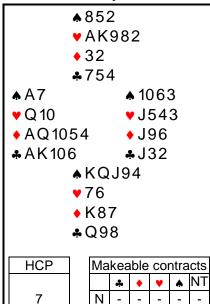
Yeats Country Bridge Congress 2019 Pairs - First Session - Saturday 8th June 2019

A few comments on the boards you have just played to help you and your partner in the post-mortem. The system used doesn't really matter so I will assume Weak No-Trump, and 4-card majors. FOB.



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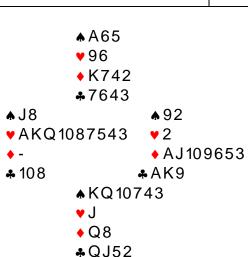
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Board 1	: Dealer No	rth : Love	all
West	North	East	South
	Pass	Pass	1 ♠
Dbl	2♠	Pass	Pass
2NT	All Pass		

If North leads his partner's Spade suit then West will be unable to make more than 6 tricks in his 2NT contract. The defence wins 7 tricks (4 Spades, 2 Hearts and a minor suit trick).

Of course North might try a Heart lead and now West will end up with 10 tricks.

West will be wary of making 'Take-out-Doubles' for fear East will start bidding Hearts. However if North responds anything other than 2 no the first round it might make it easier for West to start making winning penalty doubles.



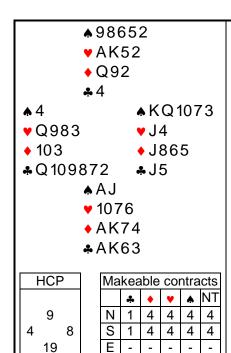
Board 2 : Dealer East : NS vulnerable					
West	North	East	South		
		1 ♦	1♠		
4♥	4♠	Dbl	Pass		
5♥	All Pass				

A really exciting hand and one where a lot of bad things can happen.

If North doesn't lead a Spade then West will easily make 12 tricks. Surely every South will overcall 1 or 2 so the Spade lead will be marked. West has a nice hand for 'exclusion Blackwood' but how do you use 'Exclusion' in your partner's suit?

So West is forced to either bash 6♥ or else settle for 4♥ and allow himself to be pushed to 5♥.

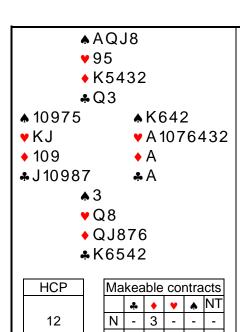
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	W	-	3	5	-	1



Board 3:	Dealer So	outh : EW	vulnerable
West	North	East	South
			1.
Pass	1♠	Pass	2NT
Pass All Pass	3♥	Pass	3NT

Some East might be tempted to 'Double' 3NT asking partner to lead a Spade but for such a double to work East's Spades would need to be a lot better than KQ1073 and he would also need some outside strength.

There are 9 easy tricks for declarer in 3NT (2 Spades, 3 Hearts, 3 Diamonds and 2 Clubs). The eagle-eyed declarer's will find a way to make a 10th in either Spades or Diamonds (if East opens the suit first).



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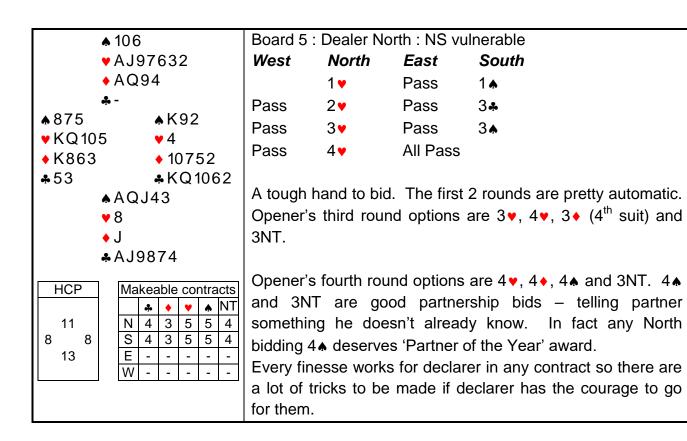
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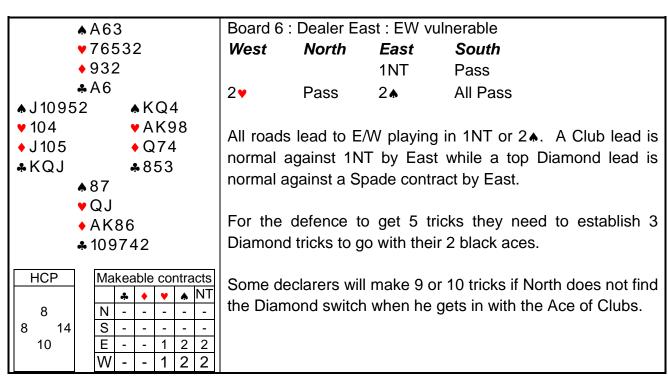
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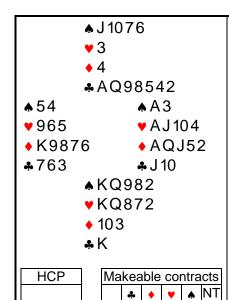
Board 4 : Dealer West : All vulnerable				
West	North	East	South	
Pass	1 ♦	1♥	3♦	
Pass	Pass	4♥	All Pass	

