

Improve Your Play



Avoiding the Minors

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The match point scoring used in pairs events does not favor minor suit games. Those low scoring (+400 or +600), yet high trick taking requirement (11 of 13 tricks), games should only be chosen when notrump (9 tricks in 3NT) and the major suits (10 tricks in 4♥ or 4♠) are unplayable.

	North	
	♠AK6	
	♥97	
	♦AJ52	
	♣AJ43	
West		East
♠9874		♠52
♥QJ5		♥AK8432
♦64		♦10983
♣10876		♣9
	South	
	♠QJ103	
	♥106	
	♦KQ7	
	♣KQ52	

Bidding

South	West	North	East
1♣	Pass	1♦	2♥*
Pass	Pass	3♥	Pass
3♠	Pass	4♠	Pass
Pass	Pass		

*Weak Jump Overcall

Contract: 4♠ South Opening lead: ♥Q

After East's 2♥ weak jump overcall, North cuebid the suit asking South if he had a heart stopper. South denied a stopper but showed either a four card spade suit or a spade control. North raised with his strong three card spade holding. Without a spade suit, South could have retreated to a minor suit.

Play

West led the ♥Q and followed with a second heart. After East exited with a club, South was able to claim the remaining tricks. This score of +650 was a tie for section top. Several North/South pairs went down in 3NT and others made game in diamonds or clubs (+600).

Match Point Decisions

To be successful at match point events, you must discuss and make the event scoring method part of your decision-making process.