a REVERSE strength hand.
4. If partner has a 5-loser hand with five spades and four diamonds, South holding a four loser hand with a total of ten trumps, can certainly launch into RKCB for diamonds, the last bid suit.
5. The 1430 response promises four key cards (can never be one because North made a strong jump shift)
6. If you visualize five spades and four or more diamonds in partner's hand, she can only have 3 or 4 cards in the minors. If two hearts ruffs can be taken in the North hand, 7♦ will make.

Even if you don't bid the grand slam, 6♦ making seven may still be a great match point score.

Board 5
 North Deals
 N-S Vul

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

NS 4♠; NS 3N; NS 1♥; NS 1♦; NS 1♣; Par +620

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

1. Texas Transfer to spades. You don't need 10 high card points if you have a good looking 6-card major with 8 points. if you don't play it, transfer to spades at the 2-level and jump to 4♠.

A straightforward auction to game in spades, for a change!

Heart lead immediately establishes a defensive trick. That along with two aces gives the defense three tricks. 4♠ making four should be the normal result.

Board 6
 East Deals
 E-W Vul

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

EW 2N; EW 3♦; EW 2♣; NS 1♠; EW 1♥; Par -120

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦ ¹	Pass	1 ♥	Pass
2 ♣	Pass	2 NT ²	All pass

1. On most hands with four diamonds and five clubs, you should open 1 ♦ and then bid 2 ♣.
2. With so many values in the unbid suits, the majors, East must bid 2 NT, not jump to 3 ♦ over 2 ♣. Even if partner has five diamonds and four clubs, you have to make ten tricks in a diamond contract to score better than 2 NT making two. And if 2 NT makes three, you would have to make game in diamonds just to break even.

South may suspect that East has spades well under control and poses a difficult lead problem for her. Regardless, all other leads look even worse so she will probably lead the ♠ J.

Looking at all four hands, the defense can only win two spades, two diamonds and a club no matter how declarer goes about making 2 NT so the contract should make.

The best course of action after East finds out that she has two spade tricks, is to go after the 8-card suit, diamonds, and not to try your luck in the club suit by taking two finesses.

On the actual layout of diamonds, East will win two diamonds, two spades, ♣ A and three hearts after taking the finesse whether North covers the ♥ Q or not.

Board 7
 South Deals
 Both Vul

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

♠ Q 9 8 7 3
♥ Q 9 2
♦ A K 3
♣ Q 10

NS 4N; NS 4♠; NS 3♥; NS 4♦; NS 2♣; Par +630

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

1. It would be perfectly fine to start with 2D to let partner describe her hand, if warranted, however, my recommendation is to use 2 ♣ as the default 2-over-1 response when you don't have a 5-card or longer suit to bid. A response of 2 ♦ or 2 ♥ will then promise 5+ card suit.
2. Balanced hand with no extras.
3. North also has a balanced 3-3-4-3 hand, and wisely opts for 3 NT instead of 4 ♠. Most of her values are also soft meaning no aces and queens and jacks, and her hand does not have any ruffing values (no short suit). There is a good chance that the same number of tricks can be made in 3 NT.

Since only three aces are missing, the score for 4 ♠ making four would not be as good as 3 NT making the same 10 tricks. Not only that, any possibility of a ruff by the opponents is also eliminated.

Board 8
 West Deals
 None Vul

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

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

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

1. Although East has four trumps, she is not strong enough to show a limit raise for hearts. It is better to show support without jumping and then be able to show where her values are.
2. West applies Losing Trick Count method and makes a natural game try in spades, a method I strongly recommend instead of a help suit game try.
3. Straightforward bidding up to this point, allows East to show values in diamonds, and at the same time, deny anything in the club suit.
4. West is happy to see no wasted values in clubs opposite her shortness and jumps to 4 ♥ despite only 13 working points, not counting anything for the singleton ♣ Q.

Even if North finds the trump lead, West can ruff both spade losers in dummy, lose only one trick in each of the other three suits to make 4 ♥ without too much trouble.

Board 9
 North Deals
 E-W Vul

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

NS 3♠; N 3♥; NS 2N; S 2♥; NS 3♣; NS 2♦; Par +140

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

1. Earlier I said you should open 1♦ and bid 2♣ later when holding 4-5 in ♦/♣ but this hand has the strength of a REVERSE so 1♣ then bidding 2♦ is correct.
2. Jumping to 3 NT with a singleton is acceptable since her singleton is an honor in partner's suit and with 21 points opposite at least 6 points, 3 NT should make. This jump to 3 NT (or 2 NT) denies four spades; otherwise, North would have jumped to 2♠ over 1♥.

If North had a small singleton heart and ♣ AQJ65, a reverse into 2♦ would have been correct. But with stiff honor in partner's first bid suit, a jump to 3 NT is acceptable.

