

"2 Over 1 Game Force"

Practice Hand # 2 – Bill Voedisch

The 1S - 2H Auction

A "2 over 1" auction can be 1S – 2H. Responder is showing an opening hand and at least 5 hearts. How should this auction go given these N-S hands?

The Hand:

North

S: Jx

H: KQT83

D: A842

C: K8

West

S: AT85

H: J963

D: QJT

C: 94

East

S: 92

H: 4

D: 9753

C: AJ7532

South

S: KQ764

H: A72

D: K6

C: QT8

The Bidding:

South deals and starts 1S, EW stay silent. North responds 2H. South's next bid must be 3H, immediately showing 3 card or longer support for responder's heart suit. South does NOT bid 2NT. North goes 4H which ends the bidding.

The Play:

East is on lead and doesn't like clubs, spades or hearts, all for good reasons. So East starts a dime and the proper card is the 7. The 7 generally denies an honor but preserves the 9. North needs to plan the play.

First, where does North want to win the first trick? They should be looking beyond pulling the trump suit and see the spade suit as a source of tricks after hearts are gone. North needs the dime entry to dummy later to run spades, so he should win West's T with his A. (Note West played the smallest of 3 equal cards in 3rd chair, Ten of dimes form QJT.)

How does North play hearts? If you said lead small to the A, you have flunked the hand. Go to your room without dessert. 😊 Start the K of hearts from your hand. Why? Because you can never pick up the J9xx of hearts from East, but you can from West But ONLY if you KNOW they started with J9xx. And you find this out when you start the K and then lead small to the A. Bingo, East shows out and now West's original J9xx of hearts is toast.

After hearts are gone in 4 leads, North tables the J of spades. West holds up but wins the spade continuation to the K with the A, and leads the Q of dimes, not wanting to break clubs. (It can cost the defense tricks when they break new suits.)

Dummy wins and North can cash only 1 more spade for a dime pitch. In the end North loses the 8 of dimes to East's carefully preserved 9. Making 4.

Lesson: Don't lead top of nothing from Txxx, 9xxx or 8xxx. Lead your 2nd highest card. Had East started the 9 of dimes, North makes 5, North's 8 of dimes beating East's 7 at the end.