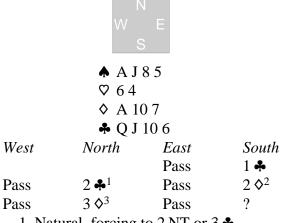
Inverted Club Raise -- Problem

Board 24 East Deals None Vul



- 1. Natural, forcing to 2 NT or 3 .
- 2. Stopper: either game values, or at least one major unstopped.
- 3. Stopper, forcing, no secure major suit stopper.

What now? Why?

Board 24East Deals
None Vul

Inverted Club Raise -- Solution **↑** 74 ♥ Q 7 ♦ KQ84 ♣ A K 9 3 2 **♠** Q 6 3 ♠ K 10 9 2 ♥ J 10 5 3 ♥ AK982 ♦ J952 ♦ 63 **4** 7 5 **&** 84 **♠** AJ85 ♥ 64 ♦ A 10 7 ♣ QJ106

NS 4♦; NS 4♣; NS 2N; EW 2♥; NS 1♠; Par +130: NS 4♣=; NS 4♦= West North East South Pass 1 & 2 **♣**¹ Pass $2 \diamondsuit^2$ Pass $3 \diamondsuit^3$ 4 **4**⁴ Pass Pass All pass

- 1. Natural, forcing to 2 NT or 3 ♣.
- 2. Stopper: either game values, or at least one major unstopped.
- 3. Stopper, forcing, no secure major suit stopper.
- 4. 3 NT is not playable, and I am minimum.

Let's lay down some principles:

- **1. Game over slam.** Responder may be slamming here, but in a difficult auction, the first priority is finding the correct game.
- **2.** When two suits are in doubt, we bid the stopper that we have. Since the partnership here has not announced a stopper in either major, bidding spades would show a spade stopper and highlight a problem in hearts.
- 3. When one suit is in doubt, bidding it asks for a stopper -- or in desperation, half a stopper (Q-x or Jxx).

This is an unusual situation: because opener has already denied a heart stopper, 3 ♠ asks for half a heart stopper. 3 ♠ by opener would be correct holding: ♠ A J 5 ♥ J 6 4 A 10 7 ♣ Q J 10 6 (making 4 or 5 NT).

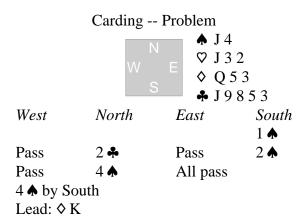
At the table, South did choose 3 \(\hblae\). With his half-stopper, North duly bid 3 NT. Disaster did not ensue, as East produced a small heart. Good luck trumps good play, again!

Don't we need to bid 3 ♠ to investigate a 4-3 spade fit? NO! Our spades are unlikely to support a 4 ♠ contract opposite opener's meager spade holding.

We need to play this hand in clubs. The only question is, how many? Well, our opinion is clearly FOUR. Our hand is a bare minimum, so we bid $4 \clubsuit$. Partner, with the same doubts, passes.

Note: it would be fine for North to respond $1 \diamondsuit$, if the partnership has the agreement that a subsequent jump to $3 \clubsuit$ is natural and forcing. That auction would be $\{1 \clubsuit - 1 \diamondsuit; 1 \spadesuit - 3 \clubsuit; 3 \diamondsuit - 3 \heartsuit [half?]; 4 \clubsuit - Pass\}.$

Board 11South Deals
None Vul



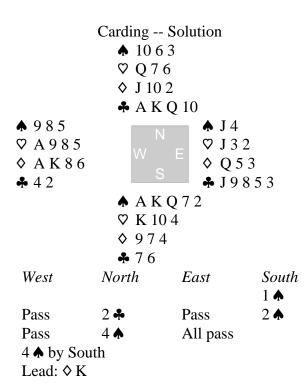
Take the East seat for this deal in a club matchpoint pairs game.

- A. Playing standard carding:
 - -- Partner leads the ◊ A, usually from A-K-x.
 - -- Standard attitude and count (high to encourage or show an even number).
 - -- Show attitude when partner leads an honor.
- B. Playing the non-standard carding in use at the table:
 - -- Partner leads the ♦ K, showing the ace (or shortness).
 - -- Upside-down attitude and count (high to discourage or show an odd number).
 - -- Give count when partner leads an honor.

The opening lead wins the trick, and partner cashes the other top diamond honor. Partner now leads the \heartsuit A.

How should we defend?

Board 11South Deals
None Vul



An important consideration in signaling is to tell partner what they *clearly* want to know, rather than the count, attitude, or suit preference that would normally apply. After taking two diamonds, partner cashes the ∇ A: they desperately want to know which red suit to lead, to try to take a fourth trick before the clubs get at it!

On the \heartsuit A, we want to scream YAHPRAX.* Since that's not allowed, we have to resort to a card signal. No matter what our carding would usually be on the lead of the \heartsuit A, attitude applies now. Holding the \diamondsuit Q (or a doubleton), but not the \heartsuit K, we play our most discouraging heart.

A. Playing standard carding:

- -- Partner leads the ♦ A, usually from A-K-x.
- -- Standard attitude and count (high to encourage or show an even number).
- -- Show attitude when partner leads an honor.

We encourage partner to continue in diamonds, playing the \diamondsuit 5 (high) and then the \diamondsuit 3 (low). Partner does not know the count in diamonds -- declarer may be ruffing the third diamond. Wise partner cashed the third winner, in case we have the \heartsuit K.

On the \heartsuit A, we play the \heartsuit 2 -- nice to be blessed with the perfect card! Both our signals sink in, and partner leads a diamond to set the contract. No big deal -- this is an easy application of standard carding.

- B. Playing the non-standard carding actually in use at the table:
 - -- Partner leads the ◊ K, showing the ace (or shortness).
 - -- Upside-down attitude and count (high to discourage or show an odd number).
 - -- Give count when partner leads an honor.

We show an odd number of cards in diamonds, playing the \diamond 5 (high) and then the \diamond 3 (low). Partner does not know who has the \diamond Q, so cashes the \heartsuit A. We play the \heartsuit J, our yaphrax; and partner leads a diamond to set the contract. OOPS! The \heartsuit 3 (high = odd or discouraging) failed at the table. Play the highest affordable card.

* Over 50 years ago, Bob Ewen suggested in *Opening Leads* that we could agree on a special word such as "yaphrax" to mean, "lead a diamond." Since that was as illegal then as now, he and we use other methods.