

Barometer Game - Saturday, May 4, 2019 from 9 am to noon

Board 1

North Deals

None Vul

♠ 10 8	♠ K 6 4 3	♠ J 9 5			
♥ A 9 5 4	♥ K Q 10	♥ J 7 6 3			
♦ K J 10 6 4	♦ 9 7 2	♦ 5			
♣ Q 3	♣ K J 5	♣ A 8 7 6 4			
<table style="border: 1px solid black; background-color: #008000; color: white; width: 60px; height: 60px; 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
N					
W E					
S					
♠ A Q 7 2					
♥ 8 2					
♦ A Q 8 3					
♣ 10 9 2					

NS 3N; NS 3♠; S 2♦; NS 2♣; N 1♦; Par +400

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


1. I don't recommend opening all 12-point hands. It is usually best to pass this type of 4-3-3-3 hand in the 1st and 2nd seat.
2. Now it is time for North to tell South that she has 11-12 points and a balanced hand. Instead of making any kind of game try for a spade contract, North suggests notrump with her 4-3-3-3 shape. Good choice.

Against 2 NT, the normal lead is the ♣ 6, 4th best from the longest and strongest suit. Unfortunately, West does not have a lot of help enough in that suit, ♣ Q losing to the king. The lead has provided North with two clubs tricks along with ♦ A and four spades, the declarer's tally is seven tricks. Hearts in her hand will surely provide one more trick. Here, it provides two tricks because ♥ A is onside.

Declarer needs to play a heart towards the ♥ KQ10 twice so she should do so when she wins the ♠ Q and again when she wins the ace.

The normal result should be 2 NT making three. To make nine tricks, North needed some luck. The extra trick came from the fact that both ♣ Q and the ♥ A were onside.

Board 2
 East Deals
 N-S Vul

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

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

West	North	East	South
		Pass ¹	Pass
1 ♠	Pass	2 ♣ ²	Pass
4 ♠ ³	All pass		

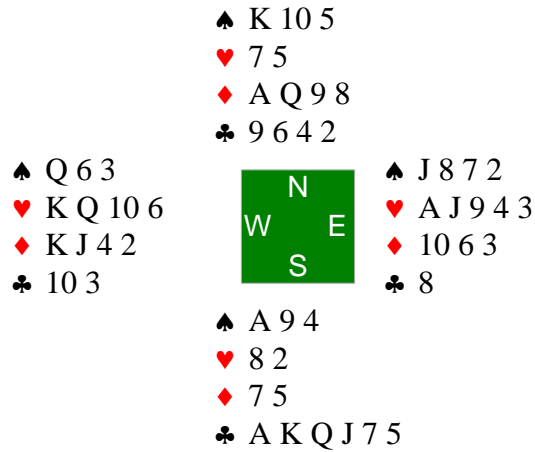
1. This is an example of when not to preempt in a minor. In the 1st seat, East must pass. She has ♦ AK, good 3-card support for spades and a singleton heart. A 2 ♦ preempt will prevent EW from getting to 4 ♠.
2. I have shown a Drury response of 2 ♣ (3-card support with 10-12 points) but a jump to 3 ♠, if it shows a limit raise for spades, would be OK too.
3. North has no trouble jumping to 4 ♠ with 5-5 majors, a void and three aces. Alternately, a jump to 4 ♥ is another option looking for 5-4 or longer fit in hearts.

On a club lead, South will play low from dummy and win ♣ Q with her ace. A promising line of play is to cross-ruff the whole hand. Here is the play-by-play so far

- ♣ A
- ♥ A
- ruff a heart
- ♦ AK discarding two small clubs
- club ruff
- second heart ruff
- second club ruff
- third heart ruff
- diamond ruff

That adds up to nine tricks with ♠ A still to come. The play is even easier on a diamond lead. Play the ♦ J and get three discards (♣ 83 and ♥ 6). The same cross-ruff gives you an overtrick.

