BIDDING AT BRIDGE [CONTINUED]



BRIDGERAMA

BY MICHEL BESSIS, PHILIPPE CRONIER & JEAN-CHRISTOPHE QUANTIN

SOME PRACTICE!

Practical Exercises THREE NO-TRUMP. STOPPER PROBLEMS.

0 🛧 74	W	North	E	S		4♥
🕈 Q 10 6 3 2		1NT	Pass	2♦	B)	3NT
♦ AJ	Pass	2♥	Pass	?	C)	3 🜩
♣ KJ97						
2 • 953	W	North	Е	S	(۸	3NT
* 555	VV	l♣	Pass	1	B)	
🖌 КӨӨ	Pass	1	Pass	?	C)	
♦ A J 10 7 4	1000	± •	1 4 3 3	•	,	IT
📥 K 6						
	W	North				2♠
♥ 974		1♦	Pass	2桊	B)	
♦ Q 5	Pass	2♦	Pass	?	C)	3NT
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	717	Marth	P	0	۸)	3♥
<u>*)/4</u>	W	North 1♦	E Pass	S 2NT	B)	
♥ AQ5	Pass	3	Pass	?	C)	
♦ J 5 2	1922	72	1022	:	,	42
📥 K 10 7 3						
9 K 0 10 4	- 1 -			0 1	<u>۸</u>)	2NT
KQ 10 4	W	N		South	m,	
* KG104	W	N	E	South	B)	
♥ N Q 10 4 ♥ 9	Pass	1♥	E Pass	1 ☆ 1♠	B)	
✓ K € 10 4 ♥ 9 ♦ A 7 2				1♣	B)	3NT
♥ N Q 10 4 ♥ 9	Pass	1♥	Pass	1 ☆ 1♠	B)	3NT
	Pass Pass	1♥ 2♦	Pass Pass	1 ∳ 1∳ ?	B) C)	3NT 3♦
 ✓ R (104 ✓ 9 ◆ A72 ◆ AK752 ● 84 	Pass	l♥ 2♦ North	Pass Pass E	1♣ 1♠ ? S	B) C) A)	3NT 3♦ 4♠
	Pass Pass W	l♥ 2♦ North l♠	Pass Pass E Pass	1☆ 1☆ ? S 2☆	B) C) A) B)	3NT 3♦ 4♠ 3♣
	Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦	Pass Pass E Pass Pass	1☆ 1☆ ? S 2☆ 2♥	B) C) A) B)	3NT 3♦ 4♠
	Pass Pass W	l♥ 2♦ North l♠	Pass Pass E Pass	1☆ 1☆ ? S 2☆	B) C) A) B)	3NT 3♦ 4♠ 3♣
 ✓ K & 10 4 ✓ 9 ◆ A72 ◆ AK752 ◆ 84 ♥ J52 ◆ K54 ◆ AK Q 10 4 	Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦	Pass Pass E Pass Pass	1☆ 1☆ ? S 2☆ 2♥	B) C) A) B)	3NT 3♦ 4♠ 3♣
 ✓ K & 10 4 ✓ 9 ◆ A 7 2 ◆ A K 7 5 2 ◆ 8 4 ♥ J 5 2 ◆ K 5 4 ◆ A K Q 10 4 	Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦	Pass Pass E Pass Pass	1☆ 1☆ ? S 2☆ 2♥	B) C) A) B) C)	3NT 3♦ 4♠ 3♣
 ✓ K & 10 4 ✓ 9 ◆ A72 ◆ AK752 ◆ 84 ♥ J52 ◆ K54 ◆ AKQ104 Ø ▲ AK73 	Pass Pass W Pass Pass	1♥ 2♦ North 1♠ 2♦ 2♠	Pass Pass Pass Pass Pass Pass	1♠ ? \$ 2♠ 2♥ ?	B) C) A) B) C) A) B)	3NT 3◆ 3◆ 3♥ 2NT 3◆
