



Rebidding No-trumps when outside the range for opening 1NT. SA version. Part 2 of 2. Updated Summer 2015

Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: North	Board #: 1
<a href="#">Play this hand online!</a>	Vulnerable: None

North		East	
♠ K6		♠ Q82	South
♥ Q73		♥ T852	
♦ QT9653		♦ A874	
♣ 43		♣ 86	
West		South	
♠ JT943		♠ A75	
♥ AJ9		♥ K64	
♦ 2		♦ KJ	
♣ QT97		♣ AKJ52	

This series (following on from another elsewhere in this edition) is all about rebidding balanced hands unsuitable to be opened with 1NT.

There is a perfect No-trump bid for every balanced hand, even when you can't open 1NT to show 15 to 17 points.

This series gives you further practice in bidding those balanced hands that are the wrong strength to be opened with 1NT.

As a reminder, here's how it goes:

- With 12 to 14 points open one of a suit and rebid No-trumps at the lowest level unless you can support partner's suit
- With 15 to 17 points open 1NT
- With 18 to 19 points open one of a suit and rebid No-trumps at the lowest level plus one (i.e. jump a level).

Hand 1: You have a powerful hand that you need to describe accurately. How?

After the auction closes you'll have an interesting play challenge. Which suit should you develop and why?

West	North	East	South
-	P	P	1♣
P	1♦	P	2NT
P	3NT	P	P
P			

Lead: ♠ J

### Bidding.

Our hand is far too strong for a 1NT opening bid (15 to 17) so we open 1♣ in third seat and await partner's response. When North replies 1♦ we make the perfect bid... a jump to 2NT showing exactly 18 to 19 points.

Partner now raises to 3NT, hoping that his long suit is a valuable source of tricks in No-trumps.

### Play.

What is especially interesting about this hand is that, even though we have all the points, partner has all the needed tricks. Our **Count of top tricks** shows us that we have two Spade tricks and two Club tricks. We need five more [sigh...] but, thanks to dummy's suit, they are available in the guise of the long Diamonds.

We need to take great care in order to make this. Firstly, at trick one, we can blow the whole thing if we take the trick in dummy with the ♠K. We need to take it in hand with the ♠A, preserving the ♠K as a later entry.

At trick two, we immediately attack the Diamonds by leading the ♦K to unblock the suit, remembering our standard strategy of attacking the suit that will provide the extra tricks. Note that leading the ♦J on the first round of Diamonds would be a losing play. We'll leave it as an exercise to the reader to see if you can spot the two ways the defense could thwart us.

Trick three provides another opportunity to go down. If we don't *overtake* the ♦J with dummy's ♦Q, we'd have to spend our last entry, the ♠K, and the wretched opponents would keep us from our Diamond winners.

So we overtake, and keep playing high Diamonds till we see the ♦A appear. We are in a position to win any return they make (even a Heart the second time they play them), and we are home and dry. As it happens East returns the ♠Q (good, if ultimately futile defense) and we take the ♠K on table.


We cash the long Diamonds and the ♣A K and that's nine tricks. After that we don't much care.

There are several ways we might go wrong and we manage to avoid them all.



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Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: East	Board #: 2
<a href="#">Play this hand online!</a>	Vulnerable: None

North	
♠ Q4	
♥ A92	
♦ 853	
♣ KJ853	
West	East
♠ 83	♠ KJT9
♥ QJT83	♥ 65
♦ T972	♦ J64
♣ A9	♣ 7642
	
South	
♠ A7652	
♥ K74	
♦ AKQ	
♣ QT	

You know the saying, "It's better to be lucky than good." Well, prepare to see it in action.

There are similarities between this deal and Hand 1.

That might be a useful hint...

West	North	East	South
-	-	P	1♠
P	2♣	P	3NT
P	P	P	

Lead: ♥ Q

### Bidding.

We have a glorious hand, with almost half the points in the deck. Interestingly, as in Hand 1, it's the weaker hand that has the needed tricks. We open 1♠ after East Passes as dealer and hear partner respond 2♣.

