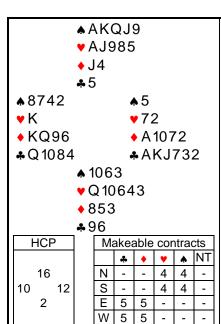
## CBAI Fun Teams 2015 Analysis of the hands from the Second Session

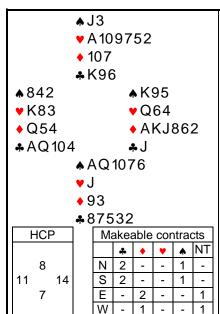
The theme throughout my year as CBAI President was 'Improve your Game' where I tried to encourage players to sit down and discuss a few new ideas with their partners. This is my last official event and I offer this constructive commentary in the hope that it might help our Intermediate and Novice players appreciate how good they played today and maybe get us all thinking a little more about this wonderful game. As ever I am only too delighted to talk to anyone about bridge now or in the future. A big thank you to all who helped and supported me during my big year. I am assuming a Weak No-Trump, 4-card Major and an otherwise simple system. But all systems are good. Fearghal.



Board 1	: Dealer Nort	th : Love all	
West	North	East	South
	1 ♠	2*	Pass
3♣	3♥	<b>4</b> 🚓	4♥
5♣	All Pass		

What a lively board to start with! Both sides can make Game. N/S can make  $4 \checkmark$  or  $4 \spadesuit$  and E/W can make  $5 \spadesuit$  or  $5 \spadesuit$ .

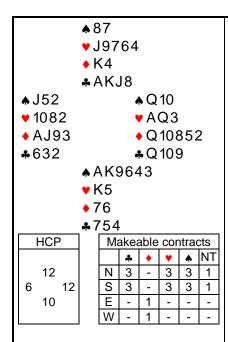
So whoever bids the highest and wins the auction will win the board. The optimum result on the board is 5♠x-1 (or 5♥x-1) for 100 to E/W but this is unlikely to be achieved and it more likely that one side or the other will bid and make game.



Board 2 : Dealer East : NS vulnerable			
West	North	East	South
		1 ♦	Pass
2.	Pass	2♦	Pass
2NT	Pass	3NT	All Pass

E/W have 25 HCP so no one can fault them for being in 3NT if N/S remain silent. To beat 3NT, North will have to find a Spade lead or a Spade switch when he gets back in.

Of course if South overcalls 1, then E/W will have no chance of making 3NT when North dutifully leads an immediate Jack of Spades. However not all South's will overcall and to be fair it's not at all clear that South is really worth a vulnerable 1, overcall?

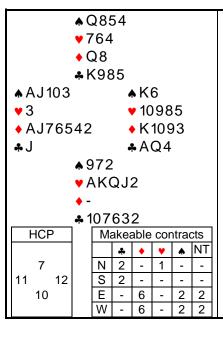


Board 3 : Dealer South : EW vulnerable			
West	North	East	South
			Pass
Pass	1♥	Pass	1 ♠
Pass	2.	Pass	3♠
All Pass			

South has a perfect 'weak-two' opening but we are not allowed to play them in this 'simple-system' event. Therefore some South's might open 1 and there's not much wrong with that.

South has a nice hand and if he doesn't open 1 he will respond 1 he and then jump to 3 he on the second round to show his 10-11 point hand with a good 6-card Spade suit. South has an easy 9 tricks in his Spade contract as long as he leads towards his two red kings!

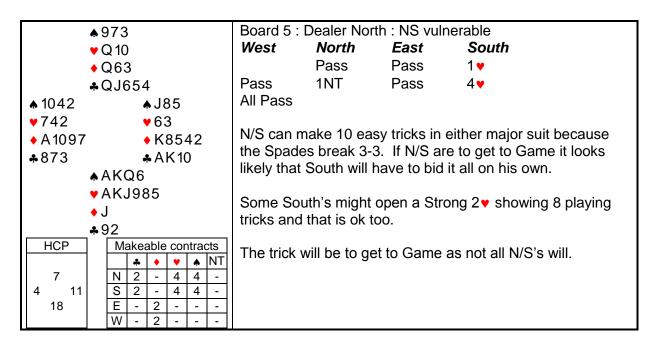
If South opens 1 • - it will be nearly impossible for N/S to stay out of Game and that will not be good news for them.

