

Hand Commentary from 15th September 2016

Some views on the more interesting hands, there is never a correct sequence or play which is why the game is so interesting. Please send any feedback, questions or hands you would like some commentary on.

Bd 1

An interesting one for the “Gambling 3NT” which is bid with a long minor 7+ and normally no outside control. Partner will leave in if he is likely to have a stop in the other 3 suits, otherwise he bids 4♣ which is then passed or corrected to 4♦

More information on gambling 3NT from [Bridgebums](#)

Bd 2

2♠ - x - 4♠ - p

P - ?

A classic weak 2♠ opener followed by a weak HCP (10 points) but great distribution and if a fit is found a 5 loser hand.. Then west will go straight to 4♠ as opposite a weak 2 there is little chance for a slam. 3♠ is normally an obstructive bid with 2NT being the route to an invitational raise.

Finally when it comes round to South for a difficult decision. Likely they will make game -420 so with this vulnerability you need to be at most one down -200 as you will be doubled as two down -500 will be a bottom. If you were non-vulnerable and they were vulnerable game would be -620 and you could afford to go 3 down -500, so South could bid 4N (2 suits – not necessarily minors) telling North to bid (never to play) if he bids 5♣ and you correct to 5♦ showing ♦ and ♥s.

Weak 2s

Bd 5

P - 1♣ - 2♥ - 2♠

3♥ - p - p - p

2♥ a weak jump overcall 5-9 and 6 card suit then West should show his 5 card suit with 2♠ and 8+ HCPs as it is a “free bid” then North should support South with 3♥ which is an example of the “law of total trumps” or “law of total tricks”. The law states that “when the points between the two sides are balanced OR your side holds the minority of the points, you are safe to compete to the same number of tricks as your side holds trumps in your longest suit.

In simple words when points are reasonably balanced between the two sides in a competitive auction bid to the level of number of trumps.

More on [Law of Total Tricks](#)

Bd 6

P - 1♠ - p - 2♣

P - 2♠ - p - 3NT

2♣ showing a 4+ card suit in an unbalanced hand, East then shows a 5+ card suit and <15 HCPs, this will deny 4♥s so west can see the most likely game is 3NT and as he has the other suits well stopped and 13 HCPs can go there directly.

What should North lead against 3NT? The 7♥ fourth highest of longest suit. (Use the “play it again” function for the hand on the website – to check the play).

Bd13

1♦ - 1♥ - 1♠ - p

3♠ - p - 4♦ - p

4NT - p - 5♥ - p

6♠

Or

3♠ - p - 4NT - p -

5♠ - p - 6♠

Those that did not get to a slam probably bid 2♠ with North rather than 3♠. Though the hand has only 13HCPs, it has good distribution with 4153, quality trump support and 6 losers in ♠.

South should examine slam as with AK♦, and partner's ♦ will provide a source of tricks.

Two routes.

1. The best is for south to cue bid 4♦ which shows an interest in slam. This strengthens North's hand who can bid keycard blackwood. As Spades have been agreed it should not be seen as offering Diamonds to play in. 5♥ shows 2 keycards without the Q so North can bid 6♠.

2. The 4NT is Roman Keycard Blackwood. 5♠ shows 2 keycards out of 5 and the Q trumps. 6♠ as missing one keycard, though risk of losing AK♥ - the reason why sequence 1 is better.

More info on [Keycard Blackwood](#) and [cue bids](#)

Bd 20

P - p - 1♠ - p

1NT - p - 2♦ - p

2♠ - P - 3♠ - p

4♠

West's response of 1NT or some people with a maximum for a pass might prefer 2♣. East shows the 54 distribution with 2♦. Following west's preference to spades, west can invite with 3♠ as west might have only 2 spades then an easy raise to 4♠s as west is maximum for the bidding.

Steve Hooker steve@hookeruk.com