Those who reverse into 2♦ will also get to 3 NT eventually but the reverse tries to find a fit in one of the minors and a possible slam.

Board 10
 East Deals
 Both Vul

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

EW 2♠; NS 2♦; NS 1♥; Par -110

West	North	East	South
		Pass	Pass
1 ♣ ¹	1 ♦ ²	Db1 ³	2 ♦
Db1 ⁴	Pass ⁵	2 ♠ ⁶	All pass

1. In the 3rd seat, you can open a little light to protect partner who may have one or both majors but not an opening bid. Besides, West has three places to play.
2. North has a simple overcall, not a double-and-bid-diamonds hand.
3. Negative Double with only one 4-card major is perfectly fine if you know what to do next if partner happens to bid the wrong major. Here, East is prepared to raise 1 ♠ to 2 ♠ or bid NT if partner bids 1 ♥ or pass if partner bids 1 NT.
4. South makes a nuisance of herself but West is able to double 2 ♦ to show both 4-card majors (and not promise extra values, especially in the light of NS bidding).
5. North may be tempted to bid 3 ♦ but looking at the vulnerability, that seems unwise.
6. East bids the major she has, spades, and denies four hearts.

EW manage to buy the contract from the opponents who can only make eight tricks in 3 ♦. Being vulnerable, North was afraid that the opponents may double for penalty. Please note that if EW do not double 3 ♦, they score +100 instead of +110.

In 2 ♠, East should not have too much difficulty. After a diamond lead and a ruff, East counts losers first then winners. A diamond has been lost and there seems to be ♣ AK, ♥ K and a trump loser if the opponents force her to ruff diamonds with trump honors in dummy (which NS must do). That comes to only eight tricks for a score of +110 for EW.

Board 11
 South Deals
 None Vul

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

NS 3♣; NS 1N; NS 1♥; NS 1♦; Par +110

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1♦	Pass ¹	Pass
Pass	Pass ³	Pass ⁴	2♣ ²

1. North opens 1♦ in the 3rd seat and East cannot take any action with her 3-4-3-3 hand despite 13 points. Do not double with a balanced hand.
2. Natural bid showing 10 points and five or more clubs.
3. Having opened a little light, North has no business taking another bid opposite a passed hand.
4. East still does not have the right shape to double 2♣ for take-out. Anybody who forces partner to play 2♠ on a 4-3 fit with no ruffing values, deserves to get doubled for at least down two and a bottom board. In a part-score deal, a minus score of 150 or higher is always bad, very bad.

In 2♣, the trumps behave so South has six club tricks, ♦ AK and a spade for a score of +110.

The defense can never win more than ♠ AK and ♥ AK.

Board 12
West Deals
N-S Vul

♠ —	♠ K 10 8 7 5 3	♠ A J 9 6 4				
♥ 7 2	♥ 6	♥ A 8 5 3				
♦ A K J 10 5	♦ 9 7 4 2	♦ 3				
♣ Q J 10 9 4 2	♣ 8 3	♣ K 7 5				
<table style="border: 2px solid green; width: 60px; height: 60px; margin: auto; display: inline-table;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W</td></tr> <tr><td style="text-align: center;">S</td></tr> <tr><td style="text-align: center;">E</td></tr> </table>			N	W	S	E
N						
W						
S						
E						
♠ Q 2						
♥ K Q J 10 9 4						
♦ Q 8 6						
♣ A 6						

EW 6♦; EW 6♣; EW 2♠; EW 1N; EW 1♥; Par -920

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♣ ¹	Pass ²	1 ♠	2 ♥
3 ♦ ³	Pass	3 NT ⁴	Pass
4 ♦ ⁵	Pass	4 NT ⁶	Pass
5 ♥ ⁷	Pass	6 ♣ ⁸	All pass

1. Always open the lower suit and bid the higher suit twice if you have 5-6 hand. Initially it may sound like a reverse to partner but when you bid the higher suit twice, she will know you are 5-6 in those two suits.
2. At unfavorable vulnerability, it would be crazy to preempt on such a bad suit.
3. Intends to bid diamonds twice.
4. If clubs are running, East figures nine tricks should be there opposite what sounds like a reverse strength hand.
5. West cannot stand 3 NT so she follows through with describing a hand with five diamonds and six clubs.
6. 4 NT is RKCB but ambiguous as to which suit will be trump. West should assume it is for the last bid suit, diamonds. East should be prepared for partner making that assumption.
7. Two key cards for diamonds without the ♦ Q.
8. Grand slam chances are remote unless West has the perfect cards. East also knows there are no major suit losers since her two aces should take care of whichever two major suit cards West has.

Good bidding by EW to reach 6 ♣ contract. The chances are pretty good.

Even ace and another trump does not cause any trouble for West because ♦ Q comes down on the third round ruff.