

Saturday, August 17, 2019 - Barometer Game

**Board 1**  
North Deals  
None Vul

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

NS 7N; NS 7♥; NS 7♦; NS 5♠; NS 5♣; Par +1520

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	Pass	2 ♦ <sup>1</sup>
Pass	3 ♥ <sup>2</sup>	Pass	4 NT <sup>3</sup>
Pass	5 ♣ <sup>4</sup>	Pass	5 NT <sup>5</sup>
Pass	6 ♣ <sup>6</sup>	Pass	6 ♦ <sup>7</sup>
Pass	6 ♠ <sup>8</sup>	Pass	7 NT <sup>9</sup>
All pass			

1. Game forcing 2-over-1 response
2. Extra values with 6+ hearts, at least 16 high card points. I do not recommend that 3 ♥ promises solid suit, as some players do.
3. RKCB for hearts
4. I have shown the 0314 response promising 3 key cards (can never be zero because North jumped).
5. Specific King asking bid
6. Shows ♣ K
7. Grand slam try. Standard treatment asks for ♦ K but North knows grand slam is in the picture and that partner may be interested in finding out about ♠ K in this particular case.
8. Promises ♠ K.
9. South can practically count 13 tricks because she has ♣ Q. Six hearts, two tops in spades and diamonds plus ♣ AKQ.

There is nothing to the play. South has 16 tricks off the top!

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

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

EW 6♣; EW 5♠; EW 1N; EW 1♥; EW 1♦; Par -920

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

1. Transfer to spades
2. Denies Super-Acceptance
3. Second suit at least 5-5
4. East knows she can cover three red suit cards in partner's hand so the problem boils down to figuring out how many losers there are in the black suits.
5. One key card. Should be enough for small slam because East can ruff out partner's spade suit.
6. Do you have ♣ Q? East is not likely to bid 7 ♣ even with the trump queen but the small slam chances will improve significantly.
7. No to ♣ Q

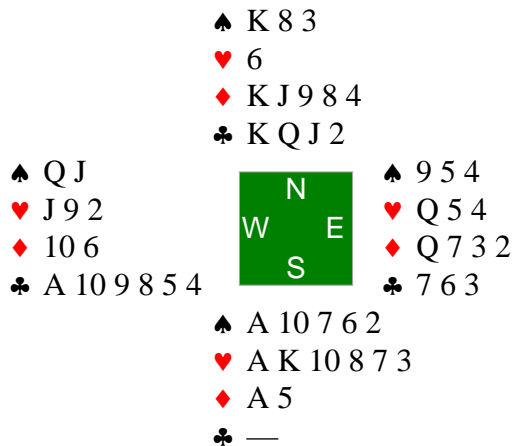
West is the declarer; she has a long side suit, spades. She should go for extra winners in that suit.

As the cards lie, one spade ruff is enough to develop three additional spade tricks.

After winning the ♦ Q lead, cash ♣ AK and ♠ AK.

When everyone follows, the rest is plain sailing. Ruff a diamond, ruff a spade and claim. North wins the ♣ Q but nothing else.

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



NS 7♠; NS 6♥; NS 5N; NS 5♦; NS 3♣; Par +1510

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

1. Always open a 6-card suit and then bid the 5-card suit twice.  
 When the 5-card suit is higher, partner will know you have 5-6 hand and therefore only two cards in the two remaining suits.
2. Game Force in 2-over-1 system
3. As intended, South is going to bid spades twice, no matter how the bidding progresses. Hopefully, partner will not shut her out.
4. Partner makes the only bid that allows South to bid out her distribution.
5. The 3 ♠ bid guarantees five spades and six hearts.
6. RKCB for the last bid suit, spades
7. Three key cards, must be three aces.
8. North does not fancy the grand slam chances and jumps to 6 ♠.

West will probably lead ♣ A, usually a good lead against slam. Here, the lead is ruffed because South is void. Dummy's clubs will provide three heart discards so only one heart ruff is required,

South cashes ♥ A and takes that ruff right away. ♠ K, ♠ A drops the doubleton ♠ QJ; ♠ 10 draws the last trump. Only thing left to do is cash ♦ AK and ♣ KQJ discarding hearts. South is left with ♥ K and ♠ 7 both winners, making 7 ♠.