As we know of at least 28 points between the North-South hands (18 in our hand, North showing 10+) we can fully justify a leap to 3NT.

Unsurprisingly, that ends the auction.

### Play.

Against 3NT West leads the ♥Q from his sequence and we pause to **Count** and **Plan**.

We've got one Spade, two Hearts and three Diamonds for six *top tricks*. Our remaining three tricks need to come from Clubs (although we should keep our eye on the ♠Q in case of emergency).

We need to take trick one in our hand to preserve the Heart entry in dummy. At trick two, we start to establish the Clubs, and are surprised to see the ♣A appear so quickly from West. We see his plan at trick three though, when he knocks out our entry to the dummy by playing a Heart.

At trick four, we heave a sigh of frustration and continue the Clubs, with Plan B of using the ♠Q as a possible entry. To do this, though, means that we have to lead the ♣K, dropping our own ♣10 on it. There is no choice here – we can't afford to isolate the Clubs on the table. This way we need Clubs to break 3-3 or for something good to happen. And, *mirabile dictu*, something good does happen.

Our despair turns to joy when we see West play the ♣9. That means the rest of our Clubs are all winners. We won't need the Spade ♠Q as a trick, a play which was doomed to failure anyway.

We end up with our original six tricks plus four more Clubs for an overtrick.

Repeat: "I'd rather be lucky than good."  
Although the way we played that hand we've  
proven ourselves to be both.



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Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: South	Board #: 3
<a href="#">Play this hand online!</a>	Vulnerable: None

North		East	
♠ Q3		♠ KT84	
♥ AKT4		♥ QJ65	
♦ A8642		♦ 9	
♣ QJ		♣ 8642	
West		South	
♠ J9652		♠ A7	
♥ 98		♥ 732	
♦ KJT7		♦ Q53	
♣ T7		♣ AK953	

Once again, we're going to see how good things happen to people who do things good.

On this hand, there are two chances for success.

If the first chance turns sour there's often a second string to your bow...

West	North	East	South
-	-	-	1♣
P	1♦	P	1NT
P	3NT	P	P
P			

Lead: ♠ 5

### Bidding.

We open 1♣ as dealer and partner responds 1♦. With a balanced hand of 13 points we have an easy rebid of 1NT.

After this start to the auction partner, holding a full 16 points, has an easy time of raising us to game.

### Play.

West leads his fourth-highest Spade (the ♠5) and we take stock of dummy.

Our initial count of *top tricks* shows one Spade, two Hearts one Diamond and five Clubs (unless there's a bad break, which any decent Plan should always take account of).

Our first chance at our ninth trick comes at trick one. West could easily have been leading from the ♠K, which is why it makes sense to rise with the ♠Q at trick one. Had she held, that would have been our ninth trick. Think of this as a shot-to-nothing.

Sadly, it's not to be East has the ♠K and gleefully plonks it on dummy's ♠Q. Not only does that prevent Her Majesty from becoming a trick it also means we are wide open in Spades. A double whammy. Just a minute – it also removes the entry to the long Clubs. Make that a triple whammy.

Without this infuriating Spade lead we'd have it easy. We could cash the ♣Q J, come to hand with the ♠A and cash the ♠A K 9. Only a desperately unlucky 5-1 break could damage our cause. Now, though, we have no entry to the South hand. The ♠A has been forced prematurely and we have no way of getting to the closed hand.

Plan B involves playing the Clubs in a different way. The only viable line is to cash the ♣J and overtake the ♣Q. Now we need one of two possible holdings. Envisage the Clubs breaking 3-3. If they were to split equally we'd have five Club tricks. Statistically, we are more likely, though, to get the 4-2 split. In that event, we

need to have the ♣10 drop in two.

So at trick two, we attack our Clubs by leading up to the dummy's ♣J. At trick three, we continue Clubs, knowing we have to overtake the perfectly good ♣Q, since we have no outside entries to our hand.


