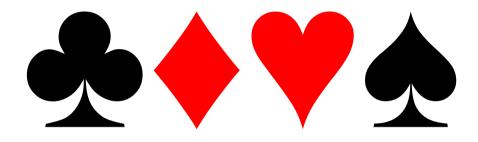
Week 14 Tournament



Steve Bailey

Week 14 Tournament

Tournament

This week we had the spring tournament.

4 tables, 9 boards with play significantly faster than in previous years – we got the introduction, all 9 boards and the scoring done in under 2 hours And had time for a tea and biscuit!

Various individual folk had problems causing them to drop out. A few others were drafted to fill the gaps – thank you to Des, Tom, Coral & Pam.

The boards were dealt by the players at the start of the session.

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Match points: You get 2 for every pair sitting your way that beat and 1 for every pair sitting your way that you equal.

Week 14 Tournament

General comments (1)

I noticed several procedural problems – I list them here to allow you to realise they are problems and to let you try to fix them in future.

- Some tables were removing the board from the table during play. DON'T. It is there to create a barrier between the players.
- Some declarers indicated the card dummy should play by touching it. DON'T. No one should touch a card except the player whose hand it is, (except in the case of disabled players). Say the card to be played.
- There is a tendency to put dummy in the middle of the table. DON'T Keep it near to dummy (leave enough space for the tricks). Keep it well away from declarer.
- A response of 2C to an opening 1NT should NOT have responder saying to opener "and you say...". Bidder must not SAY or indicate ANYTHING. The opposition may ask bidder's partner what the bid means if in any doubt. (The example was pushing for opener to say "Stayman" – which they did.)

Week 14 Tournament

General comments (2)

- Remember to announce and alert bids up to and including 3NT.
- Dummy should not have their hands hovering over the card dummy thinks declarer should play. Keep your hands clear until declarer decides. This especially applies at the first trick where some dummy's just 'follow suit with the singleton" – Allow declarer time to think and plan.
- Dummy should NOT TIDY the cards midway through play. The gaps and card positions assist declarer in remembering what has been played already.
- North is responsible for managing the board and the traveller. (I am guilty of moving boards a bit when not North and North hasn't done it...)

Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerability.						
1	Ν	None	Dealt	Score		Matcl	h points			
1	5	2S-1	E 7	50	-	0	6			
3	6	2S-1	E 6	100	-	3	3			
4	8	2Hx=	N 8	470	-	6	0			
7	2	2NT-1	W 6	100	-	3	3			
N S:Q2 H:K832 D:KJ842 C:K4										

W S:- H:QJT4 D:A97 C:AJ8732 E S:KJ7654 H:965 D:Q5 C:Q9 S S:AT983 H:A7 D:T63 C:T65

Set hands

#	DIr	Vul	Source	r, Vul = Vulnerability.							
2	Ε	N/S	Dealt	Score	9	Mato	ch points				
1	5	2NT-1	E 7	50	-	5	1				
3	6	2S=	E 8	-	110	2	4				
4	8	2H+1	W 9	-	140	0	6				
7	2	2NT-1	E 7	50	-	5	1				
	N S:JT53 H:A53 D:QT9 C:K96										
W	S:8 ⊦	1:KQ64 [D:A873 C:C	2753	E S:K	(742 H	:JT8 D:K5 C:AJT8				

S S:AQ96 H:972 D:J642 C:42

Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerability.							
3	S	E/W	Dealt	Score		Matc	h points				
1	5	3D=	N 9	110	-	6	0				
3	6	4S=	W -	-	620	0	6				
4	8	2C-3	S 5	-	150	2	4				
7	2	3H-1	W 8	100	-	4	2				
	N S:87 H:J8 D:KJT653 C:T87										
W	S:K9	64 H:KQ	94 D:A874	C:A	E S:QJT52 H:T72 D:Q C:QJ63						

S S:A3 H:A653 D:92 C:K9542

Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerability						
4	W	All	Dealt	Score	I	Match	n points			
1	4	1NT=	N 7	90	-	0	6			
2	6	1NT-2	W 5	200	-	5	1			
7	5	1NT+1	N 8	120	-	2	4			
8	3	2H-2	E 6	200	-	5	1			
N S:9762 H:JT62 D:A93 C:Q9										

