

## Barometer Game - Thursday, April 11, 2019

**Board 1**

North Deals  
None Vul

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

NS 6♥; NS 6♦; NS 5N; NS 5♠; NS 4♣; Par +980

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

1. Although the hand has five spades, it is sort of balanced with 21 points, enough for an opening bid of 2 NT.
2. After transferring to hearts, South counts high card points, and decides that slam chances would not be that good. So, 3 NT it is. The total points will be no more than 32 with no apparent fit. An alternative would be to bid 4 ♦ over 3 ♥ and see what partner does. However, with only four diamonds, you would not wish partner to take a preference to diamonds on a 3-card suit.

In 3 NT, North can give up a diamond and win three diamonds, three hearts, three clubs and two spades via a finesse for the ♠ K. The normal result should be 3 NT making five for +460 for NS.

For the defense, East must not lead the ♠ J or the ♠ 10. That lead would give up a defensive trick. ♠ 3 is the correct lead against notrump.

Hand record says you can make 6 ♥ or 6 ♦ but it requires West to be 2-2 in the majors (and therefore, East to be 4-4) and for the declarer to execute a play technique called "Trump Elopement". That would be a lesson for another day.

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

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

♠ 10 9 5 4	<table style="border: 1px solid black; background-color: #008000; color: white; width: 40px; height: 40px; margin: 0 auto; text-align: center; font-size: 10px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 7 6
	N										
W		E									
	S										
♥ A Q 8 7		♥ J 6 5 2									
♦ A J		♦ K 6 4									
♣ Q 9 5		♣ A 10 4 2									

EW 3♥; EW 2N; EW 2♠; EW 2♦; EW 2♣; Par -140

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

1. West would like to have more than one stopper in clubs but with 16 HCP, she must do something. Pass is not an option. So, 1 NT it is. In any case, she is not strong enough to double and bid NT or double and bid spades.
2. With balanced 8 count, pass is best. It is wise to not invite 3 NT. If East had eight points and a 5+ card suit, any suit, taking some action would have been reasonable: Stayman, Transfer or raising 1 NT to 2 NT.
3. South needs significant extras to take another bid opposite a passed hand.

EW have landed on their best possible match point contract. West should be able to make it with an overtrick, especially if North leads a club. Even if North leads her best suit, diamonds; declarer should come to eight tricks because South will be end-played every time the declarer loses a trick, always to the South hand since North is never going to win a trick.

Although 2♥ or 3♥ makes on this hand, it is all but impossible to get there. West has a clear-cut 1 NT overcall and East is unable to take any action over 1 NT that could possibly lead to a heart contract.

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

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

EW 2♠; EW 1N; EW 1♦; NS 1♣; Par -110

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

1. Holding 4-4 or 4-5 or 5-4 in the minors, almost always open 1♦ unless strong enough to open 1♣ and REVERSE into 2♦.
2. Never pass with 6 points, two tens and a 5-card major. Even a 5-point hand with ♥ KQ1095 should respond 1♥.
3. South bids her second suit naturally.
4. Partner may or may not have five diamonds but she is guaranteed to hold four clubs so passing 2♣ seems best.
5. East has a tough choice in the balancing seat. Passing 2♣ in a match point game is always wrong. So, East does the best she could by bidding 2♠. Since the opponents seem to have found a fit in clubs, it is reasonable to expect at least a 4-3 fit in spades. No point in doing anything else since the opponents have bid all other suits. Please note that bidding 2♠ in the balancing seat is not as dangerous as it may seem. For one, the balancing side must assume they have half the deck (about 20 points); and two, opponents should not be allowed to play 2♣ in a pairs game.

EW have again landed in their best contract. They should score a top on the board. Granted, 2♣ may have been down one but East cannot be sure of that result.

Some North players may venture into 2♥ after partner shows diamonds and clubs but that is dangerous with only 5-card a suit that also lacks texture. 2♥ may also be doubled by EW for an absolute top score of +300 on a partscore deal where neither side can make game.

