

Thursday August 22, 2019 - Barometer Game

Board 1
North Deals
None Vul

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

♠ A 7 5 2	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ Q J 9
N						
W	E					
S						
♥ K Q		♥ A 7 3				
♦ 10 9 2		♦ 7 4 3				
♣ Q J 9 8		♣ K 6 3 2				

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

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

1. Acceptable 3rd seat opening bid. Hi-Le-QT Rule of 18-19 is fine.
2. Partner and left hand opponent have passed. If you don't get in there right now, when?
3. East doubles to say, "I have 10 points but no 4-card major".
4. This is the Support Re-double for diamonds promising 3-card support.
5. Promises five hearts, probably not a good enough suit to have overcalled earlier. To overcall 1♥ over South's 1♣ and then introduce spades at whatever level, West needs to be stronger with a better heart suit.

EW have landed in their best contract. It was not clear to NS that they can compete to 3♦ or 3♣.

Against 2♥, North would probably lead partner's suit, clubs. It does not help but no harm done.

West will win ♣ A and duck a heart. South will shift to ♦ 10. West will ruff the 3rd round and cash ♥ A, relieved to see that trumps break 3-2. After winning the ♥ A, she can simply knock off ♠ A and make 2♥. Her losers will be two diamonds, two hearts and ♠ A.

Board 2
 East Deals
 N-S Vul

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

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

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

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

1. When EW subside in 2 ♥, South can visualize 1-2 hearts in partner's hand and therefore some number of clubs.
2. South should double 3 ♥. If 3 ♣ was making, letting the opponents play 3 ♥ un-doubled would not be a good board.

Normal lead against 3 ♥ is a club. East will ruff the second club, enter dummy and play a heart to the ♥ 7 losing it to ♥ J. Another club will come back forcing East to ruff again.

East cannot play a trump lest South draws all the trumps and cashes two more clubs, down 2.

To hold the losses to down one, East must play diamonds letting North ruff the 3rd round with her remaining trump. South simply waits to win the ♥ AQ in the end. That gives the defense three hearts and a ruff plus a club on the opening lead for down one.

Board 3
 South Deals
 E-W Vul

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

NS 7N; NS 7♣; NS 6♥; NS 6♦; NS 3♠; Par +1520

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

1. Strong Jump Shift promising longer clubs than hearts and about 18-20 points.
2. Fourth Suit Forcing after a reverse promising a full opening bid.
3. South probably has six clubs and four hearts.
4. RKCB for clubs
5. Using 1430 responses, 5 ♣ promises 1 or 4 key cards (must be four).
6. Even if the club suit only produces five tricks, plus two spades, three diamonds and a heart are 11 tricks. Either diamonds or hearts should provide one more. It is better to simply bid what you think you can make, 6 NT.

East will lead a spade, North winning the ♠ K. Don't make the mistake of playing ♣ J next if you intend to finesse for the ♣ Q. The correct card to play is the ♣ 8. Five clubs are missing, if they split 4-1 as they do here, playing the ♣ J will create a winner out of West's ♣ 9.

If North plays clubs correctly, the suit produces six tricks bringing the tally to 12 with the heart finesse providing the overtrick. 6 NT making seven should be a great result for NS.

Board 4

West Deals
Both Vul

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

EW 4N; EW 4♠; EW 4♣; EW 1♥; NS 1♦; Par -630

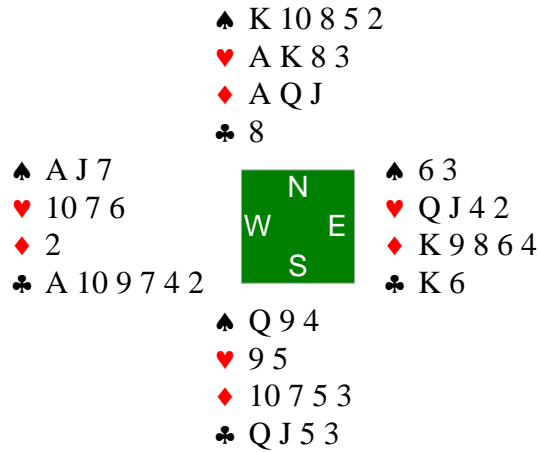
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2♥ ¹	2NT	Pass
3♥ ²	Pass	3♠	Pass
3NT	Pass	4♠ ³	All pass

1. Nothing wrong with holding a maximum for a vulnerable Weak-2 bid in hearts. Anything more and North would have opened 1♥.
2. Transfer to spades. The hand is good enough to force game later expecting a little better than minimum NT overcall.
3. Correcting to 4♠ game in a 5-3 fit.

