Board 13

East Deals Both Vul



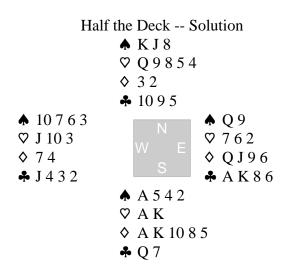
- 1. East opens 1 ♦. What should be our plan?
- 2. East opens 1 . What should be our plan?
- a. Suppose we double, and partner advances 1 ♠, with the opponents now silent. Is there a slam? Is there a game? What should we do?

♣ Q 7

b. Suppose we double, and partner advances 1 \infty. Does partner have four spades? What should we do now?

(Deal rotated for convenience.)





NS 4♠; NS 4♥; NS 3N; NS 3♦; NS 1♣; Par +620: NS 4♥=; NS 4♠=

1. East opens 1 ♦. A 1 NT overcall shows a good balanced hand, perhaps 15-19, but more likely a narrower range. Whatever the exact range, this hand is too strong for an immediate overcall. Our plan is to double first, and then bid notrump as cheaply is possible, showing a hand of about this strength.

If I were North, I would have opened 1 ♦ -- after a major suit overcall and a negative double, we'll be well placed -- but that's not what happened at the table.

- 2. East opens 1 \clubsuit . We have the strength (18 to 20 HCP) to double and then bid diamonds, but our suit should have six or more cards; A-K-10-8-5 is a weak five for this plan. Because partner could hurt us in hearts, there is a case for overcalling 1 \diamondsuit , but that could easily miss a game -- we would play in 1 \diamondsuit on this deal.
- a. We double, and partner obliges with $1 \spadesuit$. Partner is limited to a bad 9-count. Visualizing for slam, partner would need \spadesuit K, \spadesuit Q, \diamondsuit Q and \clubsuit K -- a $2 \spadesuit$ advance -- for a laydown slam on reasonable splits. That rules out a cue bid; we will be raising spades. We have a 5-loser hand, so we need help from partner to make game. A bump to $2 \spadesuit$ would show 16+ support points, so we jump to $3 \spadesuit$.
- b. Suppose we double, and partner bids $1 \, \heartsuit$. Advancing a takeout double is quite unlike responding to an opening bid. Advancer's bid will usually be our final strain, sometimes the final contract. Doubler won't be bidding any 4-card suits. Advancer's priorities are (1) major suit, (2) notrump, (3) minor suit. With two suits of the same length and rank to bid (even 3-3), advancer should choose the *higher*. If partner has four spades, they should also have five hearts for the $1 \, \heartsuit$ bid. $1 \, \heartsuit$ on this hand would be taking a position (a deliberate misbid), to avoid a 4-3 fit at $1 \, \spadesuit$: $\, \spadesuit \, 8 \, 6 \, 3 \, 2 \, \heartsuit \, K \, Q \, 9 \, 2 \, \diamondsuit \, 8 \, 3 \, \clubsuit \, 9 \, 3 \, 2$

In the modern style, a cue bid usually delivers 3-card support, although it could be slamming in hearts, a super-GOSH (good one-suited hand with slam possible) or, a good balanced hand without a stopper angling for notrump. Over the cue bid, advancer's primary duty is to bid notrump with a smattering of points that include a stopper. Second, advancer bids a lower-ranking suit of equal length, without increasing the level. A bid that increases the level, or a jump rebid, shows actual values in a 5-card suit. With nothing better to do, advancer rebids their original suit, which does not show extra length.

If we cue bid 3 \clubsuit , we must play hearts if partner insists. When partner jumps to 3 \heartsuit , we either pass or raise. 4 \heartsuit would be a terrible contract, except for the 3-3 heart split (36%) and that we know where all the cards are.

A boring $2 \diamondsuit$ bid over $1 \heartsuit$ (GOSH, 18+ HCP, usually 0-2 hearts), likely ending the auction, could well be best.