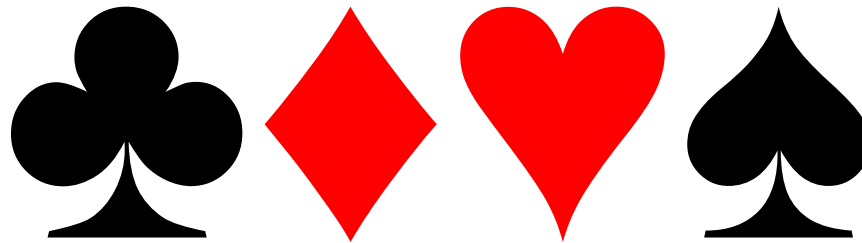




U3A Intermediate Bridge 2017-18



Week 14 More Major Suit Trial Bids



Steve Bailey



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Week 14 More Major Suit Trial Bids

Opener opens a Major suit

(X is one major suit, Y another suit)

1X

12..19 Points, L4+X

Rule of 20 (9..11 HCP, HCP + LX + LY more or equal to 20)

SGB theory: Use HCP if you are balanced, and use Points if you are not.

Thus treating 5332 as a balanced hand, use the HCP.

But treating it as a suited L5Y hand, add one Point for length 5.

I have not seen this written in any source material.



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Week 14 More Major Suit Trial Bids

Responder supports your Major suit

(X is one major suit)

1X

12..19 Points, L4+X

Rule of 20 (9..11 HCP, HCP + LX + LY more or equal to 20)

1X (-) 2X

6..9 HCP balanced, 6..9 Points unbalanced, L4+X

(Occasionally L3X if nothing else better than 1NT)

If responder has to choose between "1NT" and "2X" with L3X, choose "1NT" if 4333 shape and no honours in suit, otherwise choose "2X".

This is a distorted paraphrase of Andrew Robson guideline.

Occasionally, holding a weak hand, you may have to make a simple raise with only 3 card support. This should be reserved for hands where no better alternative exists.

RWPB page 30



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Week 14 More Major Suit Trial Bids

Responder supports your Major suit

1X (-) 2X

1X: 12..19 Points, L4+X or Rule of 20

then

2X: 6..9 Points, L4+X (Occasionally L3X)

Therefore there is a joint 18..28 Point fit with L8+X
(except rarely L7+X)

– but you ALWAYS have the majority of **X** at least.



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Week 14 More Major Suit Trial Bids

Standard Acol 1X (-) 2X (-) continuations (X is a major suit, Y another suit)

Omitting all the opposition passes, which were shown in parentheses in previous slides.

What do various bid sequences mean in **Standard Acol**, when we are **NOT** using Major Suit Trial Bids?

1X 2X P ?



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P

"One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P

"One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X

?



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P

"One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X

Opener has enough for game even if Responder has only
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT ?



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT **Invitational to game. Opener is balanced with 17..18 HCP
and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)**
Responder chooses Game or not and NT or suit,
bidding from: 2NT (Pass), 3NT, 3X, 4X.

Review of how Responder decides in a few slides time...



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
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1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. ($17 \text{ HCP} + 6 \text{ Pts} = 23 \text{ Pts}$, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.

1X 2X 3Y(raise) ?

3Y may include $2\spadesuit$ after $2\heartsuit$.



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

- | | |
|-----------------------------|--|
| 1X 2X P | "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid. |
| 1X 2X 4X | Opener has enough for game even if Responder only has 6 Pts. (ie 25-6 = 19 Pts, <i>likely shapely and fewer HCP.</i>)
Responder should pass. |
| 1X 2X 2NT | Invitational to game. Opener is balanced with 17..19 HCP and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit, bidding one from: 2NT (Pass), 3NT, 3X, 4X. |
| 1X 2X 3Y _(raise) | <i>Unknown in standard Acol.</i>
<i>Presumably showing L5+X, L4+Y and strength in Y also.</i> |



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie 25-6 = 19 Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.

1X 2X 3Y_(raise) *Unknown in standard Acol.*
Presumably showing L5+X, L4+Y and strength in Y also.

