

# Board of the Week 39

By Dick Chapman

I can't present the bidding problems for both East and West at the same time. However, the hand is still worth a look. Club matchpoint pairs:

♠A10654 ♥62 ♦875 ♣A95	V: B D: E	♠KQ82 ♥AKJ85 ♦J4 ♣J4
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First, for the Flannery players, how should the auction go? Assuming you play 11-15, East has a 2 diamond opener. What is West's call? The hand is far too good for 2 spades and not nearly good enough for 4 spades. So, you think, 3 spades is the right call.

As Johnny Carson didn't say, "not so fast, Bridge Breath." There is another call available. That would be 2NT, which asks for a further description of opener's hand. The responses:

- 3♣ 1=3 in the minors
- 3♦ 3=1 in the minors
- 4♣ 0=4 in the minors
- 4♦ 4=0 in the minors

Wait a moment, none of this applies. What else?

- 3♥ 2-2 in the minors, 11-13 hcp
- 3♠ 2-2 in the minors, 14-15 hcp
- 3NT 2-2 in the minors, 14-15 and the points are concentrated in the minors. This is by partnership agreement. There are other treatments.

After 2D-2NT, responder sets the contract after opener's rebid. Today it might go

2♦\*-2NT-3♠\*-4♠

\*Flannery \*\*2=2 minors, 14-15 hcp

As West, do you like partner being top of range? I do, and I'm bidding game with my 10 points.

The auction would go the same if opener is 2♦ and South doubles the artificial bid to show a diamond suit. If South bids 3♦, West can double (which is not for takeout because East has already fully described; it's business) or take a flyer at 4♠.

Flannery is popular around LRDBC, but it's not universal. So let's do it the non-Flannery way. 1♥ by East, 2♦ by South. West 2♠, forcing. Now it's back to East. East doesn't like the shape of the minors, but certainly likes the five spades that West is showing and also has an ace more than the opening bid promised. What now?

Some would bid 3♠, a mild invitation to game. West will pass and play there. In my view, the 3♠ call is too passive. I would also not bid 4♠ with the East hand. In my non-expert view, there is a strong invitational bid available. It will get you to 3♠, where are going

anyway, but it show a significantly stronger hand than a 3♠ call.

Try 3♦. Cue bidding the opponents' suit isn't game forcing. West can put on the brakes with 3♠, but look at the West hand. When you hear 3♦, what is your call? I'm bidding game, every time, right or wrong.

Here's the full hand:

	♠93 ♥1097 ♦Q109 ♣Q8732	
♠A10654 ♥62 ♦875 ♣A95		♠KQ82 ♥AKJ85 ♦J4 ♣J4
	♠J7 ♥Q43 ♦AK643 ♣K106	

As you can see from the layout, today this will make 11 tricks, losing 2 diamonds only. Yes, there is some luck in that the hearts are 3-3 and spades are 2-2, but the contract is 4, not 5, and you don't need all the luck you had. Just some of it. You draw trump, ruff out the heart queen, and return to dummy to discard losers on the heart suit.

So how did it go at the club? Here's the traveler:

Bid	By	Ld	Tks	+Sc	-Sc	+	-
2♦	S	6♥	3	110		12	0
2♥	E	A♦	-1	100		11	1
3♠	W	3♣	3		140	10	2
2♠	W	Q♦	4		170	8.5	3.5
2♥	E	A♦	4		170	8.5	3.5
2♥	W	7♣	5		200	5	7
3♠	W	Q♦	5		200	5	7
3♠	W	9♦	5		200	5	7
3♠	E	K♦	5		200	5	7
3♠	W	9♦	5		200	5	7
2♠	E	3♦	6		230	2	10
4♠	E	A♦	4		620	1	11
4♠	E	A♦	5		650	0	12

As you can see, only two pairs found the spade game. Of course I don't know the auctions at these tables, but maybe this discussion of methods will help the reader. The non-Flannery East is in the driver's seat here. In my view, East must show the strong hand by cue bidding. The Flannery West is in the driver's seat, and can bid 2NT to find out more about opener's hand.

See you at the club!