

MINI MOOS 2019/2

hands from Te Aroha June 30

Board 1

North should open 2♠ which shows a good 6-card spade suit and 6-10 high-card points.

That is an effective obstructive bid.

If the opponents have the best hands they won't like having to start their bidding at the 3-level!

And if partner has the best hand (as here) he has received a precise description of what partner holds.

Here South should expect to make game with his 16 points. His two spade cards is adequate support for a 6-card suit so he should not contemplate a notrump or heart game and bid 4♠ immediately.

Declarer has ten tricks, five trumps (losing to the ♠A, happily the ♠10 falls on the first round so there isn't a second spade loser), two clubs and three hearts.

1		♠ KQJ985	Dir: N
		♥ 82	Vul: None
		♦ 43	
		♣ 754	
♠ 10	♠ A763		
♥ J7	♥ 10965		
♦ QJ1096	♦ AK7		
♣ Q10862	♣ J9		
6	♠ 42		
6	♥ AKQ43		
12	♦ 852		
16	♣ AK3		
		♠♥♦♣NT	
N		- - - 4 -	
S		- - - 4 -	
E		2 2 - - 1	
W		2 2 - - 1	

DATUM: NS: 140 EW: 550

Board 2

South's hand is balanced but too strong (by one point) to open 1NT so he bids 1♣ intending to follow up with a 2NT rebid if partner bids a new suit. That sequence shows 15 to 17 points, a stronger hand than the 12 to 14 for the 1NT opening.

He doesn't get the chance to do that here as it happens because partner is too weak to bid anything.

Over South's 1♣ West should double for takeout as he has support for all three unbid suits (**never** overcall a 4-card suit! – not even one as good as those hearts).

After North passes East is duty bound to bid his best suit, no matter how weak his hand is, so he will bid 2♦ without much enthusiasm. That should end the bidding.

Declarer makes his contract with four tricks in each red suit.

Incidentally South's best lead here is the ♣A. That gives partner the message he hasn't received. He already knows about the spades from the bidding.

2		♠ Q92	Dir: E
		♥ 9832	Vul: N-S
		♦ 106	
		♣ QJ103	
♠ 43	♠ 8765		
♥ AKQ10	♥ J4		
♦ AQ32	♦ KJ54		
♣ 987	♣ 654		
5	♠ AKJ10		
15	♥ 765		
15	♦ 987		
	♣ AK2		
		♠♥♦♣NT	
N		2 - - 1 -	
S		2 - - 1 -	
E		- 2 - - -	
W		- 2 - - -	

DATUM: NS: 320 EW: 200

Board 3

South should open 1♦ and North has a problem.

He must squeak with 6 or more points. But he needs at least 10 points to bid a new suit at the 2-level so he can't bid his longest suit. Nor should he bid 1NT if he has a 4-card suit he can bid at the 1-level, so he has to respond 1♠!

South has a similar problem. He needs at least 16 points to bid a new suit above 2 of his first suit. That means he can't bid his hearts so has to bid 2♦.

Happily South can make 2♦ with four hearts, a club and at least three trump tricks.

Note how North's ugly 1♠ bid shuts East out of the bidding.

If East did have the opportunity (and the nerve!) to bid his spades over 1NT or 2♣ by North, East-West would do well.

East declaring in a spade contract would make three clubs a diamond and at least four spade tricks.

3		♠ 6542	Dir: S
		♥ K8	Vul: E-W
		♦ J5	
		♣ A7643	
♠ A10	♠ KJ873		
♥ 107652	♥ 94		
♦ A983	♦ 72		
♣ 52	♣ KQJ10		
8	♠ Q9		
8	♥ AQJ3		
10	♦ KQ1064		
14	♣ 98		
		♠♥♦♣NT	
N		- 2 1 - -	
S		- 2 1 - -	
E		1 - - 3 -	
W		1 - - 3 -	

DATUM: NS: 320 EW: 300

Board 4

There is likely to be lively competition on this hand perhaps tempered a bit with both sides being vulnerable.

There is a certain amount of symmetry in these hands. West and North will bid their major suits and both will be supported by their partners.

Hands where both sides have a good fit can often make more tricks than would be expected from the point count so it is reasonable for either side here to try for game in their suit.

Both 4♥ and 4♠ can be beaten. That is provided the defending side is not too hasty to cash their off-suit aces.

