For a Future LSBC Newsletter and Corner

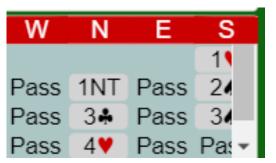
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When holding a 3 loser hand, especially at IMPS, drive to game.

7	4 ♥ S=	620		6.7	4
8	3NTS+1	430		5	
9	4 ♥ N=	420		1.9	
10	1NTN=	90		2	
11	4 ♥ S=	420		1.5	
				41.8	0.0
7		N Robot ∧7 ∨73 ↓J108 ∧KQJ7642			
♥864 F ♦A764 F ♣98 F		WNEPass1NTPaPass3♣PaPass4♥PaPass	ss 24 ss 34 ss Pat	 Robot Q93 ↓J5 KQ532 ↓A53 	
A. •		S texashen	68		4♥ South 0 0



S 1H (This is a 3 loser hand: 1 spade, 1 diamond and 1 club. I am definitely going to game but I don't know if it will be hearts or spades. Even though this is a powerful hand it only has 16 hcp. I don't open 2C with 16 hcp. Since I'm so distributional there is little chance that it will be passed out at 1H.)

N 1NT (North would need an opener/near opener to bid on the 2 level playing 2 over

1. So, 1NT forcing is the only choice North has. It does not promise anything but 6

points and less than 4 spades, and usually less than 3 hearts)

S 2S (This hand is strong enough to reverse. Forcing for 1 round)

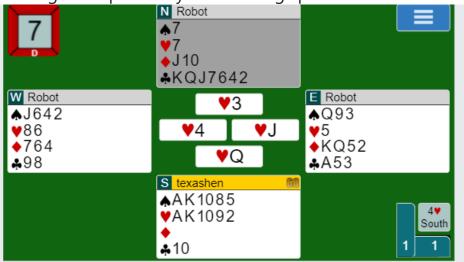
N 3C

S 3S (Giving North the choice between game in hearts or spades, showing at least: 5 spades and 6 hearts)

N 4H (Easy choice.)

Passed out.

West leads the Ace of diamonds and then correctly switches to the 4 of hearts - looking to stop dummy from ruffing spades.



That stops me from ruffing 2 spades. But I still get to ruff 1 spade. So, all I lose are: 1 spade and the 2 minor suit aces. Making 4.

If I pull trump immediately, I will lose 2 spades in addition to the 2 minor suit aces as I can never reach dummy.