1X 2X 3X ?



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

- 1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.
- 1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.
- 1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. ($17 \text{ HCP} + 6 \text{ Pts} = 23 \text{ Pts}$, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.
- 1X 2X 3Y_(raise) *Unknown in standard Acol.*
Presumably showing L5+X, L4+Y and strength in Y also.
- 1X 2X 3X **Invitational. Game is on if you are maximal (8..9 Pts), but not
with 6..7 Pts. (ie $25 - 8 = 17$ Pts, *may be fewer HCP.*)**
Responder chooses between Pass (3X) and Game (4X).



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Week 14 More Major Suit Trial Bids

Standard **Acol** 1X (-) 2X (-) continuations

- 1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.
- 1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.
- 1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. ($17 \text{ HCP} + 6 \text{ Pts} = 23 \text{ Pts}$, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.
- 1X 2X 3Y_(raise) *Unknown in standard Acol.*
Presumably showing L5+X, L4+Y and strength in Y also.
- 1X 2X 3X Invitational. Game is on if you are maximal (8..9 Pts), but not
with 6..7 Pts. (ie $25 - 8 = 17$ Pts, *may be fewer HCP.*)
Responder chooses between Pass (3X) and Game (4X).

So what is different if we use Major Suit trial bids?



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids 1X (-) 2X (-) continuations

- | | |
|-----------|--|
| 1X 2X P | "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid. |
| 1X 2X 4X | Opener has enough for game even if Responder only has 6 Pts. (ie $25-6 = 19$ Pts, <i>likely shapely and fewer HCP.</i>)
Responder should pass. |
| 1X 2X 2NT | Invitational to game. Opener is balanced with 17..18 HCP and L4X. ($17 \text{ HCP} + 6 \text{ Pts} = 23 \text{ Pts}$, good for 2NT.)
Responder chooses Game or not and NT or suit, bidding one from: 2NT (Pass), 3NT, 3X, 4X. |

These three do not change.

The next two are actually independent decisions...



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie 25-6 = 19 Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.

1X 2X 3Y(raise) **This is *the* Major Suit Trial Bid.**
**"I think game may be possible partner, but I have 2 or 3
losers in my weak suit Y. Can you help me?"**

*It does NOT need alerting, because although Y is a weak suit
and therefore not a bid of a suit wanting to be the contract,
Opener does have L3+Y cards.*



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. ($17 \text{ HCP} + 6 \text{ Pts} = 23 \text{ Pts}$, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.

1X 2X 3Y(raise) **Major Suit Trial Bid. Can you help with Y?**
Responder:
3X: No I can't help (3+ losers or 2 with minimal Pts)
4X: Yes I can help (0..1 losers or 2 with maximal Pts)
(Treat 2 winners as 0..1 losers)



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids 1X (-) 2X (-) continuations

1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.

1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie 25-6 = 19 Pts, *likely shapely and fewer HCP.*)
Responder should pass.

1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.

1X 2X 3Y_(raise) Major Suit Trial Bid. Can you help with Y?
3X: No, I can't help 4X: Yes, I can help

1X 2X 3X **Pre-emptive block, sometimes a sacrifice.**
**Opener determines that the opposition has the majority of the
points and hopes to stop them finding **their contract.****
Responder passes.



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids 1X (-) 2X (-) continuations

- 1X 2X P "One up , Shut up". Insufficient for game contract, leave it.
Responder doesn't get another bid.
- 1X 2X 4X Opener has enough for game even if Responder only has
6 Pts. (ie $25-6 = 19$ Pts, *likely shapely and fewer HCP.*)
Responder should pass.
- 1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP
and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit,
bidding one from: 2NT (Pass), 3NT, 3X, 4X.
- 1X 2X 3Y_(raise) Major Suit Trial Bid. Can you help with Y?
3X: No I can't help 4X: Yes I can help
- 1X 2X 3X Pre-emptive block, sometimes a sacrifice. Their contract.
Responder passes.