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

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

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

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

1. Invitation to 3 NT promises 11-12 points and two potential stoppers in the unbid suit, clubs.

East has a tough lead. All the suits have been bid before except clubs but North seems to have that suit well protected. Maybe a spade lead through dummy's 4-card suit is best. The bidding has marked West with at least four spades if not five. East should lead the ♠ 10.

West can place North with ♠ Jxx and switch to a small club after winning ♠ Q. If North plays the ♣ 9, East should win and switch back to spades. This defense should net EW five defensive tricks holding the declarer to eight tricks.

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

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

EW 3♥; EW 4♣; EW 2N; EW 3♦; NS 1♠; Par -140

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

A straightforward auction to 3 ♣. East should make ten tricks. Since ♠ A is onside and diamonds are 3-3, one diamond ruff will establish the suit.

No need to ruff the 3rd spade in dummy; ♥ AK provides a parking place for it.

Declarer should only lose the three missing aces; ♣ A, ♠ A and ♦ A.

**Board 7**  
 South Deals  
 Both Vul

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

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

NS 3♥; NS 2♣; NS 1♠; EW 1♦; Par +140

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

1. The club suit is not twice biddable; 1 NT is correct.
2. South should never sit for notrump. North should pass; there is no better option.

A trump lead is as good as anything in an attempt to cut down ruffs in dummy.

South should forget spade ruffs and go after the club suit, which breaks 3-3 with ♦ A as an entry to dummy. Declarer should make 3♥ with four trump tricks, four club tricks and the ♦ A.

**Board 8**West Deals  
None Vul

♠ K Q 7 ♥ 9 7 ♦ Q 7 6 5 ♣ J 10 8 3	♠ J 9 5 ♥ 5 4 2 ♦ 10 9 4 3 ♣ Q 7 4	<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;"> <span>N</span> <span>W</span> <span>E</span> <span>S</span> </div>	♠ 10 4 2 ♥ A K Q 8 3 ♦ 8 2 ♣ A 5 2
♠ A 8 6 3 ♥ J 10 6 ♦ A K J ♣ K 9 6			

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

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

1. To bid or not to bid, always depends on the number of cards you have in the opponent's suit, shorter the better. The more you deviate from this requirement, the stronger your hand should be. Here, South has three losers in their suit, hearts, but 16 high card points should compensate for that shortcoming. Also, South has four spades, so a take-out double is acceptable.
2. Please note that a free bid of 1 NT over the double promises 8-10 points. Pass if you have less.
3. Nobody is vulnerable so North can bid her 4-card suit. Nobody is going to take that to show a lot of points. Based on the bidding, about 5 points are left in the deck for North.

In 2♥, South will lead the ♦ A and switch to ♥ J after looking at dummy's ♦ Q765.

East should use the two trump entries in order to lead a small spade twice towards dummy's ♠ KQ7. South will take her spade ace on the second round and continue with another spade, not wishing to lead a diamond or a club.

Dummy plays ♣ J to South's ♣ K who plays a fourth spade to get off an end-play in clubs or diamonds. East will ruff the spade return, draw the last trump and play a diamond. This end-plays South for good.

Whether she returns a club (better to lead ♣ 6, not the ♣ 9) or ♦ J, East should be able to win the rest of the tricks. If ♣ 6, East inserts the ♣ 8 to extract the ♣ Q from North and if the ♦ J, ♦ Q wins the trick, East discards a club. Defense has won a club, a spade and two diamonds. Declarer makes 2♥ with an overtrick.