W S:Q8 H:KQ975 D:T85 C:AKT E S:AJT H:83 D:742 C:J8432

S S:K543 H:A4 D:KQJ6 C:765

Set hands

#	Dlr	Vul	Sc	ource	DIr = Dealer, Vul = Vulnerability							
5	Ν	N/S	De	ealt	Score		Match	n points				
1	4	3NT+2	Ν	11	660	-	6	0				
2	6	3S=	S	9	140	-	0	6				
7	5	3NT+1	S	10	630	-	3	3				
8	3	3NT+1	S	10	630	-	3	3				
N S:- H:A93 D:KJ753 C:AJT75												

W S:9542 H:K D:AT862 C:KQ2 E S:T87 H:T8765 D:Q4 C:864 S S:AKQJ63 H:QJ42 D:9 C:93

Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerability							
6	Ε	E/W	Dealt	Score)	Mate	ch points				
1	4	5D-1	E 10	100	-	6	0				
2	6	4H=	W 10	-	620	0	6				
7	5	4S-2	N 87	-	100	4	2				
8	3	2H+3	W 11	-	200	2	4				
	N SOT952 HOGA2 DO CO 184										

N S:QT952 H:642 D:9 C:QJ84

W S:KJ H:AJT98 D:KT85 C:72 E S:8 H:KQ3 D:QJ762 C:AK63 S S:A7643 H:75 D:A43 C:T95

Set hands

#	Dlr	Vul	Source	Dlr = Dealer, Vul = Vulnerability.							
7	S	All	Dealt	Score	9	Mate	ch points				
2	8	2C=	N 8	90	-	0	6				
3	7	3C+1	N 10	130	-	4	2				
4	5	3C+1	N 10	130	-	4	2				
6	1	3C+1	N 10	130	-	4	2				
	N S:762 H:AKQ94 D:85 C:T76										
W	S:J8	3 H:J83 I	D:AKT94 C	:95	E S:K95 H:T7652 D:QJ6 C:K8						

S S:AQT4 H:- D:732 C:AQJ432

Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerability.						
8	W	None	Dealt	Score		Match	n points			
2 3 4 6	8 7 5 1	4C-1 3S= 2H-1 2NT+1	W 9 N 9 W 7 W 9	50 140 50 -	- - - 150	3 6 3 0	3 0 3 6			
N S:AJ962 H:QJT D:KQ52 C:T										

W S:T75 H:AK83 D:A4 C:AQ92 E S:84 H:765 D:J97 C:KJ843 S S:KQ3 H:942 D:T863 C:765

Week 14 Set Hands

Set hands

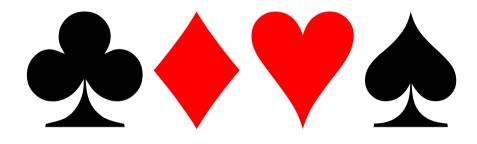
#	DIr	Vul	Source	Source Dlr = Dealer, Vul = Vulnerability.						
9	Ν	E/W	Dealt	Score	;	Mate	ch points	3		
2 3 5 6	8 7 4	3C-1 2H+1 3C= 3C-1	N 8 W 9 N 9 N 8	- - 110	50 140 - 50	3 0 6 3	3 6 0 3	Traveller error		
	s:82		N S:QJ4 32 D:Q7 C	-	:K63 C	:KT98	3	1982 C:Q2		
			S S:AT5	H:A75	D:AT54	4 C:J54	4			

Week 14 Tournament

Results	(Match points per board #)										
Pair	1	2	3	4	5	6	7	8	9	Total	Posn
1 Andy G, Geoff B	0	5	6	0	6	6	2	6	3	34	1
2 Pat B, Wendy B	3	1	2	5	0	0	0	3	3	17	8
3 Pauline B, Coral M	3	2	0	1	3	4	4	6	0	23	6
4Sheila C, Shahnaz K	6	0	2	6	0	0	4	3	0	21	7
5 Susan S, Malcolm H	6	1	0	4	3	2	2	3	6	27	5
6 Des B, Margaret B	3	4	6	1	6	6	4	0	3	33	2
7 Steve B, Pam P	3	5	4	2	3	4	2	0	6	29	4
8 Tom D, Roxane P	0	6	4	5	3	2	6	3	3	32	3

It is possible the two scores iin red should be swapped. The traveller was badly filled in. **THAT IS WHY YOU SHOULD CHECK IT.**

Week 14 Tournament



The end