Which leaves the "3X: Invitational to 4X game" sequence uncovered.

My notes do not cover this, but my solution is...



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Week 14 More Major Suit Trial Bids

3X: Invitational to 4X game 1X (-) 2X (-) continuations

SGB solutions to covering this missing sequence. I have not seen this in any expert source, so it is not definitive.

Option 1: Give up the Pre-emptive block and use the bid as an Acol invitation.

Option 2: Choose a suit as your weak suit and ask about that. It isn't quite the same, but is close – you ask about a **suit** that is NOT L3+Y or does not have 3 losers.

Option 3: SGB has one. Details available by email.
Not publishing here.

I guess Option 2 is the one to use – and definitely the one to use today.

You need to decide what of this you are using and record it on your system card (convention card).



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids and related other bids.

1X (-) 2X (-) 3Y (or 2♠) Game possible, Can you help with Y?

"I am weak in suit Y" defined:

A WEAK suit Y is one with **L3+Y** and 2 or 3 losers **and NOT 2+ winners**.

SGB added the bit in blue above to assist with trying to get the algorithm right.

Jxx	L3, 3 losers Jxx, WEAK
Axxx	L4, 3 losers xxx, WEAK
AQxx	L4, 3 losers Qxx, WEAK
AQx	L3, 2 losers Qx, <i>SGB reckons this is therefore WEAK</i>

Ax	L2, so NOT weak (as it happens only 1 loser x)
xx	L2, so NOT weak (as it happens 2 losers xx)
KQJx	L4, 2 losers Kx, but 2 winners QJ, NOT weak
AKxx	L4, 2 losers xx, but 2 winners AK, NOT weak

Some of these examples are by SGB and are not expert validated.

Unsure if we are talking "Losing Trick Count" losers or "Can be beaten" losers.



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Week 14 More Major Suit Trial Bids

Major Suit Trial Bids and related other bids.

1X (-) 2X (-) 3Y (-) 3X I can't help.

1X (-) 2X (-) 3Y (-) 4X I can help.

"I can / can't help with suit Y" defined:

Three options for Responder after call for help with Y:

The number of losers is **only for suit Y**.

- | | |
|--------------------------------------|---|
| (a) 0..1 Y losers
(or 2+ winners) | 0 losers: A
0 losers: void
1 loser (x): Ax
2 losers (Kx): KQJx, but also 2 winners (QJ)
Bid game, 4X , even with only 6 Points. |
| (b) 2 Y losers | Judge whole hand and choose between (c) and (a).
Generally with 6..7 Points, choose (c),
and with 8..9 Points, choose (a). |
| (c) 3+ Y losers | Signoff in 3X , the lowest level.
23 Points should be ok for this. |



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Week 14 More Major Suit Trial Bids

1X 2X 2NT continuations

1X 2X 2NT Invitational to game. Opener is balanced with 17..19 HCP and L4X. (17 HCP + 6 Pts = 23 Pts, good for 2NT.)
Responder chooses Game or not and NT or suit, bidding from: 2NT (Pass), 3NT, 3X, 4X.

- (2NT) Pass with a balanced hand, L4-X and 6..7 HCP.
(L4X normal, L3X occasionally)
- 3NT with a balanced hand, L4-X and 8..9 HCP.
(L4X normal, L3X occasionally)
- 3X with an unbalanced hand (trumping opportunity), L4+X, 6..7 Pts.
- 4X with an unbalanced hand (trumping opportunity), L4+X, 8..9 Pts.



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Week 14 More Major Suit Trial Bids

Apparently...

Apparently some of this can be used with sequences started by responder.

Eg

1C 1X 2X ...

but I haven't researched that yet.

We also...

We also need to look at how to cope with opposition intervention.

But I haven't researched that yet either.



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Week 14 More Major Suit Trial Bids

And lastly

What bids haven't been covered in this 1X 2X area?

...



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Week 14 More Major Suit Trial Bids

And lastly

What bids haven't been covered in this 1X 2X area?