South will lead her singleton heart and score a ruff on the 3rd round. Then, East will win the diamond switch and draws trumps by playing ♠ A and then the ♠ K eschewing the finesse especially when South follows with two more small trumps. The chances are excellent that trumps will break evenly.

And they do. That's ten tricks and a score of +620.

Board 5
 North Deals
 N-S Vul



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

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

1. East does not have the values to make a take-out double.
2. Don't let the opponents play a 1-level contract unless you have trump length. West succeeds in pushing NS another level.

East should lead ♣ K and continue the suit, North ruffing the ♣ A.

The line of play should be to ruff both heart losers in dummy using ♦ A as the second entry (no finesse). The 4th heart is ruffed and overruffed by West.

That was the second defensive trick with ♠ A and ♦ K to come.

3 ♠ should make with an overtrick.

Board 6
East Deals
E-W Vul

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

EW 4♥; EW 2N; EW 3♣; NS 1♦; Par -620

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

1. It is usually a bad idea to open 1 NT when you have 4-5 in two suits.
2. I strongly recommend that 1 ♥ over 1 ♦ promises a five card suit. If you only have four, make a Negative Double. You do not need both 4-card majors for the double.
3. East will most likely pass 3 ♥ but game has chances, either a winning trump finesse or a singleton spade in partner's hand. East does have a working ♣ Q in partner's first bid suit and five trumps headed by a sequence of three honors. It would be reasonable to expect one of those two chances to materialize.

Opening lead will be ♦ 2 promising at least three diamonds. North will win and continue the suit, which will be won by West. Declarer should lead a club to the ♣ Q and run the ♥ Q for a finesse.

Five hearts, one diamond and with clubs being 3-3, five club tricks add up to 11 tricks.

It takes an unlikely ♠ A lead and continuation to hold the declarer to ten tricks. After winning the ♦ A and getting a discouraging signal from partner, North should notice two small spades in dummy, and shift to a spade. That gives three tricks for the defense before the declarer wins 11.

Board 7
 South Deals
 Both Vul

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

NS 5♣; NS 3♠; NS 4♦; NS 2N; Par +600

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

1. Playing 2-over-1, North starts with a forcing NT and then intends to show 11 points later by bidding 2 NT. Standard bidding would have been easier; North would have been able to respond 2♦ to partner's 1♠ opening bid promising at least 10 points and 5+ diamonds.

After partner promises 10+ points and a balanced hand with no support for spades, South bids clubs again promising 5-5 in the black suits.

Lacking adequate stoppers in hearts for NT purposes, NS do well to reach the minor suit game.

Since diamonds should produce five tricks, four trump tricks and major suit aces come to 11 tricks, enough to make 5♣. A spade trick will have to be lost along with the ace of trump.

Board 8West Deals
None Vul

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

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

EW 2N; EW 3♦; EW 3♣; EW 1♥; Par -120

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

1. South is not strong enough to overcall 1♥.
2. Taking preference to partner's first suit.
3. Stronger hand. Game try promising at least 16 points and long diamonds. Anything less, East would pass 2♦.
4. Accepts the invitation. Combined assets should be 25+ points.

Since diamonds do not break and ♥AQ is offside, there is no way to make 3NT. The normal lead will be ♠2 ducked all around to East's ♠K.

When North wins ♦J later, she will shift to ♥8 (South signals for a heart lead when East plays diamonds). After winning the ♥Q, South should return the ♠10 through West. That gives the defense three spade tricks, ♥AQ and the ♦J. 3NT should go down two at most tables.

To hold the contract to down one, East has to play ♦K then a small diamond to the ♦A. Not only that she gets to find out if diamonds are 3-2 but also be in a position to finesse in clubs.

