## For a Future LSBC Newsletter and Corner

Jeff Kroll [texas.blue.hen@gmail.com](mailto:texas.blue.hen@gmail.com)
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To: Julia Gibson [reggibson@comcast.net](mailto:reggibson@comcast.net);Ron Francey [revronfrancey@hotmail.com](mailto:revronfrancey@hotmail.com) When holding a 3 loser hand, especially at IMPS, drive to game.


| W | N | E | S |
| :---: | :---: | :---: | :---: |
|  |  |  | 11 |
| Pass | 1NT | Pass | 2. |
| Pass | 3* | Pass | 3. |
| Pass | 4 | Pass | Pa: - |

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, 1 NT 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 2 S (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.