**Board 4**West Deals  
Both Vul

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

EW 3♥; NS 1N; NS 1♠; NS 1♦; NS 1♣; Par -140

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

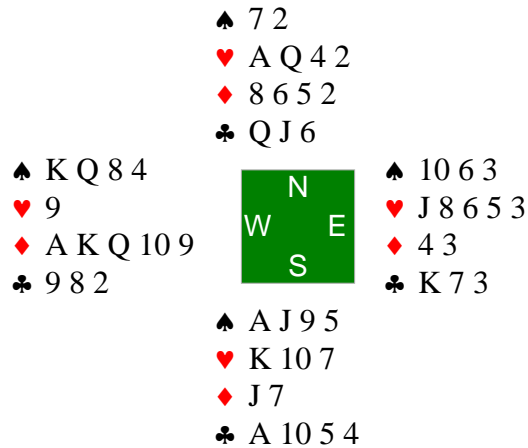
1. Bare minimum opening bid when you are vulnerable. If the suits were ♠/♥, there would be no cause for concern.
2. With 11 points, an overcall of 1♥ is much better than a preemptive jump to 2♥.
3. Everybody likes to bid!!! ...but South does have a normal 1♠ overcall with 9 points and a 6-card suit.
4. Should not let the opponents play 2♥. South hopes partner has at least two spades.
5. East knows her side has a 9 or 10-card fit in hearts and expects partner to be short in spades, which suggests partner may be able to ruff a spade.

Since NS are vulnerable, it is dangerous for them to compete to 3♠ on a partscore deal. If EW were to double them on principle, even down one would result in -200 and a bottom board. Actually, 3♠ can be defeated by two tricks for -200 without the double.

On paper it may be difficult to see how EW can win six defensive tricks since West is most likely to lead a heart but it is possible. How, you might wonder? For one, West may find a club lead, which allows East to discard ♦ 108 on the 3rd and 4th round of clubs (instead of ruffing), and then score a diamond ruff after West gets in with her first or second trump trick. Defense wins three club tricks, two trump tricks and a diamond ruff. Doubled down two, vulnerable, gives EW a top score of +500, which is better than any game they can possibly make!

Even if West leads a heart, she should realize the futility of continuing the suit and switch to a club. East wins ♣ A, plays the ♣ Q, which is overtaken by West to cash the ♣ J and a lead a 4th club resulting in the same defense as above and a clear top on a part score deal.

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



NS 2N; NS 2♥; NS 2♣; NS 1♦; Par +120

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

1. Modern theory states that after 1 ♦ overcall, you can make a Negative Double with only one 4-card major as long as you can handle the ensuing auction and will bid as needed later.
2. West should not bid diamonds again with only five, especially if the opponents are headed towards a spade contract. She decides to wait and see what happens next.
3. This is yet another myth. Even without any semblance of a diamond stopper, North's only logical continuation is 1 NT (not 2 ♣ and not 2 ♥). She has 9 high card points opposite partner's 1 ♣ opening. Granted, the opponents may be able to win the first five diamond tricks but then NS should have the rest.
4. West is still not able to take any action over 1 NT.

As North expected, East leads a diamond and West cashes the first five tricks. But then, NS have the rest; 1 NT making two. Please note that if West were to bid 2 ♦ opposite what could be a bust hand, it will be doubled by North and go for -300, which is guaranteed to be a very bad score on a partscore deal where neither side can make game.