If North, defending a heart contract, cashes the ♦A early it would set up all the long diamonds in the East hand. North should lead a club so he will have a club trick to cash when he wins with his ♦A.

Similarly, if North is declarer in a spade contract, East-West must lead diamonds before they part with their ♣A.

4	♠ KQ842	Dir: W
	♥ 93	Vul: Both
	♦ A6	
	♣ Q953	
♠ A6	♠ J10	
♥ KQ754	♥ J1062	
♦ J1074	♦ KQ853	
♣ A2	♣ 84	
	♠ 9753	
11	♥ A8	
14	♦ 92	
8	♣ KJ1076	
	♠ ♣ ♥ ♦ NT	
	N 3 - - 3 -	
	S 3 - - 3 -	
	E - 3 3 - -	
	W - 3 3 - -	

DATUM: NS: 250 EW: 250

Board 5

“Game requires 25 points” East has all of that in his hand alone!

He starts with a **game forcing 2♣**. It is only coincidental that his longest suit is clubs.

West responds with a negative 2♦ which he must do with any hand of 0 to 7 points.

East bids 3♣ showing his suit for real now and West must not pass so his only option is to raise to 4♣.

It would be quite wrong for West to bid 3NT although he might feel that is the only makeable game.

Although West hasn't shown any strength at all it is possible he has an ace. If so 6♣ will be makeable now the club fit has been confirmed.

It costs nothing for East to check that out. He can bid 4NT and if West replies 5♦ showing an ace he can happily bid 6♣.

No such luck here; the reply will be 5♣ (no aces, unsurprisingly) and East will pass.

5	♠ J854	Dir: N
	♥ 964	Vul: N-S
	♦ Q10652	
	♣ A	
♠ 1073	♠ AKQ	
♥ J52	♥ AKQ	
♦ 83	♦ J	
♣ 109754	♣ KQJ832	
	♠ 962	
7	♥ 10873	
1	♦ AK974	
25	♣ 6	
7	♠ ♣ ♥ ♦ NT	
	N - 1 - - -	
	S - 1 - - -	
	E 5 - - - 1	
	W 5 - - - 1	

DATUM: NS: 670 EW: 90

Board 6

South opens 1NT showing 12 to 14 and North works out his side has 30 to 32 total points. Slam needs 33 so rather than put any pressure on partner North should just bid the easy(?) game, 3NT.

Against 3NT West will lead a spade and declarer should be wary of Greek gifts when dummy's ♠8 wins the first trick.

Because declarer will be in trouble if East gets to return a spade through declarer's ♠KJ with West playing after declarer with his ♠AQ and two others.

But if West gets the lead declarer will be playing last on the trick so his ♠KJ is a sure stopper in spades.

Declarer has seven top tricks (in addition to his ♠8) and the ♦J10 will guarantee one more even if he loses to the ♦Q *provided he doesn't lose to East*.

Therefore declarer must lead a diamond towards his hand and finesse the ♦10. That gives him another trick *without risking his contract* if the finesse loses. And as that finesse wins he now makes ten tricks.

6	♠ 98	Dir: E
	♥ KQ3	Vul: E-W
	♦ AJ74	
	♣ AKJ9	
♠ AQ1065	♠ 732	
♥ 10962	♥ 874	
♦ 52	♦ Q93	
♣ 73	♣ Q1062	
	♠ KJ4	
18	♥ AJ5	
6	♦ K1086	
4	♣ 854	
12	♠ ♣ ♥ ♦ NT	
	N 3 4 3 2 3	
	S 3 4 3 2 4	
	E - - - - -	
	W - - - - -	

DATUM: NS: 170 EW: 560

Board 7

After East opens 1♥ and as West has 6 points he must squeak. If he were to pass East-West might miss a game if East has a maximum 1-level opening.

So West should bid 1♠ and East should rebid 2♦.

That is better than bidding 2♥. Why just tell partner you have five hearts when you can tell him you also have four diamonds as well as the five hearts?

A bid of a new suit nearly always promises five cards in the suit bid first. The only exception would be if he had three 4-card suits.

Although the 2♦ rebid is wide-ranging in points (12-17) West can see there is no possible game and they are in their best fit so will pass 2♦.

Declarer's best plan is to lead the top two trumps only, then cross-trump hearts and spades. That will limit the losers to three clubs a spade and a diamond regardless of how the heart suit is distributed.