E/W will have done very well if they manage to bid 4 ♥. N/S have a good sacrifice in 5 ♦ x-2 but like most sacrifices they will probably have to content themselves that they bid judged well even though the matchpoint result might not reflect that fact.

6-4 shapes (and even more so 7-4 shapes) make a lot of tricks if partner can offer even honour doubleton support. East has the 7-4 shape and if N/S get together in Diamonds then that increases the likelihood that West will have some useful Heart support for East. 4♥ is a 'gutsy' bid but it is a well reasoned one







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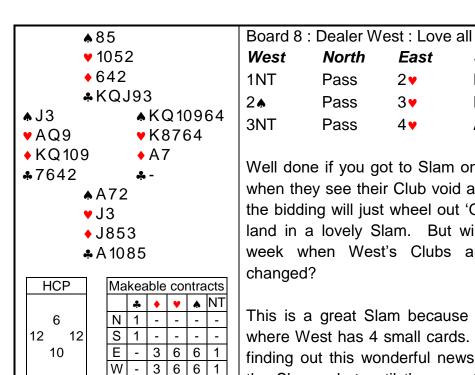
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Board 7: Dealer South: All vulnerable West North East South 1 🛦 Pass Dbl All Pass **4**

What does North respond to South's 1♠ opening bid? 2♣? 3♠? 4♠? For sure North is not good enough to splinter and since he is going to play in 4 he may as well just respond **4**♠.

After 4 the pressure is on East who will find nearly impossible to pass with his good 17 count. Most East's will double 4♠ whenever 4♠ appears. West could try 5♦ and hope for a mis-defence to get out for -2 but most Wests will just pass 4 x and hope East can beat it on his own.

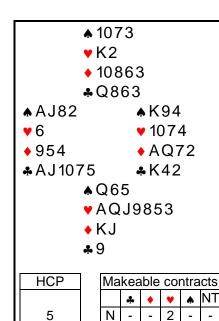
Sadly for the defence only declarer can beat 4♠ - dummy is high after drawing trumps and conceding 3 aces.



West North East South 1NT 2 🕶 Pass Pass 2♠ Pass 3♥ Pass 3NT Pass **4** • All Pass

Well done if you got to Slam on this board. Some East's when they see their Club void and hear their partner open the bidding will just wheel out 'Gerber' or 'Blackwood' and land in a lovely Slam. But will they bid the same next week when West's Clubs and Diamonds are interchanged?

This is a great Slam because East has a void in a suit where West has 4 small cards. If E/W have some way of finding out this wonderful news then they will happily bid the Slam - but until then most E/Ws will settle for their below average score making 12 tricks in 4♥ or 4♠.



S

E 4

W 4

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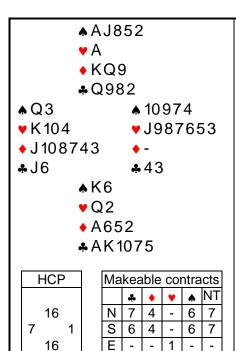
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Board 9:	Dealer Nor	th : EW vul	Inerable
West	North	East	South
	Pass	1NT	2♥
Dbl	Pass	2♠	All Pass

If East open s a Weak NT, South will probably content himself with a simple 2♥ overcall and now West has a problem. A 'negative' double is probably West's best bet but then there will be some East's who will leave it in hoping for the magic +200 if they can beat 2♥x.