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

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

EW 5♦; NS 2♠; EW 2♥; EW 1N; NS 1♣; Par -500: NS 5♠×-3

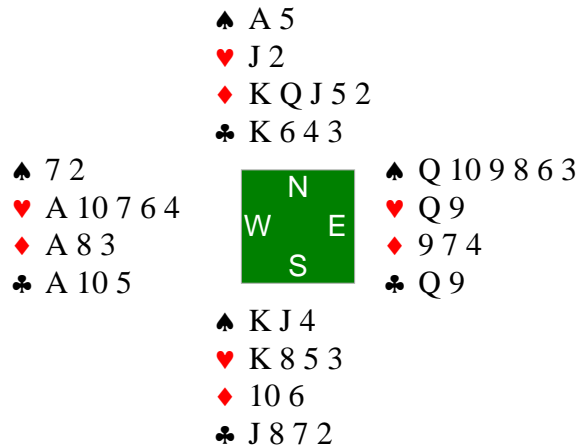
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
1 ♦ <sup>1</sup>	1 ♠ <sup>2</sup>	2 ♥ <sup>3</sup>	2 ♠
2 NT <sup>4</sup>	Pass	3 ♦ <sup>5</sup>	Pass
3 ♠ <sup>6</sup>	Pass	5 ♦ <sup>7</sup>	All pass

1. Always open 1 ♦ with 4-4 in the minors unless the hand is strong enough to open 1 ♣ and then reverse into 2 ♦.
2. With a bad suit (♠ J10543), even 1-level overcall is not recommended but with eight points and two places to play, it can be forgiven!
3. Diamond support can wait. First try to find a 5-3 or 5-4 fit in hearts and also promise about 10 points, which East does have.
4. West shows the maximum opening hand strength by bidding 2 NT but denying three hearts. With a normal opening bid, she should pass. With significant extras (18-20 points), she would take some other action, such as cue-bid spades or double.
5. Having shown about 10 points and five hearts earlier, it is time to show diamond support.
6. West sees game chances and shows her weakness in the club suit by bidding 3 ♠. This is a rule worth remembering: When there are two suits you can bid below 3 NT, bid the suit you have and imply concern for the other suit.
7. Holding a small singleton club, East takes a shot at 5 ♦, not 3 NT.

EW have arrived at the only makeable game contract. Declarer should not too much trouble making 5 ♦ losing only a diamond and a club.

Please note that 3 NT by West is down on a club lead due to excellent spot cards that NS possess. South wins ♣ K and then the ♣ 9 makes mince meat out of what looked like a club stopper in the West hand! ♦ A is still missing, and 3 NT goes down two.

**Board 7**  
 South Deals  
 Both Vul



N 2N; NS 3♣; S 1N; NS 2♦; EW 1♠; Par +120

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	2 ♦	Pass <sup>1</sup>	Pass
Pass <sup>2</sup>			Pass

1. East hand is just not strong enough to bid 2 ♠ or jump preemptively to 3 ♠.
2. In the balancing seat, West suspects that their must be a way their side can compete but she really doesn't have a good option.

Both sides are vulnerable, which prevents EW from competing over 2 ♦ (or it should). The vulnerability also prevents NS from doing more with their 22 high card points.

North should not have any trouble making eight tricks with diamonds as trumps. The normal lead by East would be ♥ Q in partner's suit, which limits declarer's losers to one heart, two clubs and one diamond.

West can play a third round of hearts after winning ♦ A but declarer can ruff high, draw trump and simply give up two club tricks. It does not matter how she plays the suit.

With both minors behaving, NS score should be +90.

**Board 8**  
 West Deals  
 None Vul

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

♠ Q J 10 6	<table style="border: 1px solid black; background-color: #006400; color: white; padding: 5px; text-align: center; width: 40px; height: 40px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W    E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W    E	S	♠ K 4 3
N					
W    E					
S					
♥ 10 4 3 2		♥ A J 8 7 5			
♦ 8 6 4		♦ J 10			
♣ 6 2		♣ Q J 4			

EW 4♥; EW 2N; EW 2♠; NS 3♦; EW 3♣; Par -300: NS 5♦×-2


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

1. With two aces and a king, it is better to make a simple overcall rather than a preemptive jump to 2♦.
2. As explained in some of the previous hands, the modern theory is to make a Negative Double even with one 4-card major (or both 4-card majors) and bid the suit with five. Such an agreement allows the opening bidder to show 3-card support secure in the knowledge that partnership has at least an 8-card fit.
3. No point in fishing around when you know which contract you would like to play.