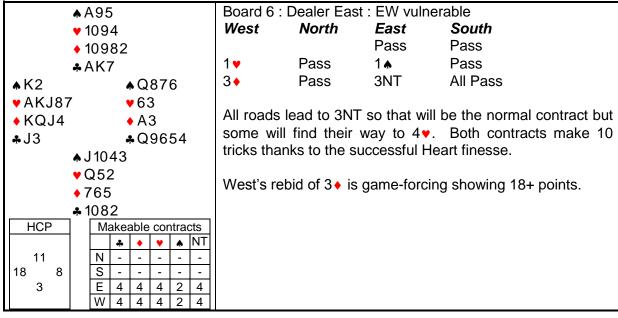


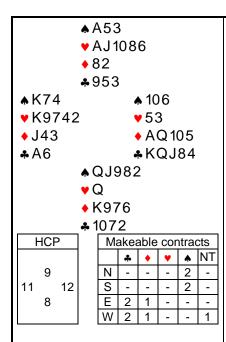
Board 4 : Dealer West : All vulnerable			
West	North	East	South
1 ♦	Pass	1♥	2♥
3♦	Pass	3NT	Pass
4♦	Pass	5 <b>♦</b>	All Pass

E/W can make 12 easy tricks in a Diamond contract but the trick will be to get to play in Diamonds at any level. Should West open 1 ◆ or 3 ◆? With 2 Aces, West is definitely too strong for a 3 ◆ pre-empt. So 1 ◆ is correct. Some East's will respond 1 ▼ and this will throw our South friends a bit. Some of these South players will try a natural 2 ▼ bid....but will their Master partners take it as natural?

If South wasn't on lead, 3NT would be a great contract for East. Most West's will get to 4 • one way or another and that might be as high as most of them get.







Board 7 : Dealer South : All vulnerable

West North East South
Pass

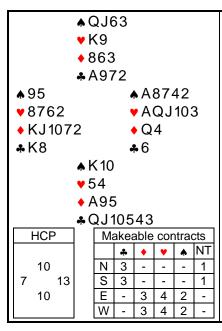
Pass Pass Pass!

There will probably be three Passes round to East and then East will have to decide whether or not to open the bidding.

With 12 HCP most Easts will open 1♣ and rebid 2♣ over West's 1♥ response. But then West might try 2NT and it might all get too high for E/W? Hopefully no East will rebid 2♦ - a 'reverse' showing a very good hand because now it really will get too high!

There is also the chance that by East opening the bidding N/S might find their Spade fit and bid and make 2.4.

Any East who has heard of the 'Rule of 14' for deciding whether or not to open the bidding fourth-in-hand will Pass. The 'Rule of 14' – add the number of Spades in your hand to the number of HCP – if it comes to 14 or more you open and if it doesn't you Pass.



Board 8 : Dealer West : Love all

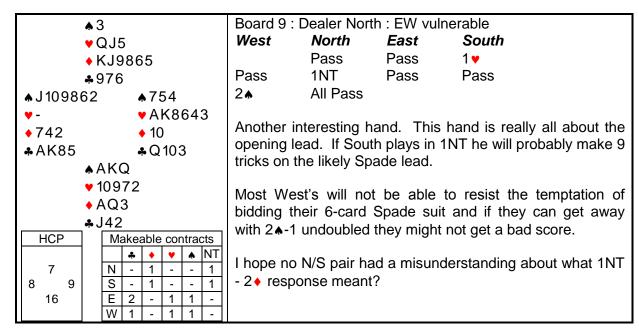
West North East South

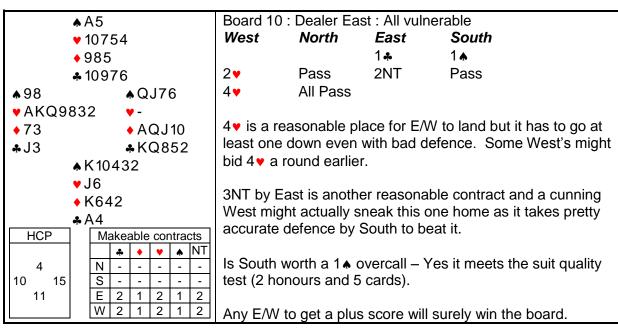
Pass Pass 1♠ 2♣

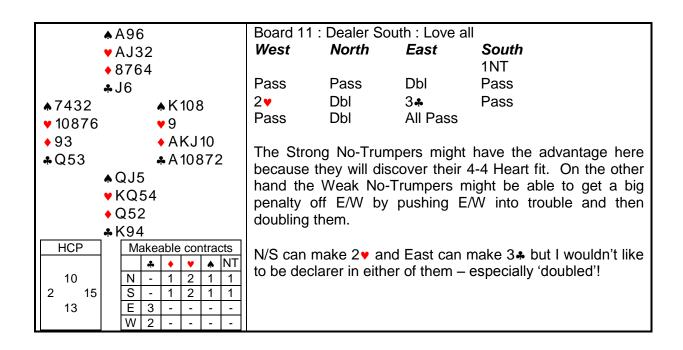
3▼ Pass 4▼ All Pass

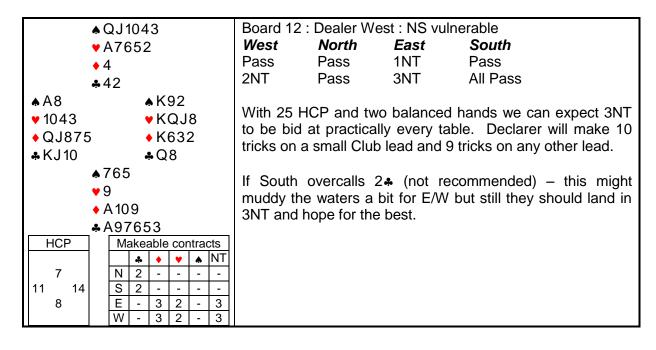
E/W can make 10 tricks in a Heart Contract but of course very few will actually bid 4. Those counting 'losers' should be able to bid it because West has 8 losers and East has 6. Declarer has a lot of work to do to make 10 tricks – finesse the Heart, draw trumps, knock out the Ace of Diamonds and then get to dummy to enjoy the Diamonds.