The club suit comes in for no losers. East cashes the ♦Q to win the first eight tricks before anything bad happens in hearts or spades.

She can lead a diamond to North's ♦J hoping that the ♥A is onside but nope. A heart comes back through the ♥K3. After South cashes ♥AQ and switches to the ♠10, North is able to win the rest of the tricks for down one.

Board 9

North Deals
E-W Vul

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

EW 7N; EW 7♥; EW 6♣; EW 5♠; EW 5♦; Par -2220

West	North	East	South
	Pass	1 ♥ ¹	Pass
1 ♠ ²	Pass	2 ♣	Pass
2 ♦ ³	Pass	3 ♣	Pass
6 NT ⁴	All pass		

1. Reasonable opening bid in the 2nd seat. East hand more than meets the Hi-Le-QT Rule of 22.
2. Never hide a major even though a 2-over-1 response will immediately show a game-going hand
3. Fourth Suit Forcing to game.
4. It is reasonable to give up on the grand slam and bid what you think you can make. It would have been difficult to find out if East has the right cards to take all 13 tricks in notrump.

Although hearts run for five tricks, the club suit does not produce the four tricks that are needed to make 7 NT. ♣ Q is missing and even a successful finesse is not enough.

You may notice the hand record says 7 NT can be made. It requires perfect cards in the South hand. A spade/diamond squeeze operates only when South is the sole protector of both spades and diamonds. That requires her to hold all the high diamonds (West has ♦ AK9). The same applies to spades (West also has ♠ AK9), which isn't something you can count on.

Board 10
 East Deals
 Both Vul

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

NS 6♦; NS 5♠; NS 4N; NS 2♥; NS 2♣; Par +1370

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

The normal lead is ♥ 9. You should go by the rule, "Major over a minor" when the opponents do not look for a major suit fit via Stayman or Transfer and end up in 3 NT.

Besides, on this hand, partner is expected to have 8-10 points and may have help in hearts.

♠ 9 is another possible lead in an attempt to find partner's long suit.

♣ K is the worst lead without at least the ♣ 10 to go with ♣ KQ. It often gives up an extra trick to the ♣ J if the opponents have that card.

On a heart lead, declarer has three heart tricks. Since ♦ AK drops the ♦ Q, declarer enjoys six tricks from that suit. Giving up a trick to ♠ A brings the tally to 12 tricks. 3 NT makes six.

I admit that on this particular hand, dummy happens to hold doubleton ♣ J9 and East has ♣ 10764. As a result, the ♣ K lead strikes gold and holds the declarer to nine tricks.

Board 11
 South Deals
 None Vul

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

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

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

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

1. East has Limit Raise values opposite partner's 1♥ overcall. The cue-bid shows that type of hand.
2. South can do the same; cue-bid the suit the opponents own. This type of cue-bid shows a strong take-out double.
3. North is forced to bid her long suit despite having only two jacks.

NS have landed in their best contract, which should make. North will lose two hearts, ♣ A and a spade trick provided East leads a trump and West plays ♣ A and another club. That is the best start for the defense in an attempt to cut down dummy's ruffing power. The 2♥ cue-bid should warn East/West about the possibility of one of two heart ruffs in the South hand. East should allow West to win ♥ Q and play a 3rd round of trump.

If East cashes ♥ AK, declarer gets an extra trick by ruffing a heart in dummy. Trumps are drawn and the losing spade is discarded on the 3rd round of diamonds.

Board 12
 West Deals
 N-S Vul

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

♠ J 3
♥ K 4
♦ 8 7 5
♣ Q J 10 5 3 2

NS 2N; NS 2♠; NS 3♣; EW 1♥; Par +120

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

1. In 2-over-1 system, 1 NT is forcing for one round.
2. If North had four hearts, she would have bid 2♥. If she had six spades, she would bid 2♠. Lacking either, the standard agreement is to bid the cheapest minor that has at least 3-cards.
3. Always go back to the known 5-2 fit in the major unless you think 10 tricks are likely in a minor. In club contract, you would have to score +130 to do better than 2♠ making.

In 2♠, North can ruff a heart and play three rounds of spades. She should not lose more than five tricks, three diamonds and one trick in each black suit. It does not matter what the lead is.