

Learning Points – To bid or Not to Bid

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Bidding LEVEL: Basic

East Deals
EW Vul
MPs

♠ Q97543
♥
♦ A83
♣ A1064

Steve

♠ A6
♥ QJ7543
♦ Q7
♣ 985

N
W 6 E
S

♠ K
♥ A10982
♦ J652
♣ KQ7

Mike

♠ J1082
♥ K6
♦ K1094
♣ J32

NS: 3♠
N: 2♣, 2♦
S: 1♣, 1♦
EW: 1N, 3♥

East **South West** **North**
1♥ Pass 3♥¹ Pass!
4♥!! All Pass

South leads ♠J

1 = Limit Raise 11-12 SP and 4+ trumps

only one entry to dummy. East chose to duck the trick to the ♠K and play off the ♥A. Missing 2 cards a 1-1 suit split happens 52% of the time. Getting the bad news, South played a 2nd round of ♥ and later pitched a low ♣ on the ♠A. East West lost 2♦ 1♣ and 1♥.

4♥ down 1 for minus 100 was worth 6 of 7 Match Points for EW.

Tuesday Evening September 22, 2009 International Fund Open Pairs, Mike Lipp, Director, Cincinnati Bridge Association Bridge Center, 2860 Cooper Road, Cincinnati, OH 45241 (513) 631-8070 .

Here's an offbeat hand that unduly rewarded overbidding. Playing 2/1 with disciplined major suit raises, the old stand-by limit raise showing 4 card support happens somewhat infrequently.

The Bidding

East chose to open even with the wasted singleton ♠K. West valued that hand as too strong for a simple raise and too weak to force. Jumping to 4♥ was a possibility but ruled out because West lacked a ruffing value. North passed when many would be bidding some number of spades. East inexplicably raised to game, figuring the limit raise allowed a more aggressive valuation of that hand.

The Play

The opening lead pins declarer's only dummy entry. East can count 2 ♠ tricks, and 1 ♥ trick. That's a lot of suit establishment for

Pair	1	2	3	4	5	6	7	8
MPs	3	0	6	1.5	4	6	1.5	6
Score	-200	-590	-100	-420	-170	-100	-420	-100

Post Mortem

East could have passed partner's invitation. East missed a chance for a clear top (+140 in 3♥ making 3) but chances are opponents would then have found their spade fit. On this hand the game bid might have kept NS out of the auction. North has an interesting hand. With a void in ♥, 6♠s, and top cards, 3 or 4♣ appears right.

Learning Points

1. Avoid a preemptive jump without ruffing values when holding a constructive hand.
2. Be prepared to bid a six card suit even at the 4 level if you have a void and opponents have found a fit.

Key Words: Compete over 1NT, Systems on, Garbage Stayman, Balancing