Board 3
 South Deals
 E-W Vul



NS 4♣; NS 2N; NS 2♦; NS 1♠; Par +130

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

1. West does not have enough values to make a vulnerable take-out double, especially without 4-4 in the majors.
2. It is now OK to make a take-out double. NS do not appear to be headed to game.
3. North has a clear-cut raise to 3 ♣ promising about 10 points in support of clubs. Since EW are vulnerable, they cannot compete to the 3-level. If doubled, they might go for minus 500.

NS have landed in their best contract. South should not have too much trouble making ten tricks via diamond finesse. The only losers are two hearts and a spade.

Board 4

West Deals
Both Vul

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

EW 6N; EW 6♥; EW 6♣; EW 5♠; EW 2♦; Par -1440

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

1. East is not strong enough to open Strong 2 ♣ so her intention is to open 1 ♥ and then jump shift into 3 ♣ (not jump to 2 NT).
2. As intended. Strong jump shift in a new suit promises 18-20 points; the second suit can be a 3-card fragment.
3. Although partner supports clubs, East can now show 6-card suit.
4. West only has 10 points so slam chances should be remote.

Although 12 tricks are available, EW cannot reasonably bid 6 ♥. Besides, it takes ♦ A to be with North and ♥ J fall in three rounds. Please note that there is no need for the club finesse because the ♣ 2 can be discarded on the 3rd spade trick.

4 ♥ making six should be the normal result. South will probably lead ♦ Q, which solves that problem for East who simply draws trumps and claims 12 tricks, 6 hearts, two clubs, three spades and a diamond.

Board 5
 North Deals
 N-S Vul

♠ A K 9 8 7 2 ♥ J ♦ 7 2 ♣ 8 6 4 3	♠ Q J 5 ♥ Q 9 5 4 2 ♦ K 6 ♣ 9 7 5	<div style="text-align: center; border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; background-color: #008000; color: white; display: flex; flex-direction: column; align-items: center; justify-content: center;"> N W E S </div>	♠ 10 6 3 ♥ A K 10 ♦ 10 9 8 5 4 3 ♣ Q
	♠ 4 ♥ 8 7 6 3 ♦ A Q J ♣ A K J 10 2		

NS 3N; EW 3♠; NS 3♥; NS 3♣; EW 2♦; Par +100; EW 4♠×-1

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

1. Perfectly normal 1 ♠ overcall. A weak jump to 2 ♠ should be weaker. West can always bid spades again to show six.
2. North does not have "positive" values to bid 2 ♥ over 1 ♠ so she doubles. This is an example of why the double is named, "Negative Double". You can make this type of double with more than four cards in the suit shown.
3. East has a normal raise to 2 ♠.
4. South has singleton in the opponents suit, four hearts and extra values, enough to bid 3 ♥.
5. Now West can show the 6th spade by competing to the 3-level.
6. North should pass and deny values to bid 4 ♥, vulnerable.
7. South should trust partner's pass. If she were to bid 4 ♥, opponents may double. Even down one doubled would be worse than 3 ♠ making (minus 200 versus minus 140)

North may fall from grace here by leading a heart, which may allow West to discard both losing diamonds and make 11 tricks! NS have shown too many hearts to make that a good lead, meaning there should not be too many hearts they can cash before getting ruffed. Better to lead partner's first bid suit, clubs.

The normal lead is ♣ 5. West should not have any trouble making nine tricks in 3 ♠ losing only the ♦ AK, ♣ K, and a trump trick.

Board 6

East Deals

E-W Vul

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

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

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

1. Despite four hearts and five clubs, 1 NT is the correct opening bid. If hearts were stronger then opening 1♣ and raising 1♥ to 3♥ may be warranted.
2. West only has five points so the obvious bid is pass. However, if she was 4-4-4-1 with one club, Garbage Stayman would be in order. Bid 2♣ and pass any response by East.

South does not have a good lead but leading the ♦ 4 from 5-card suit seems best. It does not do any good for NS on this hand but all other leads carry higher risk.

The diamond lead is won in dummy with the ♦ 9 and the ♣ 9 is covered with the ♣ 10 and won by the ♣ J.