Unfortunately there are 8 top tricks in 2♥ for declarer (as long as declarer uses his one and only entry to dummy (♥K) to lead a Diamond towards his hand. Making 2♠, 2♠+1 or even 2♠+2 will score really well for E/W.

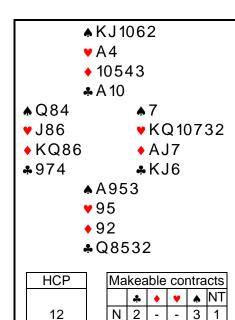
Those E/Ws playing a Strong NT will have an easier job finding their Spade and Club fit.



Board 10	: Dealer E	ast : All vul	nerable
West	North	East	South
		Pass	1.
Pass	2♠	Pass	3♦
Pass	4.	Pass	4♠
Pass	4NT	Pass	5♦
Pass	5♥	Pass	5♠
Pass	6NT	All Pass	

'Hats Off' to any N/S pair who bid 7. - our commiserations if West found the killing Diamond lead. However if East made a 'Lightner' double then you have only yourselves to blame for not running to the unbeatable 7NT.

With 32 HCP and fits in 3 suits, most tables will play in 6NT. 7NT is a bit risky but 7. is a really beautiful contract and only goes down because 'Lady Luck' is in a bad mood today and she put a Diamond void in East's hand.



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E | - | 1 | 3

W - 1 3

3 1

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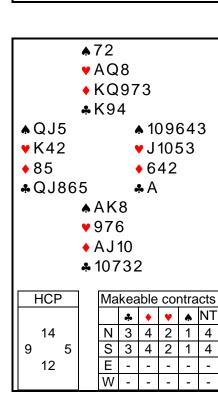
14

Board 11 : Dealer South : Love all				
	West	North	East	South
				Pass
	Pass	1 ♠	2♥	2♠
	Pass	Pass	3♥	3♠
	4♥	Dbl	All Pass	

Getting any kind of a plus score here will score very well. North can make 9 tricks in 3 h if he guesses that West has the AQ. In practice North will get the trumps wrong and end up with 8 tricks.

Bidding to $4 \checkmark$ seems the right thing for E/W to do – if they make it then great and if they go off one then they only lose 100 and still beat the pairs making $2 \spadesuit$ and $3 \spadesuit$.

In fact it takes an initial Club lead to beat 4 because the defence need to score a second Club trick to go with their 3 aces. On any other lead declarer is a step ahead of the defence and can draw trumps and discard a losing Club on the fourth round of Diamonds.



Board 12 : Dealer West : NS vulnerable

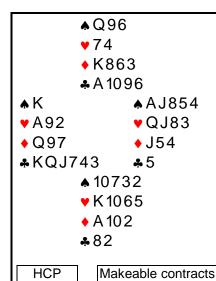
West North East South

Pass 1NT Pass 3NT

All Pass

With 26HCP and no major suit fit, every table will be in 3NT but not everyone will make 10 tricks.

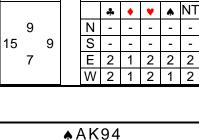
Declarer has an easy 9 tricks (2 Spades, 2 Hearts – via the Heart Finesse and 5 Diamonds). The ♣K will be his 10th if he can divine that East has the bare ♣A....so it looks like 9 tricks will be the norm.



Board 13 : Dealer North : All vulnerable				
West	North	East	South	
	Pass	Pass	Pass	
1.	Pass	1 ♠	Pass	
3♣	Pass	3♥	Pass	
3NT	All Pass			

3NT is a reasonable contract - and most tables will land there - even 4♥ is a nice place to be - but today the expected 4-2 breaks in Clubs and Hearts mean that both contracts make only 8 tricks (34 Clubs, 2 Hearts and 2 Spades).

However it will be cat and mouse between declarer and the defenders right up until the last trick and there will be many tables will declarer will win trick 13 to make his contract.