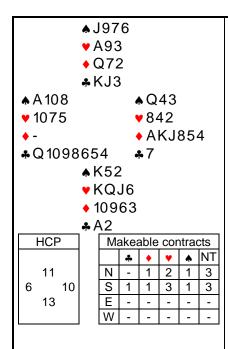
N/S have a nice Club fit and they can sacrifice in 5\*x-2 to lose only 300 instead of 420 but understandably very few N/S will be tempted to take the sacrifice. Of course declarer in 5\*x will have to be inspired to hold up the Ace of Diamonds for one round to avoid going 3 off.











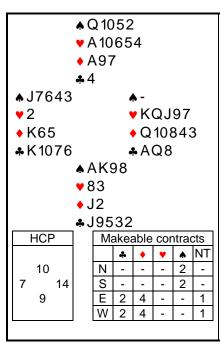
Board 13: Dealer North: All vulnerable West North East South Pass Pass 1NT Pass Pass 2. 2 🔻 Pass 2NT Pass 3NT All Pass

Another board where both sides have a lot of decisions to make. One thing is for sure – any Novice who makes 3NT on this board is going to a first rate Bridge player!

With the working Club finesse declarer has 7 tricks (4 Hearts and 3 Clubs). He can try for two extra tricks in Diamonds or Spades and to be fair Diamonds look like a better prospect but sadly playing on Diamonds will lead to defeat as the cards lie.

The only line that works today is to play a Spade to the 9 in dummy on the first or second round of the suit....but who will do that?

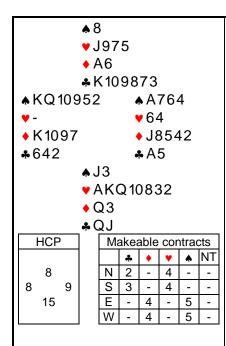
Any N/S who stay out of Game might end up being the happier....today.



Board 14:	Dealer Eas	st : Love all	
West	North	East	South
		1♥	Pass
1♠	Pass	2♦	All Pass

E/W need to show discipline if they are to avoid trouble on this board. The first 3 bids by E/W should be common at all tables.

West does best to pass 2♦. Nothing else fits the bill. 2♠ should show better and longer Spades, 2NT shows 11-12 and 3♣ shows 13+. So by a process of elimination West has no option but to pass. All will be well if E/W can manage to eventually land in a Diamond partscore contract. This will play for 10 tricks if declarer is able to drop the doubleton Jack of Diamonds in the South hand and for 9 tricks otherwise.



Board 15 : Dealer South : NS vulnerable

West North East South

1 ♥

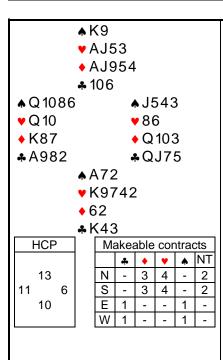
1 ♠ 4 ♥ 4 ♠ 5 ♥

Pass Pass Double All Pass

Another hand where those who are not afraid to bid will be well rewarded. In practice most N/S will make 5♥ because not all East players will overtake their partner's ♠K lead with Ace in order to switch to a Diamond.

Does South open  $1 \checkmark$ ,  $2 \checkmark$ ,  $3 \checkmark$  or  $4 \checkmark$ .  $1 \checkmark$  is best with so many points but once North supports, South will most likely take the push to  $5 \checkmark$ .

Not all E/W's will get to 4♠. E/W will make 5♠ if declarer plays a Diamond to the 10. But in real life 5♠ will probably go down as it makes sense to play a Diamond to the King playing South rather than North for the ♠A. But even 5♠-1 should be a great board for E/W.



Board 16 : Dealer West : EW vulnerable

West North East South

Pass 1 → Pass 1 ▼

Pass 3 ▼ Pass 4 ▼

All Pass

Not all N/S's will bid Game here. Some will languish in 2♥ and others in 3♥.

If North rebids 3♥ rather than 2♥ then South has an easy 4♥ bid. Similarly if North simply rebids 2♥ and South can find a raise to 3♥, then North will raise to 4♥.

If Game is missed, North should be ready to take the blame as he has a really beautiful hand. Nearly all his points are in Aces and Kings and he should deduct a loser from his hand to reflect this.

Of course South then has to make 10 tricks but as long as he doesn't draw more than two rounds of trumps he will be ok.

