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Colby Free Press Friday, August 6, 2004 Page 9 Bridge

You are South in each of the following three hands. What would you bid at the point where the question mark appears?

South	West	North	East
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÷			
2. 🛧 Q	J3 ♥ AK.	J65 ♦ AQ8	84 🕈 10
South	West	North	East
1 🎔	Pass	1 🛧	Pass
2 🔶	Pass	3 🛧	Pass
?			

West North East South Pass 1 🎔 2 🔶 ? **Bidding Quiz**

1. Two notrump. A jump to two notrump is the best way to describe your values. It indicates 18 or 19 high-card points, notrump distribution and at least

one stopper in each of the opponents' suits. However, the best final contract is still uncertain. Partner might go along with notrump, or he might have a hand that he thinks is better for suit play. You will follow wherever he leads, since your values are flexible enough to fit any hand pattern he might have.

2. Six spades. Taking into account your extra values, partner's jump to three spades and your excellent support for his suit, there should be no doubt about making 12 tricks. The only real question is whether a grand slam can be made.

If you start by assuming that partner has six spades to the A-K and the ace of clubs, you are already on the verge of a grand slam. Any other feature North might have, such as the queen of hearts or king of diamonds, is almost sure to yield 13 tricks. However, it's far from certain that North has the A-K of spades and ace of clubs, so the simplest thing to do is to jump to six spades and hope North has the values to carry on to a grand slam.

This is not the right type of hand for Blackwood. Learning that partner has two aces and either one or two kings would not settle the issue of whether there's a grand slam in the cards.

3. Four spades. Simplest is best. The probability of making 10 tricks at spades is overwhelming, and you should make sure of getting there without running the risk of being dropped at a less-than-game contract. There is a difference of opinion among players as to whether a jump to three spades in this situation — opposite partner's overcall — is forcing or merely invitational. Regardless of which school you come from, you should go directly to four spades in the present case rather than risk a partnership misunderstanding.

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The bidd	ling:		
East	South	West	North
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Opening	lead — s	ix of spad	les.
	An Op	oen Bool	K

Zits • Jim Borgman & Jerry Scott



Sally Forth • Greg Howard



Cryptoquip

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C WENNTWA QA'U ZA Y	NPOQTX QTRTBHQYK. ZEA
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Family Circus • Bill Keane



"That's gonna be a hard act to follow."

The bidding by the opponents often helps declarer find the winning line of play. Consider this deal where South winds up in three notrump after East opens the bidding with one spade.

West leads the six of spades, and, after dummy appears, declarer knows virtually everything he needs to know about East's hand. To start with, he identifies the six as West's only spade, marking East with the K-Q-J-10-8.

South also knows that East has both missing red kings, because he would not have had enough to open the bidding without them. Declarer furthermore sees that he has only eight sure tricks (including the heart finesse that the bidding indicates is sure to succeed). South's task, therefore, is to turn dummy's queen of diamonds into a trick even though East is known to hold the king.

Superficially, this seems an impossible assignment, but actually it is not terribly difficult. South ducks East's ten of spades at trick one and wins the spade continuation at trick two. He then leads a club to the ace and returns the heart queen.

After East covers with the king, South takes the ace and cashes the J-10 of hearts and the K-Q of clubs. At this point, dummy holds two spades and three diamonds, while East holds three spades and two diamonds.

Declarer now puts East on lead with a spade, intentionally allowing him to cash three spade tricks. But then, with only the K-10 of diamonds remaining, East is forced to lead one of them. Whichever he chooses, South scores the last two tricks with the queen and ace of diamonds to make three notrump.



"They have all those needles 'cause they don't like to be climbed.'