♥AK764 ♦ J6 ♣ Q 10

♠QJ86 **v** 10 ◆ Q943 **♣**J873

♠ 5

♥QJ53

♦ A 1075

49542

Board 14	: Dealer Ea	ast : Love a	III		
West	North	East	South		
		Pass	Pass		
Pass	1♥	Pass	1 🛦		
Pass	4 •	All Pass			
4♠ is a reasonable contract for N/S and it's hard to imagine even any conservative N/S pair who won't get there eventually – even if North only rebids 3♠ there will be very few Souths who will not accept the invitation?					
few Souths who will not accept the invitation? Sadly the only hope for declarer is that after cashing the AK that West fails to find the killing Diamond switch – allowing declarer to discard a losing Diamond (or 2) on the J. But even on this defence it takes very good play to crossruff					
	on this der	ence it take	es very good play to crossruff		

↑10732

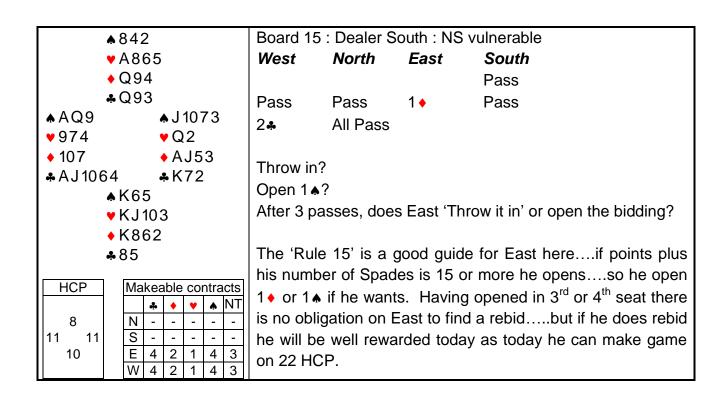
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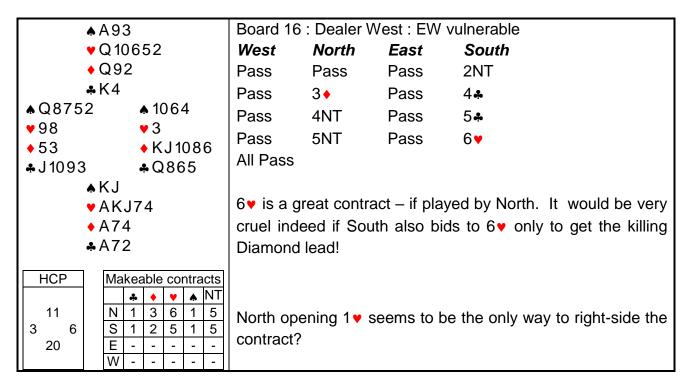
♦ K82

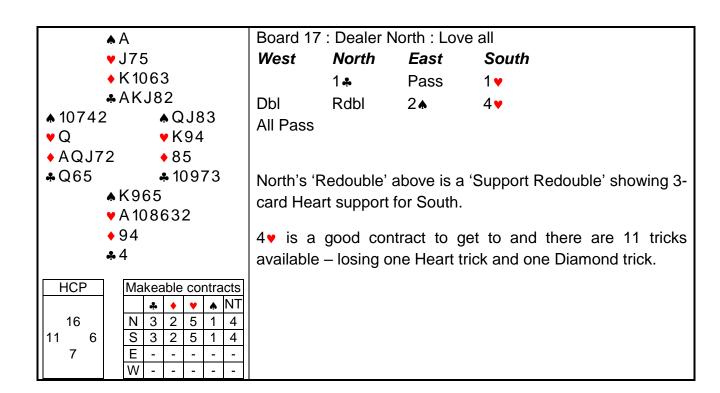
♣AK6

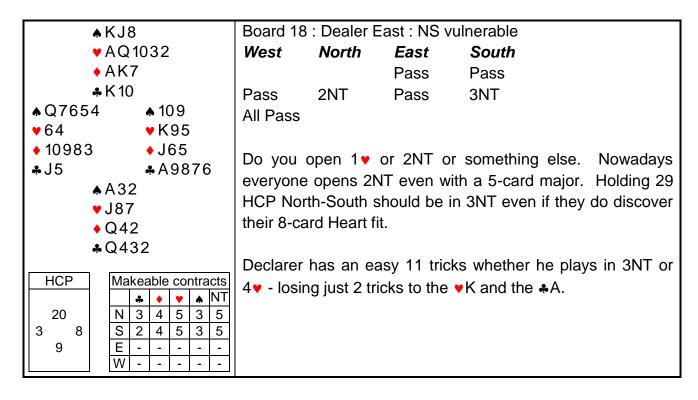
Makeable contracts ♠ NT Ν 1 3 S 1 3 Е

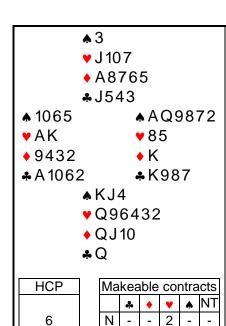
your way to 10 tricks.











