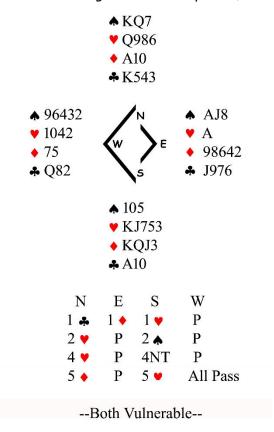
331. Using Help Suit as a Slam Try

Published on page 10 of the Trail Times, Tuesday May 2nd, 2017 No Column during the week of April 26, 2017



This is a very interesting hand that occurred at the Kootenay Jewel Bridge Club. We play bridge every Monday at noon at the Warfield Hall. A lesson starts half an hour before game time.

The bidding:

North, with no five-card major, opens his better minor, One Club. East makes a terrible overcall, since any overcall that is not a full opener must be a lead directive bid which this is not.

However, people strive to make this overcall because it may cause confusion. South bids One Heart which shows only four Hearts, but some players incorrectly think this shows five. That is the case over a One Heart overcall, however.

North raises, showing four-card support, and South bids Two Spades which is help suit game try showing a suit with three losers asking for help. North has help and enough for game opposite ten points, so he jumps to game.

South was not playing help suit, but instead he was looking for slam and needed help in his worthless doubleton. South asks for keycards which is normally not done with a worthless doubleton unless partner has shown strength in it. North shows one or four keycards. It cannot be four, and South signs off in Five Hearts.

Opening Lead: The Spade Six, second top of nothing, is the normal lead because it goes through strength into declarer's stated weakness. However, his partner bid, and the Diamond Seven is the compulsory lead.

The Play:

Declarer has no problem with a Diamond lead and plays trump. Once the trump Ace is won, another Diamond is returned. Declarer draws trump and claims 11 tricks.

As it turns out, there is no good defense, but it certainly is not Diamonds. Bad overcalls lead to the correct defense, if there is one, not being found.

The Result:

Declarer makes 11 tricks for +650.