7		♠ A754		Dir: S	
		♥ Q86		Vul: Both	
		♦ 64			
		♣ A1053			
		♠ 8			
		♥ AK753			
		♦ AK75			
		♣ 862			
		♠ J1096			
		♥ J104			
		♦ Q93			
		♣ KQJ			
		♠ KQ32			
		♥ 92			
		♦ J1082			
		♣ 974			
		♠ 10			
		♥ 6			
		♦ 14			
		♣ 10			
		♠			
		♥			
		♦			
		♣			
		NT			
		N 1 - - 1 1			
		S 1 - - 1 1			
		E - 2 1 - -			
		W - 2 1 - -			

DATUM: NS: 250 EW: 300

Board 8

The bidding should start with West 1♦ and East 1♠.

West is not strong enough to jump bid a new suit so he should just rebid 2♣ for which he has the maximum strength (17 points). East will correct to 2♦.

Although that 2♦ "preference bid" does not show any extra strength West is strong enough to try for game.

This is best done by bidding 3♦. That allows East to pass with a minimum and to choose between 3NT and 5♦ if he has extra strength.

East does have extra strength and hence enough for game (because his 9 points is maximum for bidding only 2♦ at the previous turn; with 10 points or more he would have bid 3♦ then).

As East has just three small cards in the only suit his side hasn't bid he shouldn't bid 3NT here. Instead East should have faith in partner and bid 5♦!

8		♠ Q1095		Dir: W	
		♥ AJ3		Vul: None	
		♦ 109			
		♣ 9743			
		♠ 84			
		♥ 64			
		♦ AKQ65			
		♣ AKJ5			
		♠ AK763			
		♥ 752			
		♦ 873			
		♣ Q6			
		♠ J2			
		♥ KQ1098			
		♦ J42			
		♣ 1082			
		♠ 7			
		♥ 17			
		♦ 9			
		♣ 7			
		♠			
		♥			
		♦			
		♣			
		NT			
		N - - - -			
		S - - - -			
		E 4 5 1 3 2			
		W 4 5 1 3 2			

DATUM: NS: 620 EW: 120

Board 9

If East-West had no opposition to their bidding they would probably bid and make 3NT without too much trouble.

But here North has the first say and a suit long and solid enough to be a nuisance.

His best option is to open 4♣ after which the best East can do is double and collect 300 points for 2 down. That does not compensate East-West for their game worth 600 but it is the best outcome available.

If North opens only 3♣ East can double for takeout and West, with his 10 points and the vital club stopper, will probably bid 3NT. East-West have nine top tricks in notrumps and little prospect of any more.

Note, although it wouldn't do any harm on this hand, it is quite wrong for North to open 3♣ then bid 4♣ later.

Any player making an obstructive bid should bid **only once**, as high as he dares, and leave any further decisions to partner. Partner alone knows how many tricks (as **declarer** or **defender**) his side can make.

9		♠ 93		Dir: N	
		♥ J4		Vul: E-W	
		♦ 2			
		♣ KQ1098754			
		♠ 752			
		♥ A53			
		♦ Q8654			
		♣ A6			
		♠ A864			
		♥ K86			
		♦ AKJ7			
		♣ 32			
		♠ KQJ10			
		♥ Q10972			
		♦ 1093			
		♣ J			
		♠ 6			
		♥ 10			
		♦ 15			
		♣ 9			
		♠			
		♥			
		♦			
		♣			
		NT			
		N 2 - - - -			
		S 2 - - - -			
		E - 4 1 3 3			
		W - 4 1 3 3			

DATUM: NS: 620 EW: 130

Board 10

After East opens 1NT South should double to show 16 or more points.

Unlike a double of a suit opening, where declarer has the safety of a trump suit, this is **not** a takeout double. It shows the values which would normally expect to defeat their 1NT.

1NT^x is likely to be the final contract here. The only time either West or North would bid over 1NT^x is if they were very weak and with a long suit. In that case playing in that suit would be safer than playing (or defending) 1NT^x.

After 1NT is doubled any balanced hand should pass and hope for the best (but if the hand is very weak "the best" will not be very good!)

East can't hope to make his contract but if he leads diamonds immediately he can limit the loss to 200 points for down 1. If he does anything else the outcome could be much worse.

If North-South bid anything they should be able to make 8 tricks but that will be an inferior score than +200.

