Hands and Comments: Mini Moos July 1 2018

Board 1

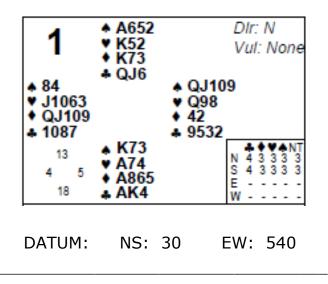
When North opens 1NT South might get rather excited.

But, thanks to the precise range of the 1NT opening, he can work out his sides total points will be 30 to 32.

That is short of the 33 required for slam.

There is no point in putting any pressure on partner so South should just sign off in game (3NT).

As there are no long suits to set up and an almost complete absence of lower honours (Q J 10 9) declarer is unlikely to make any more than nine tricks despite possessing all the aces and kings.



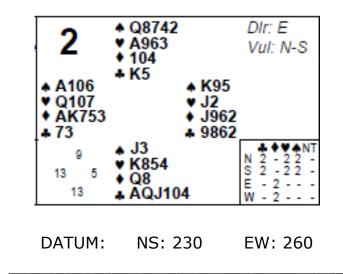
Board 2

The likely bidding is South opens $1^{\textcircled{\baselineskip}}$, West overcalls 1^{\blacklozenge} and North bids $1^{\textcircled{\baselineskip}}$. East is too weak to bid despite his fit for partner's suit.

South would like to show his other suit but to bid 2 vould show 16 points. A rebid by opener of a second suit at a higher level than 2 of his first bid suit (above the "barrier") promises at least 16 points. With less than that he must repeat his first suit.

So South should bid $2^{\textcircled{A}}$ and North can only pass. Unfortunately for North-South they miss their best fit (hearts) but should still make $2^{\textcircled{A}}$.

If East were to belatedly compete with 2^{4} , a reasonable choice in principle, but here it allows South or North to bid 2^{4} without partner thinking he is stronger. If that happens North-South will find their best fit after all.



Board 3

South opens 1NT and West, with his 16 points, should double.

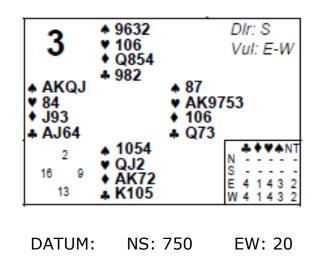
This is **NOT** a takeout double but indicates enough points to beat 1NT (but that might not happen if partner's hand is very weak).

If either North or East has a very weak hand and a long suit in this sequence they should bid their long suit rather than leave the double in.

East's hand is certainly not "very weak" here but he should consider what his own side can make.

With his 9 and partner's 16 points there is a likely game which, as they are vulnerable, is at least 600 points.

They are unlikely to get that much against $1NT^{X}$ As soon as South wins any trick, which must happen on the third round of clubs or hearts, he can run four diamond tricks to make five tricks in all. That is down 2 which is 300 for East-West. It would be better for East to bid their game. An immediate 4♥ by East is the best bid.



Board 4

West should open 1 intending to bid NT over any suit bid by East (that sequence shows a balanced hand with 15 to 17 points).

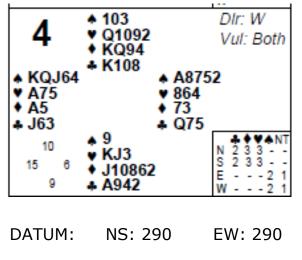
But here East will bid $2 \bigoplus$ so now West should pass as there can be no more than 24 points.

If declarer is the first to lead clubs he will lose three tricks in the suit and go down.

But he is assured of making one club trick if the opponents start the suit as he will be playing last on that trick.

So he should draw trumps and cash his red aces then lead any red card.

Sooner or later the opponents will have to lead clubs, and declarer is assured of one club trick and his contract. Alternatively, if either defender leads a red-suit card when neither declarer not dummy has any, declarer can trump in one hand (it doesn't matter which) and discard a club from the other, again avoiding three club losers.



Board 5

East should open $1 \blacklozenge$ and West respond $1 \blacklozenge$.

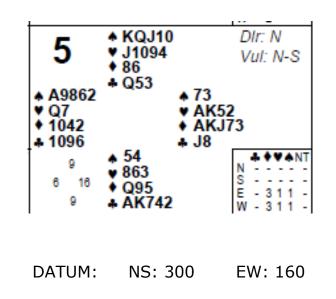
East should rebid 2♥. A rebid "above the barrier" (that is above 2 of the first bid suit) shows at least 16 points.

West will not be impressed with that show of strength but he **must** correct to the best trump suit even though that means going to a higher level.

As East's sequence shows five diamonds and four hearts West must bid 3.

That 3 is a "preference bid" and does **NOT** show strength.

Declarer makes 3 by leading two rounds of trumps then trumping a small heart with dummy's last trump.



Board 6

East opens $1 \forall$ and South's 11 points and good suit is enough to overcall $1 \clubsuit$.

North can now see:

[a] 25 points (he has 16 and partner must have at least 10)

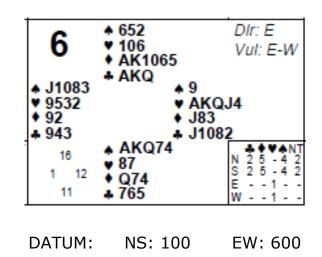
and

[b] 8 spades (he has 3 and partner must have at least 5).

This is all they need for the spade game so he should bid $4 \clubsuit$ straight away.

