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Jeff Kroll Sam Khayatt

Page 40, It's Your Call, Problem 1 – Partner bids 3N over a pre-empt. What is 4C?

This auction comes up enough to discuss with your partner. Lefty preempts 3H (same idea with any suit) and partner bids 3NT. You have a decent hand and want to explore with your seven-card suit (clubs, in this case). What does 4C mean?

Partner can have a range of hands, from a strong balanced hand, to a decent hand with a heart stop and a long running minor. Grossack shows three sample hands.

The panelists all agree 4C in this sequence is not Gerber. Is it Stayman? Is it natural? This should be discussed and decided upon with your partner. In this case – because clubs is our suit and we have four spades – either interpretation of 4C works. However, the fact that it works in this case does NOT eliminate the need to resolve this with your partner. Most panelists bid 4C to see what would happen.

Without methods to show this hand, the second choice is just to settle for 3NT as this is often the best contract.

Page 48, **Helms** – 1N – X - ??

Partner opens 1 NT, Righty makes an equal -value double and we hold: $43 \lor Q7 \lor 8754 \ddagger J9765$. We are playing Stayman and transfers, neither of which does us any good. We shouldn't transfer into a five-card minor; it should be at least six (because the transfer happens at the three-level). Helms has a neat suggestion on how to handle having a bad hand and a five-card minor in this auction.

He suggests that you redouble, asking the partner bid 2C. If your suit is clubs, you pass, if your suit is diamonds, you correct. The redouble is alertable.

Page 54, Boehm – Reverses

First hand (top of column 1)

You open 1D and partner bids 1S. You can't bid 2H because it would force partner to bid 3D to return to your first suit when he has a weak hand without heart support. A reverse is not a convention; it is a natural part of bidding. You play reverses, whether or not you play them correctly.

In this situation, you would need 17+ points to bid 2H. So you must rebid 1NT (our choice - notrump pays better than a minor; we'll take our chances with the clubs).

Second hand (bottom of column 1)

Reverses are forcing for one round. The hand at the bottom of the column has the strength to reverse. Open 1 C (the lower-ranking suit is always longer than the higher-ranking suit), planning to bid 2D on your second bid. When you now rebid diamonds (on your third bid) you show a strong hand with at least five diamonds and at least six clubs.

Responder's reverse (column 2)

Responder can also reverse. A reverse by responder shows an opening hand (and, therefore, is game-forcing). The first-bid suit is always longer than the second bid suit.

The hand shown after the third full paragraph shows a typical auction: $1 \diamond - 1 \checkmark | 2 \diamond - 2 \diamond$. This is a reverse showing longer hearts than spades and an opening hand. It is safe to bid the three-card spade suit; partner denied four spades when he rebid diamonds, so he shouldn't raise spades now.

Dummy reversal (column 3

In the context of declarer play, a dummy reversal occurs when the dummy becomes the hand long in trump because declarer is trumping in the closed hand. In the example, you are playing 6♥ and, unfortunately, trumps split 4-0. If you pull trump, you won't be able to trump the fourth spade in dummy and must rely on a 3-3 spade split. That split happens 35.5% of the time – not good odds. A better play is to trump two of dummy's diamonds in declarer's hand (note that declarer has high trumps and won't be over ruffed) and then pull trump, using the K 10 in dummy to pull the last 2 trump.