10		Dir: E Vul: Both																								
♠ 9432 ♥ 975 ♦ J103 ♣ A62 6 5 13 16	♠ QJ106 ♥ 843 ♦ 96 ♣ K1054 ♠ A85 ♥ A62 ♦ KQ84 ♣ 973 ♠ K7 ♥ KQJ10 ♦ A752 ♣ QJ8	<table border="1"> <tr><td>♠</td><td>3</td><td>1</td><td>3</td><td>2</td><td>1</td></tr> <tr><td>♥</td><td>3</td><td>1</td><td>3</td><td>2</td><td>1</td></tr> <tr><td>♦</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>♣</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	3	1	3	2	1	♥	3	1	3	2	1	♦	-	-	-	-	-	♣	-	-	-	-	-
♠	3	1	3	2	1																					
♥	3	1	3	2	1																					
♦	-	-	-	-	-																					
♣	-	-	-	-	-																					

DATUM: NS: 300 EW: 420

Board 11

West should open 1♥ and North bid 1NT. Unlike the 1NT opening which is 12 to 14 points the 1NT **overcall** is 16 to 18.

That makes South's 10 points enough for game so he should bid 3NT. Although there are plenty of points (27) 3NT does not look easy after a heart lead.

Although declarer has two heart stoppers with his ♥KQ he can't afford to lose the lead more than once, and he needs to set up three more tricks.

At first glance it looks like that depends on the suit he tries first (diamonds or spades) being divided 3-3 making his fourth card in that suit a winner.

Neither suit breaks evenly here but North can prevail if he leads a small spade from dummy early.

If West plays ♠A (which, on the bidding, he must hold) on a **small** spade declarer has the three tricks he needs in spades.

And if West plays low declarer, with one spade trick in the bag, can now set up the two tricks he needs in **diamonds** by giving up a trick to West's ♦A.

11		Dir: S Vul: None																								
♠ A8 ♥ A10987 ♦ A2 ♣ 10953 17 12 1 10	♠ QJ64 ♥ KQ2 ♦ KQJ ♣ K76 ♠ 10975 ♥ J64 ♦ 10986 ♣ 82 ♠ K32 ♥ 53 ♦ 7543 ♣ AQJ4	<table border="1"> <tr><td>♠</td><td>3</td><td>3</td><td>1</td><td>3</td><td>3</td></tr> <tr><td>♥</td><td>3</td><td>3</td><td>1</td><td>3</td><td>3</td></tr> <tr><td>♦</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>♣</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♠	3	3	1	3	3	♥	3	3	1	3	3	♦	-	-	-	-	-	♣	-	-	-	-	-
♠	3	3	1	3	3																					
♥	3	3	1	3	3																					
♦	-	-	-	-	-																					
♣	-	-	-	-	-																					

DATUM: NS: 120 EW: 540

Board 12

With three 4-card suits the recommended choice of suit to open is the suit next in rank below the singleton. The reason for that is to keep the bidding low in the case of the most awkward response (the short suit) by partner.

An exception is with a club singleton where opening 1♥ is recommended.

Following that rule works particularly well on this hand as West's opening 1♥ finds their sides best fit immediately. East will bid 2♥ ("never bid your own suit with four card support for your partner's major") and that should end the bidding.

The best way to play that heart suit is to lead only two rounds leaving a single winning trump (the ♥K) at large.

That means playing a low heart from both hands first (yes, that means letting the opponents win with the ♥9!)

After that declarer should then lead ♥A then stop leading trumps and cross-trump spades and clubs/diamonds and make at least eight tricks.

12		Dir: W Vul: N-S																								
♠ J ♥ AJ64 ♦ A763 ♣ K542 10 13 8 9	♠ K1073 ♥ K107 ♦ Q2 ♣ Q1086 ♠ A9542 ♥ 8532 ♦ K5 ♣ J3 ♠ Q86 ♥ Q9 ♦ J10984 ♣ A97	<table border="1"> <tr><td>♠</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>♥</td><td>-</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> <tr><td>♦</td><td>1</td><td>-</td><td>3</td><td>1</td><td>-</td></tr> <tr><td>♣</td><td>1</td><td>-</td><td>3</td><td>1</td><td>-</td></tr> </table>	♠	-	-	-	-	1	♥	-	-	-	-	1	♦	1	-	3	1	-	♣	1	-	3	1	-
♠	-	-	-	-	1																					
♥	-	-	-	-	1																					
♦	1	-	3	1	-																					
♣	1	-	3	1	-																					

DATUM: NS: 310 EW: 230