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Board 19 : Dealer South : EW vulnerable

West North East South

1 ♥

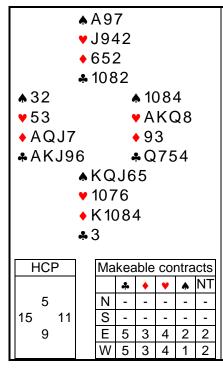
Pass 2 ♥ 2 ♠ 3 ♥

4 ♠ All Pass

Not everyone will reach 4 but then not everyone will make 10 tricks either.

4♠ is a nice contract and West hold Ace-King and an Ace and 3 card Spade support should make some move toward game.

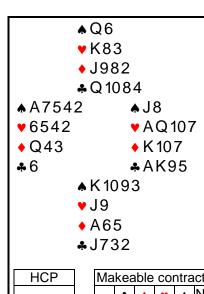
To make10 tricks, declarer has to read the Q as being a singleton and then finesse against North for the *J. To be fair – you should be kicking yourself if you don't read the *Q as a singleton.



Board 20: Dealer West: All vulnerable West North East South Pass 1. 1♥ 1 🛦 2 • Pass 2 Pass Pass All Pass 3♣ 5♣

If you end up in 3NT you better hope you can avoid a Spade lead or that if you do get a Spade lead that the defence get themselves blocked.

However our opponents at this level won't give us presents like that and since neither of us has a Spade stopper we reluctantly decide not to play in 3NT and instead bid 5. There are 11 easy tricks with the aid of the Diamond finesse.



Board 21 : Dealer North : NS vulnerable					
West	North	East	South		
	Pass	1.	Pass		
1♠	Pass	1NT	Pass		
2♥	All Pass				

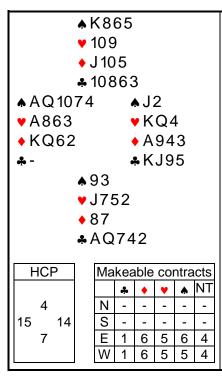
Playing a Weak NT, East will open 1♣ and rebid 1NT. Now West has to decide whether or not to try for game opposite 15-17. Trying for game with only 6 HCP looks a bit too pushy so E/W will probably sign off in 2♥.

H	ICI	>
6	8	17

Makeable contracts					
	*	•	*	٨	NT
Ν	-	ı	ı	ı	-
S	-	ı	ı	ı	-
Е	1	2	4	3	2
W	1	2	4	3	2

Playing a Strong NT, East will open 1NT and again West is faced with the same decision about trying for game or signing off in a partscore. Should he use Stayman or use Transfers. If he transfers he will find himself in 4.

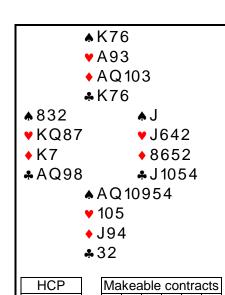
To make 1 tricks you will have to hope North has the $\bullet J$ – today he does.



Board 22 : Dealer East : EW vulnerable						
West	North	East	South			
		1NT	Pass			
2♥	Pass	2♠	Pass			
3♥	Pass	3NT	Pass			
6♦	All Pass					

The 6♦ bid isn't as crazy as it looks. West has shown 5 Spades and 4 Hearts and East's 3NT must therefore show 2 Spades and 3 Hearts – so there is a 90% chance that East has 4 Diamonds.

Most will try their luck in 3NT and make 10 tricks on a Club lead. East can make 12 tricks in 4.



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♠ NT

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6 5

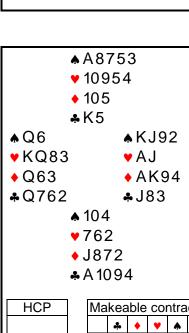
Board 23 : Dealer South : All vulnerable						
West	North	East	South			
			2♠			
Dbl	2NT	Pass	3♦			
Pass	4 •	All Pass				

Getting to 4 will be a good result and making 12 tricks will bring in most of the matchpoints. If you bid this game you will be happy and if you don't you won't but it's hard to know who to blame.