Since good things happen to people who do things good, we get our break. While we don't have the 3-3 split, the ♣10 drops out of West's hand, a vision if there ever were one. Now all the Clubs in our hand are winners. Combine that with the three red quick tricks, we win our contract.

Nine tricks come from one Spade, two Hearts, one Diamond and five Clubs. Easy-peasy.



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Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: West	Board #: 4
<a href="#">Play this hand online!</a>	Vulnerable: None

North		East	
♠ A96		♠ T2	
♥ QT964		♥ K75	
♦ J6		♦ QT74	
♣ J85		♣ QT97	
West		East	
♠ J8543		♠ T2	
♥ 832		♥ K75	
♦ K82		♦ QT74	
♣ K2		♣ QT97	
South			
♠ KQ7			
♥ AJ			
♦ A953			
♣ A643			

You have great flexibility for entries when you've got all equal cards.

You should be getting good at spotting entries, so see what you can do on this one.

West	North	East	South
P	P	P	1♣
P	1♥	P	2NT
P	3NT	P	P
P			

Lead: ♠ 4

### Bidding.

After three Passes we open 1♣ and see partner respond 1♥. We now have to find a way of showing a balanced 18 to 19 points and we can do that easily by jumping to 2NT, describing our hand perfectly.

With 8 points North has an easy raise to game.

### Play.

West leads his fourth-highest Spade – the ♠4 – and we settle down to **Count** and to **Plan**.

We begin with only six *top tricks* (three Spades and three Aces) but our wonderful partner has provided a useful *source of tricks* in the form of his Heart suit. However, we have opportunities for failure, beginning with trick one.

If we take the Spade lead on table in dummy we've blown our entry to dummy's long suit, so we carefully take the first Spade in hand. At trick two, we start our assault on our main source of extras by cashing the ♥A, and at trick three continue with the ♥J. This gives us yet another opportunity to blow it.

If we don't overtake our ♥J with dummy's ♥Q, we go down. We'd have the lead in the South hand, unable to carry on with Hearts. Sometimes inexperienced players miss that the Hearts are all **equals** (minus, of course, the ♥K) so there's no fear of missing a trick by overtaking the Jack with the Queen at trick three.

And now we're in business. We win any return (they choose to continue Spades, which is the natural defense), so we use the ♠A as our entry to the winning Hearts.

And that's it. We have sufficient winners providing we cash the otherwise stranded Hearts first.

Nine tricks materialize from three Spades, four Hearts and two Aces.








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Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: North	Board #: 5
<a href="#">Play this hand online!</a>	Vulnerable: None

North		East	
♠ KT864		♠ Q752	
♥ J4		♥ Q2	
♦ A64		♦ 75	
♣ 973		♣ QT852	
West		East	
♠ J9		♠ Q752	
♥ KT85		♥ Q2	
♦ QJT83		♦ 75	
♣ J6		♣ QT852	
South			
♠ A3			
♥ A9763			
♦ K92			
♣ AK4			

The more you practise, the more you realize how important those "honorettes" are... the 9s, the 8s.

This is yet another hand where the appearance of a "spot" spells success.

West	North	East	South
-	P	P	1♥
P	1♠	P	2NT
P	3NT	P	P
P			

Lead: ♦ Q

### Bidding.

We open 1♥ after two Passes and have to find an accurate rebid after partner's 1♠ response. Again we can express this balanced 18-point hand with 2NT, making a clear **limit bid**.

North has enough (8 points) to raise to the No-trump game and there we rest.

### Play.

West has a nice Diamond sequence to lead from and we settle down to cogitate awhile. **Count and Plan...**

We assess our position and see that (surprise, surprise!) we don't have all the tricks we need. There are just seven *on top* (two Spades, one Heart, two Diamonds and two Clubs) so we need two extras from somewhere. We have two suits that could be developed (Hearts and Spades) but it's pretty clear that the Spades are the way to go. The Hearts are feeble, the Spades have greater strength and offer more promise.