The correct play at trick three is to cash ♠ AK and then play ♣ A. But when South discards, declarer should switch gears and play ♦ K.

Depending on whether South takes her ♦ A or ducks, declarer is able to make eight tricks one way or another. If South wins ♦ A, she has to play either a heart or spade giving the declarer access to dummy's winners.

If South lets ♦ K win, East can play a low heart towards ♥ J5. North is welcome to cash three hearts but then she has to play either a spade into dummy's ♠ Q10 or win ♣ K and then play a club into declarer's ♣ Q7. All roads should lead to 1 NT making with an overtrick.

Board 7
 South Deals
 Both Vul

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

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

NS 3♠; EW 2N; EW 3♣; NS 2♦; NS 1♥; Par +140

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

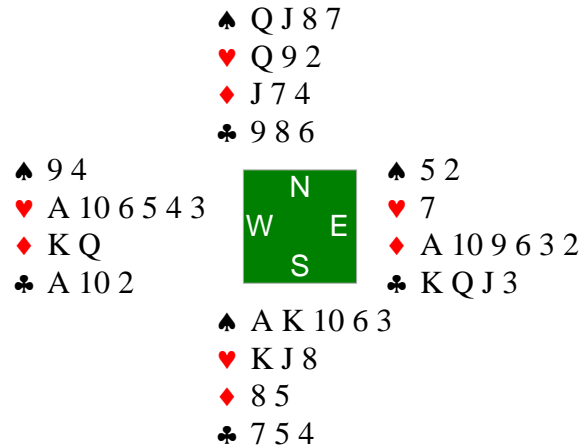
1. A little light opening bid in the 3rd seat is perfectly fine.
2. Normal overcall
3. South is little too strong to jump preemptively to 3 ♠. Six points, four trumps and a singleton in the opponent's suit is worth at least 9 points in support.
4. When 3 ♣ comes around to South, she has a clear-cut 3 ♠ call. Vulnerable EW will be wise not to compete over 3 ♠. Doubled down one for minus 200 will be worse than any part score NS can make.

Against 3 ♠, East will start with ♣ A and switch to a heart which does not bother the declarer too much. After ruffing a club in dummy, the correct play is to lead ♠ Q intending to run it if not covered. Finessing in trumps twice against the king and the jack is a better percentage play than hoping for a 2-2 break.

In this hand, West has both honors so she is held to one trump trick and no more than four defensive tricks in total (♣ A, ♠ J and ♥ AK).

Board 8

West Deals
None Vul



EW 5♦; EW 5♣; EW 3♥; EW 2N; Par -400

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

1. In standard bidding, 2 ♦ shows 10+ points. If playing 2-over-1, East should start with a forcing 1 NT.
2. Bidding the second suit, ostensibly promising 9 cards in the minors.
3. West takes a false preference to partner's longer suit, diamonds.
4. East makes a game try but West is not able to visualize 11 tricks in a diamond contract.

South takes ♠ AK but then the defense has no other winners. Declarer cashes ♦ KQ, comes to her hand via a club and cashes ♦ A. When ♦ J appears, 4 ♦ makes with an overtrick.

Board 9
 North Deals
 E-W Vul

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

♠ 5 4
♥ J 10 6 5 2
♦ A 9 3
♣ 9 7 6

NS 3♥; EW 2♠; NS 3♣; NS 1N; N 1♦; Par +140

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

1. Transfer to hearts
2. Shows game going values but only five hearts. With six, South would either use Texas Transfer (game only hand) or transfer to hearts and bid 4♥ (slam interest).
3. With 3-card support for hearts and a doubleton spade, North correctly takes 3 NT out to 4♥.

Defense is not easy to find and the declarer will most likely make 4♥. Given a chance, the declarer should give up a club trick early, which allows two discards from dummy. However, EW do have a trick in each suit if only they can manage to win them in the right order.

East is most likely to lead a club, a safe lead into the 20-21 NT hand. That establishes four club tricks for the declarer and also allows two discards from dummy on the 4th and the 5th club.

