21. Failing to use the Responder's Support Line when giving delayed support

When, as responder, you are supporting your opening bid partner, Two-level support bids show 6-9 pts, Three-level support bids show 10-12, and game-level supporting bids show 13 or more pts. This applies to immediate support eg 1♥-3 but also, much overlooked, to delayed support eg $1 \checkmark -1 \land -2 \land -3 \checkmark$.

Take the auction $1 \checkmark -1 \land -2 \checkmark$. Your partner opened 1♥, you responded 1 and partner now rebid $2 \blacklozenge$, implying a $5 \blacktriangledown -4 \blacklozenge$ shape. What now with these responding hands?

♠ KJ72	∧ KJ/2
♥KJ7	♥ J73
♦ Q5	♦ 95
♣J932	♣ Q932
	♥KJ7 ♦Q5

With the first, jump to 4♥. You have a 5-3 fit and the values for game.

With the second, jump to $3 \checkmark$, showing your delayed (ie threecard) heart support and 10-12 pts, inviting game.

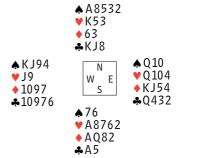
With the third, go back to $2 \checkmark$, showing 6-9 pts. Note, this does not guarantee actual (three-card) heart support, for you'd have to go back to 2 with a heart fewer (and, say, a spade more). Going back to partner's first suit at the lowest level should be read as preference rather than support.

What Happened

Languishing in 2 , declarer played somewhat carelessly (starting by playing \$8 from dummy at trick one) but still made ten tricks.

What Should Have Happened In 4♥, you cover the ♣10 lead with dummy's &J, beating East's &Q

Dealer: South, Vulnerability: Neither



What Happened				
S	W	N	Е	
1♥	Pass	1♠	Pass	
2 🔷	Pass	2 💙 (1)	end	

(1) Oops. This 2♥ bid shows 6-9 pts (and may not even have actual — three-card heart support, merely preference).

Contract: 2♥, Opening Lead: ♣10

What Should Have Happened				
S	W	N	Е	
1♥	Pass	1♠	Pass	
2 🔷	Pass	3♥ (1)	Pass	
4 💙	end			

(1) Yes — 10-12 pts and three-card support.

Contract: 4♥, Opening Lead: ♣10

with A. Placing West with 9 for his \$10 lead, at trick two you lead back \$5 and finesse \$8 then cash. ♣K, dumping ♠6. You finesse ♦Q then cross to \triangle A and ruff \triangle 2. You cash \forall A. cross to \forall K and ruff \land 3 (East throwing ♣4 — ruffing no good). You cash ♦A, ruff ♦2 and ruff ♠ 5 (East throwing ♦ K — ruffing no good). That's an amazing 12 tricks, leaving East to score only the last — with \vee Q.

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