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

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

NS 3♠; EW 2♥; NS 1N; NS 2♣; Par +140

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

1. I am disciplined when preempting in 1st or 2nd seat. The hand must meet the Rule of 2&3. If partner happens to have a strong hand, she would be within her rights to assume I have six tricks with spades as trumps and bid game. I also think that you almost always get a second chance to bid your long suit.
2. South has three diamonds, which is a negative factor but is strong enough with good suit to overcall 2♣.
3. West is minimum for her 2♥ free bid.
4. Now is the time to introduce spades. Based on the opponent's bidding, she is not expected to have points, just a long suit.
5. West has the final pass, which is correct because of the unfavorable vulnerability.

Even if West had ventured into 3♥, North would have bid 3♠ but East may take West for more strength and raise to 4♥. That would be down two for a very bad score for EW.

North should make an overtrick in 2♠, losing only a diamond, a heart and two spades.

**Board 10**  
 East Deals  
 Both Vul

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

♠ Q 5	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <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 10 7 6 2
N					
W   E					
S					
♥ 8 6 2		♥ A J 10 7			
♦ K J 7 4 2		♦ Q 6 5 3			
♣ J 8 7		♣ —			

EW 5♠; EW 4♥; EW 3N; EW 2♦; NS 1♣; Par -650

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

1. With 5-4 in the majors, it is ok to open a 10-point hand that has two tens and 1-1/2 quick tricks.
2. Whether you play 2-over-1 or not, West will bid 2 ♣.
3. Then West will jump to 4 ♥ when partner shows 5-4 (or 5-5) in spades and hearts. In 2-over-1, this is consistent with the Fast Arrival principle that applies to a power auction.

It is true that normally a 4-4 fit plays better than the 5-3 fit in game or slam but this hand is an exception if South leads a diamond (she should).

After ♦ AK, South plays a 3rd round. If hearts are trump, North will score a trump trick not otherwise available.

If spades are trump, diamond is ruffed high and North has to discard something. That is the main reason on this particular hand why the 5-3 fit in spades produces one more trick than the 4-4 fit in hearts!

In a heart contract, ♥ K9 produces the 3rd defensive trick for NS because North is able to overruff dummy's ♥ Q543 on the 3rd round of diamonds.

Since South has ♠ Q5, trumps are draws with ♠ AK and then the ♠ 10.

Those EW pairs who end up in 4 ♠ by East will make eleven tricks and a very good match point score compared to the pairs who are in 4 ♥.

**Board 11**  
 South Deals  
 None Vul

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

♠ Q J 8
♥ K Q 10 9 7 4
♦ A 8 5
♣ Q

NS 4N; NS 3♥; EW 3♣; EW 1♠; Par +300; EW 5♣×-2

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

1. North will show Limit Raise for hearts using whatever method that is available to her.
2. Not being clairvoyant, South will bid game but it would be the wrong game. If West finds the lead of the ♠ K, defense will defeat 4 ♥ via 3rd round spade ruff and then a diamond trick. As it often happens, 3 NT is the right contract despite the 6-4 fit in hearts. Ten tricks are available in notrump.

Be that as it may, most South players will make 4 ♥ with any lead other than ♠ K.

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

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

NS 5♠; NS 3N; NS 3♦; NS 3♣; N 1♥; Par +650

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

1. In the 3rd seat (or 4th), you can lower the rule of 22 by 2-3 points but even after that adjustment, East still does not have an opening bid and should pass.
2. Bypassing four or more diamonds in preference to bidding 1♠ is the standard. There are a few rare exceptions where you would bid 1♦ instead of 1♠. Those hands are of opening bid strength and include six good looking diamonds and four not so good spades. When you later bid spades, you promise a game-going hand.

In 2♠, North enjoys several lucky breaks and makes eleven tricks!

Not only that East will probably not find the lead of the ♣ Q but even if she did, North can duck once, and take the second club. North enters dummy via ♥ K to finesse spades. Trumps are drawn without losing a trick.

North enters dummy again via ♥ A and runs ♦ 10 for a finesse against ♦ Q, which also works. East wins the ♦ A but has no more clubs to lead to partner's winners.

Declarer loses only two tricks, the club lead that she ducked and then the ♦ A. The spade suit comes in for four tricks, diamonds for three and ♣ A, ♥ AK. That adds up to eleven tricks on a part score deal. Very lucky.