On the normal diamond lead, the defense can only win ♦ A, ♣ K and ♠ A as long as the declarer draws trump and then takes the club finesse before leading up to her ♠ K. Since the overcaller has that card, as she should, 4♥ should make.



**Board 9**  
 North Deals  
 E-W Vul

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

NS 5♥; NS 4♠; NS 1N; EW 2♦; EW 2♣; Par +450

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

1. Always open the lower 6-card suit and then bid the higher 5-card suit twice. Since the first bid suit must be longer than the second, you promise 5-6 in those two suits.
2. A straightforward auction for a change. North has no reason to fool around in the bidding since slam is unlikely. Game must be reached since North has a 5-loser hand opposite what should be no worse than a 9-loser hand.

East will probably lead ♦ 10, a safer lead than a club. A singleton spade lead or a trump lead carries a lot more risk.

Declarer has no reason not to take both major suit finesses. She will end up with only three losers, ♠ K, ♥ K and ♦ A.

**Board 10**  
 East Deals  
 Both Vul

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

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

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

1. West has a normal 15-17 1 NT overcall. Being vulnerable, North should not bid with that hand.
2. East should never think about passing 1 NT. Transferring to hearts is almost always correct. One of the bidding rules worth remembering states, "Long suit in the weaker hand almost always plays better as trump rather than NT, or the long suit in the stronger hand as trumps".


Despite dummy putting down a bad heart suit, West should not have any trouble making 2 ♥ with careful play after finding out that trumps break 4-1.

The normal lead will be a club, partner's suit. After winning ♣ A, West must cash ♥ A to get the bad news about the trump break, then play a club. It paves the way to reach dummy for that all important play of a small trump towards ♥ 104, which limits South to one trump trick from her original holding of ♥ J953. If she ducks, ♥ 10 wins. If she takes her ♥ J, East can win ♥ 10 and the ♥ Q separately.

Declarer still has to lose a diamond and two spade tricks so there will be no more than eight winners.

A few EW pairs may go down in 2 ♥ and end up with below average score.

**Board 11**  
 South Deals  
 None Vul

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

N 3N; NS 4♦; NS 4♣; S 2N; NS 2♠; NS 2♥; Par +400

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

1. South has 19 points and a good 5-card club suit, which is more than enough to jump to 2 NT on the second round.
2. Another straightforward auction to game!

To hold the declarer to nine tricks, West players have to find a shift to ♠ 10, sooner or later, but not everybody will find that defense and as a result, end up giving overtricks.

The normal lead is ♥ 5 (major-over-a-minor against a NT contract and don't lead an honor without three touching honors).

After winning the ♣ A, West must find the ♠ 10 shift. Otherwise, declarer will be a tempo ahead by knocking off ♦ A, and making 11 tricks via four clubs, three diamonds, three hearts and ♠ A.

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

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

EW 3♦; EW 1N; NS 2♣; NS 1♠; Par -110

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

1. Don't double 1♦ without both majors (at least three or four cards) because your hand is not strong enough to bid either black suit later if partner responds 1♥ or 2♥ after your double of 1♦.
2. A little bit aggressive but reasonable enough with 9 points and two stopper in clubs.
3. With singleton club and only 12 high card points, 3NT might make on a lucky day but a sensible action is to bid your 6-card suit and leave the final decision to partner. Nope, West does not have any extras to even contemplate 3NT.

Even if South is inspired enough to lead ♥ Q (not likely), declarer can discard a heart on ♣ AK5 and then take the diamond finesse. The only losers should be a diamond, a heart and two spades.