

## BIDDING 6-PACK 7<sup>th</sup> May 08

### Problems

<b>Board 3</b>	<b>E-W Vul</b>
♠ QJ95	South West North East
♥ AQT	1NT Pass Pass 2♣
♦ 94	??
♣ AQJ7	

<b>Board 7</b>	<b>Both Vul</b>
♠ AK632	East South West North
♥ AQ72	Pass Pass 1♣
♦ Q975	??
♣	

<b>Board 9</b>	<b>E-W Vul</b>
♠ AJT96	South East West
♥ QT	??
♦ A652	
♣ 82	

<b>Board 9</b>	<b>E-W Vul</b>
♠ 8532	East South West
♥ AJ	Pass 1NT Dbl 1♣
♦ JT74	Pass 1NT Dbl 2♦
♣ QJ6	??

<b>Board 16</b>	<b>E-W Vul</b>
♠ 94	South East West
♥ 82	Pass 2♣ Pass Pass 1♣
♦ KQ865	Pass 2♣ Pass Pass
♣ Q643	??

<b>Board 17</b>	<b>None Vul</b>
♠ AT93	South West North
♥ J32	Pass Pass 1♦ Pass
♦ KQ7	1♣ 2♥ Dbl 4♥
♣ Q87	??

### Solutions

<b>Board 3</b>	<b>E-W Vul</b>
♠ QJ95	South West North East
♥ AQT	1NT Pass Pass 2♣
♦ 94	??
♣ AQJ7	

What does Double mean in this situation? Is it penalty or take-out? Sitting *over* the Spade bidder, it's usual for the Double to be penalty-oriented, typically a hand with good Spades and good defense generally. This hand certainly qualifies for that with two likely Spade tricks, a couple of side-suit Aces, and the likelihood that at least one of those AQ holdings is sitting over the King. There's no guarantee that 2♣ is going down, but it certainly looks like a good bet.

Next, suppose that the auction was:

	West	East		
	1NT	2♣	Pass	Pass
		??		

In this situation, *under* the Spade bidder, a penalty double is less attractive, so the common treatment is for a Double here to be for take-out. Typically, a doubleton in the enemy suit, maybe this hand: ♠ 95, ♥ AQT4, ♦ KT94, ♣ AQJ7.

<b>Board 7</b>	<b>Both Vul</b>
♠ AK632	East South West North
♥ AQ72	Pass Pass 1♣
♦ Q975	??
♣	

East has a good hand and exemplary support for all the unbid suits, but nonetheless he should overcall 1♣ rather than make a take-out double. The basic rule is not to make a take-out double at the one-level when holding a 5-card Spade suit unless the hand is very strong. East's hand is certainly strong, but is still an Ace or King short of being too strong to overcall. Of course, if the shape were 4=4=5=0 instead of 5=4=4=0 then we would double in a flash. Anyway, having overcalled, East can always come back in later with a takeout double, as in:

	East	South	West	North
		Pass	Pass	1♣
	1♣	2♣	Pass	Pass
	??			

Now a Double completes the description of East's hand: 5 Spades, good hand, support for the unbid suits.

<b>Board 9</b>	<b>E-W Vul</b>		
♠ AJT96	North East South West		
♥ QT	??		
♦ A652			
♣ 82			

The Rule of Twenty is a useful guideline when it comes to deciding whether a hand is worth an opening bid, but we like to use a little judgment, too. There is such a thing as a “bad twenty”, that hand-type is characterized by defects such as singleton honors, doubleton Queens, weak long suits, and an absence of fillers. Too many of those defects and the Rule of Twenty should give way to common-sense. How does the North hand rate? It’s a 5-4 11-count, so the Rule of Twenty is passed, but on the down-side there is that dubious value of a doubleton Queen. Normally that would be enough for us to say “Pass”, but there is the compensating value of those lovely Spade fillers. That, plus our strong urge to get a good 5-card Spade suit into the auction whenever reasonably possible, are enough for us to open 1♠.

<b>Board 9</b>	<b>E-W Vul</b>			
♠ 8532	East West			
♥ AJ				1♠
♦ JT74	Pass 1NT	Dbl		2♦
♣ QJ6	??			

Partner has made a take-out Double and purports to have support for the unbid suits. Then RHO went and bid one of those suits. The Double here is usually played as showing some values and length in that suit, typically 4 of them. So, in the absence of support for an unbid major, Double would be our bid here. So far, so good, now let’s suppose that the auction develops as follows:

	<i>East</i>	<i>South</i>	<i>West</i>	<i>North</i>
				1♠
	Pass	1NT	Dbl	2♦
	Dbl	2♠	Dbl	Pass

South took a preference to 2♠ and Partner doubled again, showing extra values. What next? We don’t have support for Hearts or Clubs, nor do we have a Spade stopper so that eliminates 2NT. A natural 3♦ is a possibility, but that might turn out to a 4-3 fit with a 5-1 break against us. No, surely the most promising choice here is to pass. And having passed, our opening lead will be a trump, attempting to minimize the Diamond ruffs on the board.

<b>Board 16</b>	<b>E-W Vul</b>		
♠ 94	North East South West		
♥ 82			1♠
♦ KQ865	Pass 2♠	Pass	Pass
♣ Q643	??		

Even at favorable vulnerability, it would be somewhat “out there” to jump in (directly over 1♠) with an Unusual 2NT, but we are sure that some Norths will do so. But when 2♠ gets back to North she can hardly pass, that would be altogether too accommodating to the opponents. So she bids 2NT now. Is this also for the minors? Many people play it that way, but, when the enemy is bidding Spades, it’s surely better for 2NT here to be *any* two-suiter. That treatment works out rather well on this board, South’s shape is 3=4=3=3, so she bids 3♦, being prepared to play 3♦ if North has the minors, and 3♥ if North’s two-suiter is Hearts and Clubs (North will correct 3♦ to 3♥). And, if North has both red suits, she can pick the one she prefers.

<b>Board 17</b>	<b>None Vul</b>				
♠ AT93					
♥ J32				1♦	Pass
♦ KQ7	1♠	2♥	Dbl		4♥
♣ Q87	??				

First of all, would you have bid 1♠ with that square South hand or would you prefer to bid 2NT, showing 11-12? 2NT could certainly work, but we prefer to show our 4-card major first even though we have no ruffing values (yes, Partner be the one with the ruffing values). Anyway, you bid 1♠, Partner makes a Support Double (showing 3-card Spade support), and now you must decide what to do after the enemy preempts to 4♥.

Pass is out of the question, you have yet to show your strength, so the options are to double or to pick a game contract. What does Partner have? Probably no more than one Heart, considering that the opponents have bid up to 4♥ on slender values. Three Spades, of course, which leaves 9 cards in the minors, presumably with at least 5 Diamonds. With those nice Diamond cards, 5♦ is a possibility, but the winning bid is 4♠! True, N-S have only a 4-3 fit, but it looks like a fit that should play well, as the Heart attack can be handled in the short hand. On the actual deal, even though the Spades break 4-2, 11 tricks can be made in Spades or Diamonds. This being matchpoints, we know which we prefer!