It takes a diamond lead away from the ♦ J (usually a bad lead) and a spade return to hold the declarer to nine tricks defeating 4♥.

Board 10
 East Deals
 Both Vul

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

♠ 8
♥ J 9
♦ 7 6 5 4 3
♣ A Q J 3 2

EW 7♥; E 6N; E 6♦; W 5N; EW 4♠; W 5♦; NS 1♣; Par -2210

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

1. Bidding slams that depend on a void are very difficult to bid. The void eliminates losers in that suit, and if you can play the rest of the hand for only one loser, you will make 12 tricks. However, specialized conventions are needed. I have shown one such bidding sequence that starts with a Splinter bid by West in clubs. Despite holding 15 high card points and a balanced hand, East should open 1 ♥, not 1 NT. Hands with prime cards, aces, kings and KQ's, outside the 5-card major, should be opened in a suit.
2. Being vulnerable, South should NEVER make the unusual jump to 2 NT, which promises 5-5 in the minors. Partner would be forced to bid at the 3-level, and if doubled, she could go for a telephone number, as they say in Bridge!
3. Splinter in support of hearts. It promises singleton or void in clubs, a game-going 7-loser hand with four trumps.
4. East is back down to 12 high card points and must not show any encouragement towards slam.
5. Be that as it may, West makes another slam try by showing a void in clubs.
6. East needs to show faith in partner's bidding by leaping to 6 ♥ because she has controls in spades. Even a second round control such as ♠ Kxx along with ♦ Kx would be enough to jump to 6 ♥ expecting to lose only one trick to the ♠ A.

There is nothing to the play. Everybody should take the diamond finesse after drawing two rounds of trump, losing it to singleton ♦ K. East can then claim the rest via two club ruffs, four diamonds, five hearts and ♠ AK, which adds up to all 13 tricks but East has already lost a trick!

Board 11
 South Deals
 None Vul

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

♠ A K 5 2
♥ Q 9 6
♦ 3
♣ K 9 8 6 3

EW 3N; EW 2♥; EW 2♣; S 1♦; Par -400

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

1. South opens 1 ♣ and West should pass. Those 8 points are worth a lot less and she has three losers in the suit South opened, clubs.
2. 1 ♥ is a good overcall by East.
3. South should pass; she does not have extras to bid 1 ♠. If her partner has bid 1 ♦ holding a good hand and four spades, she will show it next.
4. When East follows her 1 ♥ overcall with a double, she promises extra values, close to 15 points, indicating that it is our hand.
5. She then follows it up with an invitation to 3 NT but West declines. She needs good 10 or more to accept.

EW arrive in their best contract. Declarer will make an overtrick no matter what South leads. The defense should be limited to two spades, one diamond and one club.

The safest lead is a club but it gives up three club tricks. ♠ AK lead gives West three spade tricks. A heart lead gives up a trick to the ♥ J. A diamond to the ♦ A allows East to score two diamond tricks later by finessing North for the ♦ Q.

EW has great pips (two 10's, a 5-card suit and a 4-card suit), which are a great asset in notrump contracts. Keep that in mind when you are contemplating a notrump contract in the future.

Board 12
West Deals
N-S Vul

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

NS 3♠; NS 3♥; NS 2N; NS 3♦; EW 1♣; Par +140

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

1. South is strong enough to double and bid hearts to show 18+ points and 5+ hearts.
2. West makes a nuisance of herself by preemptively jumping to 3 ♣. This is an excellent bid at favorable vulnerability.
3. As intended.
4. North does not have enough to bid game. Even if partner has 19 or 20 points, her ♠ J and ♣ Q are worthless and should be counted as zero points.

NS have bid to their limit, and now it is time to make nine tricks with hearts as trump.

Counting losers, South sees one in each suit if everything breaks evenly and East has the ♦ Q as expected since she opened the bidding. Trumps however, do not break well for South. She ends up with two unavoidable trump losers. 4 ♥ after all, was not a bad contract but for the bad trump break. 4 ♥ will also make if North's ♣ Q was ♥ Q.