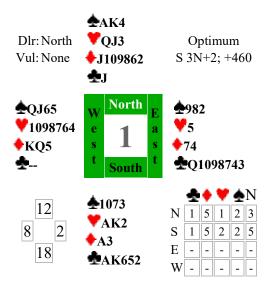
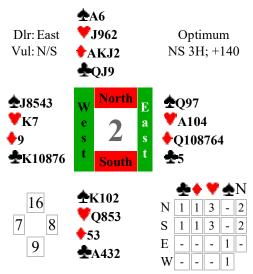
Analysis of the hands Nov 16th 2020

Bd1



I notice one pair went slamming holding 18 points opposite an opening bid of 1D.**Note**: If you do not have a fit you need 33 hcp to bid 6NT. It's a misfit of a hand. Therefore 18 points opposite 12 to 14 is simply not enough. I see somebody played in 4C going down? That smells of an intended Gerber which, inmy opinion, should be banned as a convention. People use it because it is a level lower than 4NT Blackwood and that is only because they are going slamming on hands where they should be stopping in game. For 6 of a suit contract you need approx 30/31 hcp and distribution will usually make up for the deficiency in points.

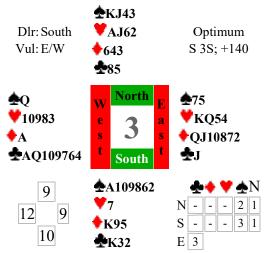
Bd2



If you open 1D as N, and if South responds 1H then with the flat 16 and no extra point, due to distribution, your rebid is 2H and not 3H. A 2H raise can be a flat 15/16 or a distributional 12/14 unbalanced or if you are playing a strong NT a flat 12/14. It depends on the NT you are

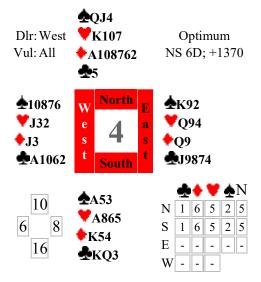
playing. If you guess the position of the H10 you will make 4H but it's a borderline to be in 4H, you are justified to stop in 3H.

Bd 3



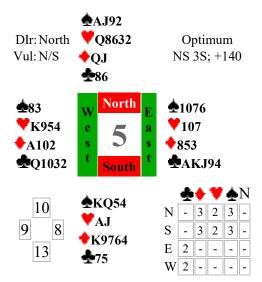
Some of you opened a weak 2S. I would open 1S because my 10 point hand has 4 controls, ie. 1 ACE (2) and two Kings which are 1 control each. These are the best kind of points to have when opening 1 of a suit. Controls are so important in suit contract and not Qs and Js (best for NT).. North should bid 2S which is 6 -10hcp. Ie. 9 plus 1 extra for the doubleton club. You should make 3S if you don't go DK on first lead of diamonds. You lose two diamonds and two clubs. If pushed by opposition you can go to 3S based on law of total tricks (9 spades) You are unlucky in the fact that two Aces are over the two minor suit Kings. Note West should overcall 2C and not double. Its very very wrong to double with a singleton D. If you did double on a hand like this with 7 clubs and 4 hearts ,when partner bids diamonds you have to bid 3C next time and now you would be showing at least 6 clubs and 4 hearts and about 18hcp. This is a long way from reality. i.e 12/13.

Bd 4



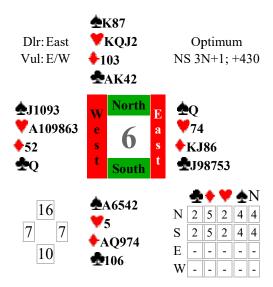
No reason to be in anything but 3NT. After a club lead you make loads of tricks because the diamonds are 2/2. If they did not break you would go down in 3NT. It says 6D is the optimum contract but optimum is based on the number of tricks you can make. It does not mean it is a good contract. It is only the number of tricks you can make. It needs KS right and diamonds to be 2/2. 5D might even go off. There is a potential loser in S, D and clubs. 3NT or 5D are best.

Bd 5:



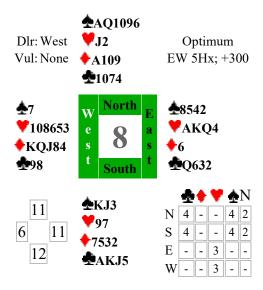
1D by S, 1H from N, 1S by S and 3S from N showing 11 hcp allowing for small doubleton club being 1 extra. It is borderline if S with 13hcp should bid 4S. He has 13 and long diamonds and doubleton club which kind of drags it up to 14hcp. It is not automatic to bid 4S as you are stretching things to bring it to 14. If KH is right you make but it is wrong so you go one off.

