

CHALLENGE THE CHAMPIONS

Welcome to the eleventh issue of 'Challenge the Champions', as always you are presented with 8 bidding problems (you are playing west). The basics of the bidding system used are outlined on page 3. The answers to the problems along with the opinions of some of the world's best players will be available online from Monday 30th October at www.playbridgeuk.com - If you would like a **FREE** issue of BRIDGE (in which we run a bidding competition every month) then please email matt@chesscenter.com

PROBLEM 1

Love All; IMPs; Dealer South

♠ A 9 5
♥ A Q 8 2
♦ A K 10 9 3
♣ A

| WEST | NORTH | EAST | SOUTH |
|------|-------|------|-------|
| - | - | - | 3♣ |
| Dble | Pass | 3♠ | Pass |
| ? | | | |

PROBLEM 2

Love All; IMPs; Dealer West

♠ A K
♥ A 9
♦ 10 8 7
♣ A K Q 10 9 8

| WEST | NORTH | EAST | SOUTH |
|------|-------|------|-------|
| ? | | | |

This month's panel includes...



Justin Hackett



Andrew Robson



Liz McGowan



Sabine Auken



David Burn



Marc Smith

PROBLEM 3

EW Game; IMPs; Dealer East

♠ A J 10 9 5
♥ 2
♦ 4 3 2
♣ A K J 9

| WEST | NORTH | EAST | SOUTH |
|------|-------|------|-------|
| - | - | 1♥ | Pass |
| 1♠ | Pass | 3♦ | Pass |
| ? | | | |

PROBLEM 4

Love All; IMPs; Dealer East

♠ A K Q 5
♥ A 3
♦ 9 5 4 2
♣ J 6 4

| WEST | NORTH | EAST | SOUTH |
|------|-------|------|-------|
| - | - | 2♣ | Pass |
| 2NT | Pass | 3♥ | Pass |
| 3♠ | Pass | 4♦ | Pass |
| ? | | | |

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PROBLEM 5

Love All; IMPs; Dealer South

♠ Q J 4
♥ A K
♦ A K 10 9 6 5 3
♣ 2

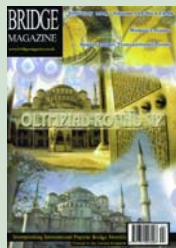
| | | | |
|------|-------|------|-------|
| WEST | NORTH | EAST | SOUTH |
| – | – | – | 1♣ |
| ? | | | |

PROBLEM 6

Love All; IMPs; Dealer West

♠ 2
♥ A K 10 7
♦ K 10 7 5 3
♣ A J 8

| | | | |
|------|-------|------|-------|
| WEST | NORTH | EAST | SOUTH |
| 1♦ | Pass | 2♣ | 2♥ |
| ? | | | |



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PROBLEM 7

Game All; Pairs; Dealer South

♠ A K Q J 10 9 7
♥ A 5
♦ –
♣ K Q 3 2

| | | | |
|------|-------|------|-------|
| WEST | NORTH | EAST | SOUTH |
| – | – | – | 1♦ |
| ? | | | |

PROBLEM 8

Love All; IMPs; Dealer West

♠ K 10 9 7 6
♥ Q J 7 5 3 2
♦ 6
♣ 5

| | | | |
|------|-------|------|------------------|
| WEST | NORTH | EAST | SOUTH |
| Pass | 1NT | Pass | 2NT ¹ |
| ? | | | |

¹weakness take-out into a minor or a strong hand with both minors

The answers to this week's problems along with expert commentary from 22 of the world's best bridge players will be available for download from Monday 30th October only at www.playbridgeuk.com

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CHALLENGE THE CHAMPIONS

Basic system

Natural, 4-card majors with a major bid before a minor (clubs before diamonds and hearts before spades), limit raises in uncontested auctions, weak no-trump, weak 2♦, 2♥ and 2♠ (5–9, 6-card suit) with a 2NT relay asking for a high-card feature.

No-trump bidding:

After 1NT 12-14, 2♣ = Stayman, 2♦/2♥ = transfers, 2♠ = a raise to 2NT or a balanced slam try, 2NT = minor-suit sign-off or slam try with both minors (continue with major-suit shortage).

1NT rebid = 15-17 with a 2♣ enquiry encompassing all forcing sequences. Jump 2NT rebid = 18-19. Non-jump 2NT rebid = game-forcing. 3NT rebid = running suit.

After 2NT, 20-22, 3♣ = Stayman, 3♦/3♥ = transfers, 3♠ = slam try with both minors.

Initial response:

Jump shifts are either single-suited or two-suited with opener's suit.

Baron 2NT (16+) after 1♣/1♦. 2NT after 1♥/1♠ = game forcing with 4+ card support (simple continuations natural, jumps splinters).

Continuations:

Reverses are forcing for one round after a 1-level response (preference to the first suit and 2NT are the only non-forcing continuations, rebid of responder's suit is one-round force, game-forcing otherwise). All high reverses are game-forcing. Change of suit forcing for one round after a two-level response. Jumps when a bid of the suit one level lower is forcing are splinters, as are 4-level responses in a lower-ranking suit to 1♥/1♠. 4th suit = game-forcing. When responder's suit is raised a return to opener's suit is forcing.

Slam bidding: Roman Key Card Blackwood. Gerber (only immediately after 1NT and 2NT). Cue-bids are generally first-round ahead of second.

Competition: Responsive and competitive doubles through 3♠, negative doubles through 3♠ – after that doubles are value showing, not penalties.

Cue-bids in competitive auctions show value raises in partner's suit whilst raises are pre-emptive. Lebensohl applies after interference over our 1NT (through 2NT shows a stopper).

Overcalls: In response to an overcall: UCB = 3 trumps, jumps = fit jumps, jump cue = 4-card raise, change of suit = constructive, non-forcing.

Weak jump overcalls, intermediate in 4th. Michaels cue-bids.

Defences: Against all pre-empts, take-out doubles.

Over their 1NT, 2♣ = majors, 2NT = game-forcing 2-suiter.

Over a strong 1♣, natural, double = majors, 1NT = minors, pass then bid is strong.

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