1X 2X 3NT

Presumably means Opener has a balanced hand with L4X and 19HCP. Jointly $(19 + 6) .. (19 + 9) = 25 .. 28$.

Responder will usually pass, but with long X may prefer to convert to 4X.

1X 2X 4Y

Generally jumping to another suit would be a CUE BID, looking for a slam. To do this Opener would presumably need long X and a shapely hand.

Cue bids are something for another year.



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Week 14 More Major Suit Trial Bids

The set hands

The set hands endeavour to illustrate 8 of the sequences presented here.

If you bid something that is not what it says on the "EXPECTED BIDDING" card, play the hand with your contract and then replay it with the expected bidding. Record the second result with pair numbers plus ten.

Thus if 4 is playing 12, the first result will be in row 4 as 4 v 12 and the second in row 14 as 14 v 22..

Remember to explain your partner's bids – even the passes.

You don't have to, but it is also suggested that you explain the meaning of played cards when they have meaning. "Partner is signalling that he dislikes Hearts" "...that he does not have control of trick 3 in Hearts" "...that he has an even number of Hearts" "That opening lead promises the Jack and denies the King. It also denies the Ace as Partner wouldn't underlead an Ace here".



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Week 14 Play

Play

NS have the pair number of their table, N has his back to the stage.
EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Many boards have instructions on coloured card. **The appropriate people should read each card at the time it says and follow its instructions.**

If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

Any questions?

Tea / coffee & biscuit. (20p)

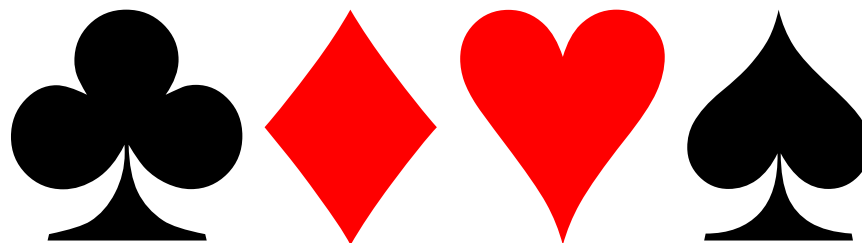
PLAY



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Week 14 More Major Suit Trial Bids



The end

Week 14 set hand
references follow.



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Week 14 Set hands

Set hand sources

GTMj Set hands: Bernard Magee seminar on "Game Tries in Majors"
Many with SGB variations

u3ab_113 SGB U3A intermediate Bridge Year 1 week 13

===

Blue results as played.

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A♠.

Each board had a card defining what bidding was expected. Tables were inviting to play with their bidding, or the expected bidding or both.

===

Boards 3 & 4 are deliberately in reversed sequence.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
1	N	None	u3ab_113#1				A♠=S
1	9	4H+1	N 11	450	-	Good	
2	10	4H=	N 10	420	-	Sadly a bottom	
Ref		4H+1	N 11	450	-		

The comment said "This is an easy hand to play, **if you plan your eXtra tricks** on viewing dummy."

There are 8 Top Tricks. There are 3 potential eXtra Tricks: Trump 2 x Club in Dummy and make JD after QD loses to KD.

But you **have** to plan XT before you start play.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
2	E	<i>None</i>	<i>GTMj#J</i>				A♠=N
			<i>Abnormal vulnerability</i>				
1	9	4H=	E	10	-	420	Amazing!
2	10	2H+1	E	9	-	140	NS let EW get away with it
Ref		3H=	E	9	-	140	

Boards 2 & 4 are identical (just rotated for a different dealer).

The "expected bidding" was intended to demonstrate that if EW determine that they are weak and pass 2H, then NS will realise this and overcall a making contract. Therefore EW bid on to 3H which may be a small sacrifice (1 down for -50) or may make (as here for +140) compared with the alternative of NS making for -140. Perhaps the slip should have said "Use this bidding".

Table 1: EW are too weak to bid 4H. And definitely too weak to make it. There are 9 TT and no XT. I am amazed.