Bd 6



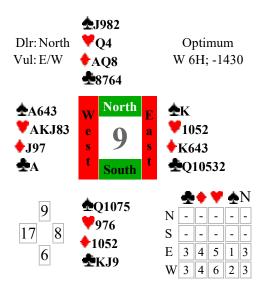
S might open 1S. If not, West opens weak 2H. N should overcall 2NT. South should transfer into 3S by bidding 3H and now South will bid 3NT not knowing how many Spades North has. North should convert it to 4S. On a H lead Ace will probably take and then you win next trick. Draw two spades ending with K. Take 3 heart discards throwing diamonds and now finesse the DQ and you will make 10 tricks.

Bd 8



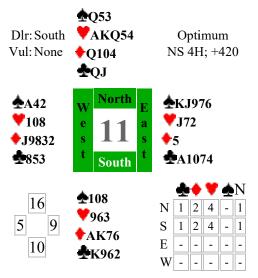
E/W should not be in 4H. How they get into the auction I don't know. N/S should make 9 or 10 tricks in S. It says 10 tricks are there in spades but that is only if you draw two rounds of spades, leaving the SK in dummy. Now you can lead C10 and if it is covered you can enjoy C7 on third round and get back to dummy to enjoy the winning CJ by using the SK.

Bd 9:



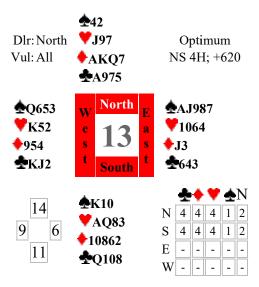
Open 1H and partner raises to 2H showing 6/10. Now, West with 16hcp,is looking for help in S so should bid 2S. East has 8hcp and the useful SK so should raise to 4H as he is in upper range. You get a club lead and immediately lead a D towards K. You win 1st or 2nd round. Then cash SK and ruff a club. Cash SA and ruff a S and ruff a club back and ruff last spade. You have a winning club now which will be ruffed by south but you over ruff and make 11 tricks as HQ drops.

Bd 11:



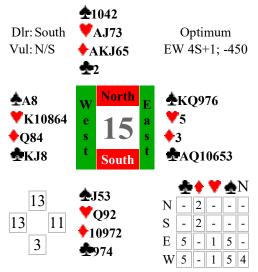
Should be played in 4H and not 3NT. This is because the S hand with a doubleton spade should insist on playing it in hearts once he knows partner has 5 hearts. You cannot beat 4H. If singleton D is led ,draw trumps and the long diamond in dummy gives you a Spade discard after drawing trumps. If D is not led, set up a club trick to give you a S discard before you draw trumps.

Bd13



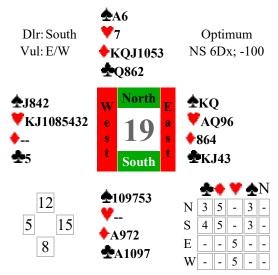
If you invite to 2NT with 11 opposite partners 1NT opening you will end up in 3NT. After S lead and winning with K you should lead the CQ intending to double finesse West for one of the two club honours. In that way you will lose 4 spade tricks and one club going one off. It is not automatic to bid 2NT with 11. On many you should pass depending on the size of the intermediate cards.

Bd 15.



You make 3NT with over tricks. If playing in 5C you should only draw two rounds of clubs. Then play two rounds of spades and ruff the third round with the last club in dummy. Then if spades break 4/2 you will still make your contract whereas if you draw three rounds of clubs you need the spades to be 3/3 to make your contract. If you played it like this, buy a lotto ticket.

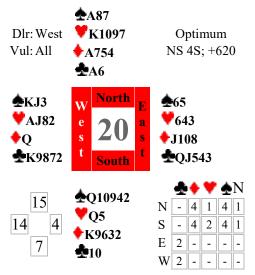
Bd 19.



If South opens 1S, west should overcall 4H. If South passes west should open 4H. I know it's very weak and you are vulnerable but the big factor is you are 8/4/1/0 not 8/2/2/1. That makes such a huge difference on a hands when pre-empting. I see some Norths bid 5D. If they do

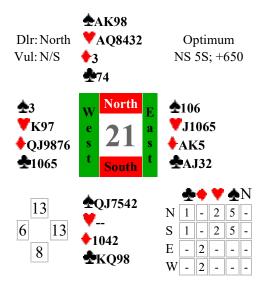
East should go 5H. Ultimately East might double 6D which is a good save against the Vul 5H.

Bd 20:



Playing in 2 or 3S you should start by leading the Q from your hand ,playing West for either one of the two missing honours, the K and the J. If you lead a low Spade to the A first, you lose two spade tricks which you should not lose. Remember West has opened the bidding so the odds are he has the K.

Bd 21.



North opens 1H and I hope no East doubled showing opening points and 4 spades. East has two spades so should pass because this hand is not a suitable hand to make a takeout double.