There is no point North bidding his diamonds. The presence or absence of a diamond fit has no bearing on whether game can be made once the fit in spades is confirmed.

If it wasn't for the unlucky lie of the spade suit declarer would make 11 tricks but here he has to lose a trump as well as the two hearts.



Board 7

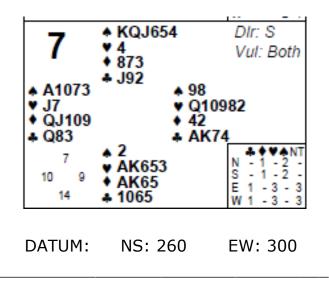
South should open 1^{\clubsuit} and North has just enough to respond 1^{\bigstar} .

South should then rebid 2 that sequence showing 5 hearts (nearly always) and 4 diamonds.

South's sequence is wide ranging (12 to 17 points) but North can see there is no game so he should sign off in his side's best suit.

That "best suit" is most likely to be spades so 2th is North's best option here. There will be very few tricks in the North hand if spades are not trumps. South must pass that as 2th in this sequence is a weak bid. ("Shoot anyone who says if responder bids twice he must be strong")

Declarer makes his 8 tricks with four trumps and two tops in each red suit.



Board 8

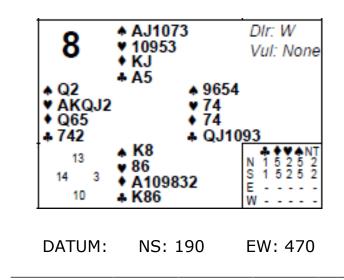
West should open $1 \forall$ and North overcall $1 \bigstar$.

After that and a pass by East South has a problem. To pass seems a bit wimpy but to bid $2\clubsuit$ with only two cards might get them too high or into the wrong game.

To bid $2 \blacklozenge$ is an option although it might only postpone the problem.

Those North-Souths who bid boldly will do well here as the spade suit will run without loss. So will the diamonds whether he finesses for the opening bidder to hold the \blacklozenge Q or he leads the top two diamonds and trumps the third one.

And that will make 11 tricks (or more if East doesn't lead his partner's suit!)



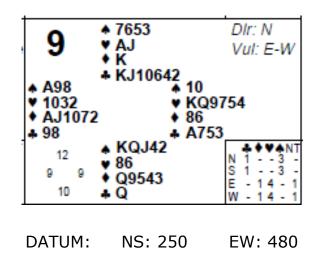
Board 9

North should open 1 with a hand having features which are good (nice distribution) and bad (eight points in the red suits are a lot to probably only make one trick).

East should overcall $1 \checkmark$ (or an obstructive $2 \checkmark$) over either South should bid spades.

From here it is difficult to predict how much further either side will compete. It is unlikely East-West will imagine they can make game in hearts with only 9 points each.

If anyone bids game it will be North-South but their 4♠ will be defeated provided West leads a heart. On any other lead South can immediately lead a club, setting up a winner to discard his losing heart on before leading trumps.



Board 10

The "textbook" opening for East with his 4441 distribution is 1.

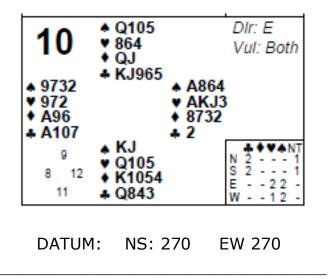
West should also follow his text-book and bid 1 **NOT** 1NT which denies a 4-card suit higher ranking than the one partner bid.

East will then raise to $2 \clubsuit$ which should end the bidding.

To make his eight tricks declarer needs to make sure he (or the opponents) don't lead a third round of trumps which might leave him a trick short.

It is probably best to finesse the \forall J first. That loses but he can then lead (only) two rounds of trumps (duck the first one then lead \clubsuit A).

That leaves two trumps in each hand and he can trump both his losing clubs in the East hand.



Board 11

South's balanced 18 points should be opened 1 (longest suit) then rebid with a jump in NT.

After that North can see 25 points and 8 spades so should bid $4\clubsuit$.

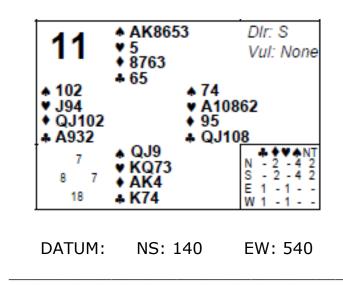
The defenders are likely start with $\clubsuit Q$ winning the first two tricks.

Declarer now needs four red-suit tricks (and only lose one trick in the process) to make his contract.

He should draw trumps then lead a heart towards dummy's \mathbf{V} KQ

If East plays $\forall A$ declarer has two tricks in each red suit.

If East ducks the heart declarer has only one heart trick. But as he hasn't lost a trick in hearts he can now lead three rounds of diamonds making his tenth trick in that suit.



Board 12

West should open a weak $2 \clubsuit$ and what does East do?.

His 19 points is surely enough for game but which game?

The best way to find out is to bid $3\frac{1}{2}$ in the hope West's next bid will clarify the situation ($3\frac{1}{2}$ is forcing course).

West will support the clubs (**NOT** repeat the spades as partner already knows he has six of them).

After West's 4 East can happily bid game in that suit.

Playing in 5 delarer will lose the first two tricks in hearts but will make the rest. He doesn't even need to use his \clubsuit KQ!

If West declares 4♠ that can be beaten with three rounds of hearts, making dummy play ♠A and South gets an extra trump trick.