 ✓ K & 10 4 ✓ 9 ◆ A 72 ◆ A K 752 ✓ 8 4 ✓ J 52 ◆ K 54 ◆ A K Q 10 4 ✓ A K 73 ✓ 93 	Pass Pass W Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦ 2♠ N	Pass Pass Pass Pass Pass E E	1.★ 1.★ ? S 2.★ 2.▼ ? South 1.★ 1.★	B) C) A) B) C) A) B)	3NT 3◆ 4☆ 3☆ 3♥ 2NT
 ✓ K & 10 4 ✓ 9 ◆ A 72 ◆ A K 752 ◆ 84 ♥ J52 ◆ K 54 ◆ A K Q 10 4 Ø ▲ A K 73 ♥ 93 ◆ 852 	Pass Pass W Pass Pass W	1♥ 2♦ North 1♠ 2♦ 2♠ N	Pass Pass Pass Pass Pass E	1.★ 1.★ ? S 2.★ ? ? South 1.★	B) C) A) B) C) A) B)	3NT 3◆ 3◆ 3♥ 2NT 3◆
 ✓ K & 10 4 ✓ 9 ◆ A 72 ◆ A K 752 ✓ 8 4 ✓ J 52 ◆ K 54 ◆ A K Q 10 4 ✓ A K 73 ✓ 93 	Pass Pass W Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦ 2♠ N	Pass Pass Pass Pass Pass E E	1.★ 1.★ ? S 2.★ 2.▼ ? South 1.★ 1.★	B) C) A) B) C) A) B)	3NT 3◆ 3◆ 3♥ 2NT 3◆
 ✓ K & 10 4 ✓ 9 ◆ A 72 ◆ A K 752 ◆ 84 ♥ J52 ◆ K 54 ◆ A K Q 10 4 Ø ◆ A K 73 ♥ 93 ◆ 852 ◆ A Q 96 	Pass Pass W Pass Pass W Pass Pass	1♥ 2♦ North 1♠ 2♦ 2♠ N	Pass Pass Pass Pass Pass E Pass Pass	1♠ ? S 2♠ 2♥ ? South 1♠ ?	B) C) B) C) A) B) C)	3NT 3◆ 3◆ 3◆ 2NT 3◆ 2▲
 ✓ K & 10 4 ✓ 9 ◆ A 72 ◆ A K 752 ✓ 84 ✓ J 52 ◆ K 54 ◆ A K Q 10 4 ✓ A K 73 ✓ 93 ◆ 852 ◆ A Q 96 ④ ▲ J6 	Pass Pass W Pass Pass W Pass	1♥ 2♦ North 1♠ 2♦ 2♠ N	Pass Pass Pass Pass Pass E E	1♠ ? S 2♠ ? ? South 1♠ ? South	B) C) A) B) C) A) B) C) A)	3NT 3◆ 3◆ 2NT 3◆ 2NT 3◆ 2◆
$ \begin{array}{c} $	Pass Pass W Pass Pass W Pass Pass W	1♥ 2♦ North 1♠ 2♦ 2♠ N 1♥ 2♦	Pass Pass Pass Pass Pass Pass Pass Pass	1.★ ? ? 2.★ 2.♥ ? South 1.★ ? South 1.★	B) C) A) B) C) A) B) C) A) B)	3NT 3◆ 3◆ 3◆ 2NT 3◆ 2◆ 3NT 3◆
 ✓ K & 10 4 ✓ 9 ▲ A 72 ▲ A K 752 ✓ 84 ✓ J52 ◆ K 54 ▲ A K Q 10 4 ✓ ▲ A	Pass Pass W Pass Pass W Pass Pass W W Pass	1♥ 2♦ North 1♠ 2♦ 2♠ N 1♥ 2♦	Pass Pass Pass Pass Pass Pass Pass Pass	1.★ ? ? 2.★ 2.♥ ? ? South 1.★ ? South 1.★ 2.★	B) C) A) B) C) A) B) C) A) B)	3NT 3◆ 3◆ 2NT 3◆ 2NT 3◆ 2◆
$ \begin{array}{c} $	Pass Pass W Pass Pass W Pass Pass W	1♥ 2♦ North 1♠ 2♦ 2♠ N 1♥ 2♦	Pass Pass Pass Pass Pass Pass Pass Pass	1.★ ? ? 2.★ 2.♥ ? South 1.★ ? South 1.★	B) C) A) B) C) A) B) C) A) B)	3NT 3◆ 3◆ 3◆ 2NT 3◆ 2◆ 3NT 3◆