Most Souths will open a weak 2♠ and North will either raise to 4♠ or make an Ogust enquiry 2NT. If South treats his hand as minimum then North might not bid 4♠.

It's probably fair to say that North with his 2 Aces and 2 Kings is worth a raise to 4♠. The ◆Q and ◆10 are also worth more than their face value.

Equally South's hand is not really minimum either.



Board 24 : Dealer West : Love all						
West	North	East	South			
Pass	Pass	1 ♦	Pass			
1♥	Pass	1NT	Pass			
3NT	All Pass					

Will every table be in 3NT+1?

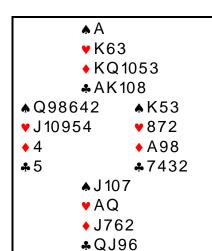
Whether you play weak or strong no-trump you cannot end anywhere other than 3NT.

Declarer has 10 tricks, 3 Spades (once the \$10 drops), 4

Hearts, and 3 Diamond tricks.

H	HCP		
11	7 5	17	

Makeable contracts						
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ш	3	2	3	3	4	
W	3	2	3	3	4	



HCP
19 3 7 11

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12 12

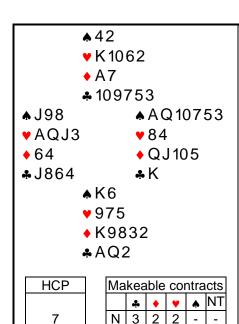
Makeable contracts						
	*	•	•	^	NΤ	
Ν	5	6	ı	ı	2	
ഗ	5	6	•	•	2	
ш	ı	ı	1	1	ı	
W	-	-	1	1	-	

Board 25: Dealer North: EW vulnerable West North South East 1 • Pass 2NT Pass Pass 3• 3* Pass **4** 🕶 Pass 4NT Pass All Pass 6

Most N/Ss will find their way to 3NT. If West leads his 4th highest of his longest and strongest (\$\&\dagger\$6) then declarer will go two down but only if East wins the first round of Diamonds, cashes his \$\&\dagger\$K and continues with his third Spade. If East ducks even one round of Diamonds then declarer will have 9 top tricks and she will immediately cash out and go home.

If North is declarer in 3NT or even 6NT then West is unlikely to find the Spade lead and 12 tricks will roll in.

Minor suit slams are always very hard to bid and our sympathies go to the 6* bidders who have always been told that 4-4 fits play better than 5-4 fits – they really do not deserve to down on a cruel Diamond lead.



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W - -

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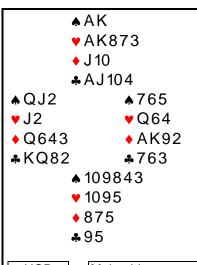
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West	North	East	South
		1♠	Pass
2♠	Pass	3♠	All Pass

Board 26: Dealer East: All vulnerable

3♠ is a 'Barrage' bid – not an invitation – designed to make it more difficult for N/S to enter the auction. If East passed 2♠ then South would make a 'Take-Out-Double' and North would get to a making 3♣ contract. If East then bid 3♠ there would be a good chance he would be doubled and lose the dreaded -200. By bidding 3♠ immediately, East increases his chances of him not being doubled.

On another day, the ♠K and ♥K would swap places and now 4♠ would be unbeatable.



Board 27 : Dealer South : Love all						
West	North	East	South			
			Pass			
Pass	2.	Pass	2♦			
Pass	2♥	Pass	3♣			
Pass	3♥	All Pass				

What should North open? $1 \checkmark$ seems too timid. The hand has 7 controls and requires so very very little from South to make $4 \checkmark$ a good contract e.g. a 4^{th} Heart in the South hand and $4 \checkmark$ is practically on ice.

Most will try 2NT and go 2 down if South passes or 2 down in 3♠ if South transfers into Spades.

Ma	Makeable contracts						
	*	•	*	•	ΝТ		
Ν	1	-	2	1	-		
S	1	-	2	1	-		
Ε	-	1	-	•	-		
W	-	1	-	-	-		

Today those who open 1 ♥ or a good old fashioned 2 ♥ will score best – but the 2♣ opener's might get out in 3 ♥ when South gives a 'second negative'. To beat 3 ♥ East has to find a trump switch from Q64 – not an easy task.