Table 2: EW gave up and left an opportunity for NS who didn't take it.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
4	W	<i>None</i>	<i>GTMj#J</i>				A♠=S
			<i>Abnormal vulnerability</i>				
1	9	3S-1	S	8	-	50	?
2	10	3S-1	S	8	-	50	"S knew where 1 trick was lost."
Ref		3S=	S	9		140	-

Boards 4 & 2 are identical (just rotated for a different dealer).

The "use this bidding" was intended to demonstrate that if EW determine that they are weak and pass 2H, then NS will realise this and overcall a making contract. This board is NS realising EW are weak and overcalling.

Here NS have 7 Top Tricks, and 2 eXtra Tricks from trumping a heart in Dummy and a length Diamond winner. Declarer **must** make a **plan** when dummy goes down.

However even 3S-1 by S (-50) is a better NS result than 3H= by W (-140). But +140 is best.

Table 2: S left it too late to get to Dummy's A♣.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
3	S	EW	<i>GTMj#14var (original 2NT)</i>				A♠=W
1	9	3H-1	W	8	100	-	That went wrong
2	10	3H-1	W	8	100	-	That went wrong
11	19	2NT=	W	8	-	120	Good
12	20	2NT=	W	8	-	120	Good
Ref		2NT=	W	8	-	120	

Boards 3, 5, 6, 7 have identical opening hands and similar but not the same responding hands. Bd 3 expects to play in 2NT.

Low numbers as bid at the table.

Higher numbers add 10 to pair number for replay in "expected bidding".



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
5	N	NS	<i>GTMj#14var (3NT)</i>			A♠=E	
1	9	3NT+1	E	10	-	430	Where did +1 come from?
Ref		3NT=	E	9	-	400	

Boards 3, 5, 6, 7 have identical opening hands and similar but not the same responding hands. Bd 5 expects to play in 3NT.

Time constraints meant board only played once.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.			
6	E	EW	GTMj#14var (3H)				A♠=S
2	10	3H+1	S	10	170	-	Poor defence by EW?
Ref		3H=	S	9	140	-	

Boards 3, 5, 6, 7 have identical opening hands and similar but not the same responding hands. Bd 5 expects to play in 3H.

Time constraints meant board only played once.



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Week 10 Set hands

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.				
7	S	All	GTMj#14var (4H)					A♠=N
1	9	4H-1	N	9	-	100	Shame.	
Ref		4H#	N	10	620	-		

Boards 3, 5, 6, 7 have identical opening hands and similar but not the same responding hands. Bd 7 expects to play in 4H.

Time constraints meant board only played once.

There are 9 Top Tricks. Declarer **must plan** his play as soon as dummy goes down. Where can he get an eXtra Trick from? No chance in clubs. The only chance is to win the J♦. In this case the finesse fails, BUT the Q♦ is doubleton and if two rounds of D are played the Q fall, leaving the J good. I think you have to toss a mental coin to decide between finesse and draw two rounds.

Note that all of these systems are "guidelines" and won't always work. Perhaps here it would have been better to have played in 3H with maybe a 3H+1 result?

Hmm.



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Week 10 Set hands

Dlr Vul Source

Dlr = Dealer, Vul = Vulnerability.

8 W None *u3ab_113#4*

A♠=W

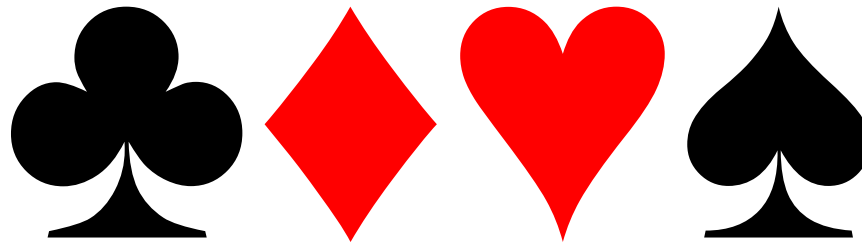
Not played.



U3A Intermediate Bridge 2017-18



Week 14 More Major Suit Trial Bids



The very end