We're going to need entries to dummy. Unlike some past hands, we won't be able to use our "overtake" strategy, so it's all about what we choose to do at trick one.

We take the opening lead in hand, preserving the ♦A as a later entry to the Spades. At trick two, we immediately tackle our main source of tricks (Spades) by unblocking the ♠A. We are a little worried about the quality of our Spade suit, so we pay special attention to the opponents' cards, watching the spots.

At tricks two and three, West drops both the ♠J and ♠9. This is great news, as it tells us that the remaining ♠10 8 are equals against the ♠Q. Once the ♠Q is driven from its hiding place (it has to happen sooner or later, no?) the remaining Spades are all masters.

The ♠10 duly forces the ♠Q and from there it's plain sailing. Win the ♦A, cash the remaining ♠8


6 and take the winning high cards in the closed hand.

Nine tricks arrive courtesy of four Spades, one Heart, two Diamonds and two Clubs.



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Y1 VBlue #13 Limit rebids in No-trumps Part 2 SA	Contract: 3N
Date: 24/03/2016	By: South
Dealer: East	Board #: 6
<a href="#">Play this hand online!</a>	Vulnerable: None

North		East	
♠ K7653		♠ T82	
♥ 873		♥ KT9652	
♦ 762		♦ 984	
♣ AJ		♣ 7	
West		East	
♠ J94		♠ T82	
♥ A		♥ KT9652	
♦ KQJT		♦ 984	
♣ 98653		♣ 7	
South			
♠ AQ			
♥ QJ4			
♦ A53			
♣ KQT42			

Our last hand will be a bit of a challenge – in the play, anyway.

You have a chance for an overtrick... always a good thing if it doesn't jeopardize your contract.

West	North	East	South
-	-	P	1♣
P	1♠	P	2NT
P	3NT	P	P
P			

Lead: ♦ K

*An interesting declarer-play problem to end this series.*

### Bidding.

We open 1♣ after East has Passed as dealer and watch as partner responds 1♠. Now we can jump to 2NT to indicate 18 to 19 points and a balanced hand; that's a good description of the South cards.

North, holding 8 points, has enough to raise us to game in No-trumps.

### Play.

West has an easy lead of the ♦K and we realize it's time to Count and Plan.

**[By the way.** *Why not lead a Club from West? Well, we have bid them as South (all right, we might only have three but the odds are that we'll have more) and the Diamonds are really powerful. By leading the ♦K West knows he will have four tricks set up in good time (three Diamonds and a Heart) whereas leading Clubs looks to be – to say the least – a slow process].*

Back to the show. We have nine apparent tricks to start with: three Spades, one Diamond and five Clubs. However, the Spades are blocked and – surprisingly – we are going to be short of entries to the South hand. Let's go through the play, mentally.

Plan A: Win the ♦A, cash the ♠A Q to unblock that suit, cross to the ♣A to cash the ♠K and now the only way home to the closed hand is to overtake the ♣J.

Is there anything better?

Try Plan B: Cash the ♣A J first, return to the ♠A and cash the Clubs? Nope. No good. Sure, we'd make five Club tricks this way for sure but we'd only ever make two Spade tricks. Try it and see.

Plan A is our only play. Cash the Spade honors, cross to the ♣A, take the ♠K and overtake the ♣J to return to the South hand.

So we need Clubs to split 4-2 or 3-3 to make this hand. Or do we have a second string to our bow? What if Spades break 3-3? That would give us enough tricks, on any Club break.

So, we take trick the ♦A and immediately hit the Spades. At trick four, we cross to dummy with that ♣A (**not** the ♣J, please!) and cash the ♠K. How's our luck today? It's good! We see the Spades are indeed 3-3. We pick up our extra two tricks in that suit whilst the lead is on table for the last time.

And then we return to hand by overtaking the ♣J, fully expecting that all the Clubs will be good. Nope, not this time. West astutely hangs on to II his Clubs and the evil 5-1 break means that we have only four Club tricks and not five.

A shame – but we do have five Spades, one Diamond and four Clubs and that's an overtrick.