

Push Those Opponents

Board 61251-2040

West Deals

None Vul

♠ Q 8 6 5
♥ A 9
♦ 2
♣ A J 10 8 7 6

♠ K J 9 7 4 3

♥ J 8

♦ Q 8

♣ K 5 3



♠ A 10 2
♥ 7 5 4
♦ A 9 7 5 3
♣ Q 9

♠ —

♥ K Q 10 6 3 2

♦ K J 10 6 4

♣ 4 2

West	North	East	South
1 ♣	2 ♠	2 NT	Pass
3 ♣	Pass	Pass	3 ♥
4 ♣	Pass	Pass	Pass

Bidding Commentary:

I played this hand on the Team Game module. The bidding in the closed room was similar to my bidding above - until West rebid 3 ♣. North and South gave up and passed it out. West made his contract. I took a different, albeit more aggressive approach. There were a few factors that influenced my competitive 3 ♥ bid.

First, we are not vulnerable. It's always better to hold your frisky bids to when you have favorable or equal non-vulnerability. Second, I'm 6-5 in the red suits. Both of them are quality suits, containing 3 of the top 5 honors. Using upgrades, this 9 HCP hand is worth about 14 points. Third, if I can push West to 4 ♣, there is a good chance we can set them. I might take 1 heart and 1 diamond. That leaves 2 tricks that my partner might take in spades.

Play Commentary:

I prayed that partner would lead a spade to give the effort a good start. But, of course, he led a heart, won by declarer. West went to the dummy in diamonds and led the ♣Q for the losing finesse to my partner's king. I didn't expect that trick. Partner sent back another heart which I won. My next heart was ruffed high by declarer, who then pulled trump. He tried to develop the spades, but he finally had to end up in his hand from which he had to lead his spades. We got 1 spade, 1 heart, 1 diamond and 1 club – for a 4 imp gain.