

Kyle of Lochalsh Teams

Saturday 6th February 2021

Bidding – Inviting partner

Suppose you open the bidding (12+) and partner makes a simple raise (6-9).
Something like 1H-2H.

If you've a really good hand you can now bid game on your own (4H).

With 15-17 or so you should make an **invitational bid** (3H).

Partner will raise you to game when it's good, and pass when it's not.

1) What do you bid next on the hands below?



(a) After 1S-2S



(b) After 1H-2H

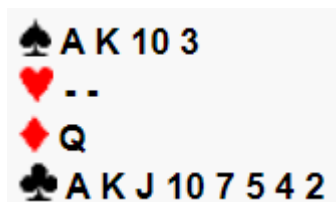
(a) *Pass or perhaps 3S, inviting partner to bid game with a maximum response*

(b) *3H, inviting partner to bid game with a maximum response*

The times to blast game on your own are with a very distributional hand.

You might make it even when partner is weak, or if not it'll be a good sacrifice.

Here are some examples where we got it right:



Aidan bid to 5C on his own and made it



Harry opened 2D, partner raised, he tried 5D.
It went off one for a good score

Now try Q2 here:

<http://www.nzbridge.co.nz/user/inline/3299/NZB%20Beginner%2003A%20-%20Quiz%20%26%20Answers.pdf>

Defence – Don't underlead an Ace

Underleading an Ace means starting a trick with a low card from a suit headed by the Ace. For example leading the 2 from A32.

This is risky as declarer could win with a singleton and then you'll never get your Ace.

So in a suit contract you shouldn't underlead an Ace.

(It's fine though in no trumps as there will be future rounds of the suit)

- 2) Have a look at the hand below. How many tricks should South lose in 4H?

Dir: West
Vul: All

♠ K 5 2
♥ Q 5
♦ K 10 8 7 2
♣ K Q 10

♠ J 7 4 3
♥ A 4
♦ A J 6 5
♣ A 7 3

	NORTH	
WEST	4	EAST
	SOUTH	

♠ A 10
♥ 8 6
♦ Q 4 3
♣ J 9 6 5 4 2

	♣	♦	♥	♠	N
N	5	6	8	7	6
S	4	6	8	7	6
E	8	6	4	5	6
W	8	7	4	5	6

♠ Q 9 8 6
♥ K J 10 9 7 3 2
♦ 9
♣ 8

	13	
14		7
	6	

He should lose **four** – one in each suit (the four Aces).

But when Alisdair played it West underlead his Ace of Clubs.

Declarer now had no Club loser! He just lost the three other Aces for 4H=

In their match Kevin and Michael were East-West and took their four Aces to beat 4H

In their match Harry doubled 4H and he and Aidan beat it by two (getting a Spade ruff).

Now watch:

https://www.nofearbridge.co.uk/minibrige/tutorials/Never_Lead_Away_From_An_Ace/lesson/index.php

Declarer Play – Draw Trumps

In general as declarer your *Plan A* should be to draw trumps.

There are two good reasons to delay:

- You want to ruff something in dummy
- You want to throw away some losers using dummy's winners

The danger of not drawing trumps is that the defence will ruff your winners.

3) You're West as declarer in 4H. The defence lead a Spade. You win in dummy. What suit do you play next?

♠ 6 4				♠ A K J 7 3
♥ A J 9 7 4 3 2				♥ K 10
♦ - -				♦ Q J 9 2
♣ 8 7 5 3				♣ K Q
	WEST	NORTH	EAST	
		1		
		SOUTH		

*If you draw trumps successfully you'll win 7 Hearts, 2 Spades and 1 Club. 10 tricks!
So playing Hearts gives a good chance of success.*

*But – you have only two Clubs in dummy and four in hand.
So you should begin by playing **Clubs**, going for ruffs in dummy.*

*The one suit to avoid is Spades – those winners can wait until you've drawn trumps.
And especially since the opposition lead Spades, so are probably looking for their own ruff.*

4) Alexander made 2D here. He got a Spade lead. Should he draw trumps immediately?

♠ A 9 3				♠ K 10
♥ - -				♥ A K J 10 9 2
♦ K 10 9 6 5 2				♦ J 8
♣ 9 8 7 2				♣ J 10 6
	WEST	NORTH	EAST	
		15		
		SOUTH		

Don't touch trumps yet.

There is a chance to ruff a Spade in dummy.

You should also use dummy's AK of Hearts to throw away two losing Clubs in hand.

All this has to be done before you lose the lead by touching trumps.

Altogether you win 3 Spades, 2 Hearts and 4 Diamonds for 9 tricks.

(Or looking at it another way, you only lose two Diamonds and two Clubs).

Now try Q1-4 here: <http://www.nzbridge.co.nz/user/inline/1845/NZB%20Improver%2005%20-%20Quiz.pdf>

Answers: <http://www.nzbridge.co.nz/user/inline/1810/NZB%20Improver%2003%20-%20Quiz%20Answers.pdf>