Bidding is not everything THERE IS IN LIFE!

PROBLEM O



Contract: 4♥. Lead: ♣5. East wins the trick with the King and plays back a trump. You take the Ace and... a) You play the King of Spades.

b) You ruff a Club.

Contract: 6♠.

Lead: •4.

c) You play the Queen of Diamonds.

PROBLEM 🕑

▲ Q1085
 ♥ AKJ
 ◆ AQ
 ▲ A753
 N

You draw all outstanding trumps and... a) Try the Heart finesse. b) Try the Diamond finesse.

c) Duck a Club.

PROBLEM 🕑

▲ AKJ962
♥ 53
♦ 64
♣ K62

 ▲ AKQ ♥ K3 ◆ J104 ▲ QJ1062 	
N	
w	E
S	
♠96 ♥A4 ♦AK9652 ♣A95	

Contract: 6♦. Lead: ♥Q. You play the Diamond Ace, everybody follows.

Which finesse(s) do you count on trying now or later? a) The Club finesse? b) The Diamond finesse? c) None of them?



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THE SOLUTIONS

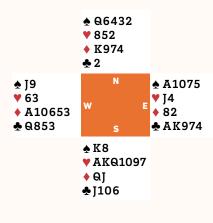


● 3NT 3♣ 4♥	= 5 = 3 = 2	No singleton, no desire to play ano- ther contract than 3NT or Four Hearts. Offer this choice by bidding 3NT.
 ₽ 1▲ 2▲ 3NT 3 	= 5 = 3 = 1	You have enough to play game, but opener's hand is not known precisely, and you don't stop the last suit, Spades. It's time for fourth suit forcing (1 \bigstar , not 2 \bigstar in standard methods).
2 ▲ 3NT 2♥	= 5 = 2 = 1	It is out of the question to jump to 3NT without a Heart stop opposite a pos- sible singleton in opener's hand. Bid 2♠, the suit you have a stopper in: affirmative third suit.
3♥ 3♦ 4♣	= 5 = 3 = 1	Your partner probably has shortness in one of the majors. Show him your Heart strength by bidding 3♥. He won't try 3NT if he is short in Spades.
3♦ 3NT 2NT	= 5 = 3 = 1	This is useful to know: by raising the fourth suit you show a good three-sui- ter and, in principle, the Ace in the fourth suit. This may allow you to play 3NT from the right side (partner's), if he has the doubleton Queen in Diamonds.
 3♥ 3★ 4★ 	= 5 = 3 = 1	2♠ does not promise six cards in Spades. 3NT is perhaps still the best contract if North has a half stopper in Hearts, the doubleton Queen for exa- mple. Repeat the fourth suit to try to find out.
2♠ 2NT 3♣	= 5 = 3 = 1	This is not a standard convention: the "neither nor". After $1 \Leftrightarrow (\Rightarrow) - 1 \heartsuit - 1 \Leftrightarrow -2 \diamondsuit (\diamondsuit)$, the $2 \bigstar$ bid describes a balanced hand with neither three Hearts nor a stopper in the last suit. With a 6-5 or a 5-5, we jump to $3 \bigstar$.
8 3♠ 4♣ 3NT	= 5 = 3 = 2	Watch out for the trap! 2, third suit forcing, is not natural. 3, is there- fore a true third suit that confirms the stopper in Hearts. Without a Diamond stopper, you can't bid 3NT. Show your

doubleton honor in Spades.

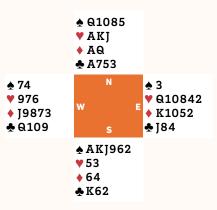


PROBLEM ① Start by playing Diamonds (line of play c)



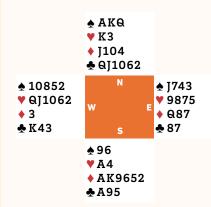
Given the trump return and the lack of an immediate entry to your hand, you won't be able to ruff two Clubs in dummy. Therefore, your tenth trick must be the Diamond King. Start by playing Diamonds. Later, when your Diamonds are unblocked, you ruff a Club to get back to dummy so that you can cash the Diamond King (a Spade + six Hearts + two Diamonds + a Club ruff = ten tricks).

PROBLEM Try the Heart finesse (line of play a)



In order to make good use of all your chances, you need to play a Heart towards the Jack (free finesse). If the finesse fails, you'll discard a Club on the Heart King and then ruff a Club in your hand. If they are not 3–3, you still have the Diamond finesse. That's a nice addition!

PROBLEM 3 Try the Diamond finesse (line of play b)



Win - Win. After the Ace of Diamonds, you eliminate Hearts and Spades and then present the Jack of Diamonds. If East follows, you let it run. Even if West can win with the Queen (doubleton), he can only exit with a Club or give you a ruff and discard. If East discards, you can still fall back on the Club finesse.