

4-4-4-1 THE PARADOX

By Andrew Simmons
Extract from Analysis Notes (here is Presentation 3 only)



Introduction

Hand copies of deals generated by bridge duplicating software contain predicted outcomes. These are generated using sophisticated algorithms. The outputs, often referred to as “double-dummy” predictions, are made with the knowledge of the layout of all 52 cards and are therefore purely theoretical. Even so, many players use them for analysis of their games after receiving hand copies from a duplication session.

Analysis of the double-dummy predictions produced some interesting results. 4-4-4-1 hand shape particularly stood out. Results revealed that they have trick making capacity in excess of expectation, particularly at part score level. Most bridge players consider this hand shape as a poor performer. Have they been conditioned to this idea? Is their attention to these hands limited by lack of interest? There is a belief that they are difficult to bid so they are unpopular. Does this provoke negative thinking? Now, armed with my new knowledge of these hands, I can't wait to pick them up. I have developed bidding methods that specifically target the benefits of the hand shape and have had overwhelming success. Evidence of the results is compelling.

Hand copies available for an analysis such as mine are out there in abundance. Therefore my analysis conclusions can readily be reproduced by anyone with a few database programming skills and a lot of patience.

Benchmarks Explanation (developed at Presentations 1 and 2)

Development of benchmarks enabled the conceptualisation of the analysis results. They were developed through the analysis of balanced hands and hands with 6-card suit shape. Those analysis results are fully explained in Presentations 1 and 2 of the full analysis results text. A brief explanation is:

The first benchmark describes where a hand shape is capable of opening pre-emptive at the two level. A “**ZONE OF ACCEPTABILITY**” benchmark for pre-emptive bids has been established in the analysis as a hand that will achieve within the range 7.7 to 9.5 double-dummy MPT (double-dummy **Maximum Predicted Tricks**).

Secondly, many people are happy with the concept that a pair of balanced hands with a combined total of 25 HCP should be bid to 3NT. Double-dummy analysis of my random collection of hands has shown that 50% of these hands are predicted to succeed and 50% to fail. So the second benchmark is that hands are worth bidding to GAME level when there is a 50% double-dummy probability that the hand will achieve **Maximum Predicted Score (MPS)** to GAME level.

These benchmarks are the foundation of the analysis. They relate to accepted conventional wisdom and achievement of **MPT** and **MPS** is factual, carefully documented and properly calculated. Also, the reader has no need to consider how good or bad double dummy predictions are because the information is all presented relative to the same method of calculating. All you have to believe is that the double-dummy calculations are consistent (I know some people still don't trust computers).

Presentation 3 - Hands with 4441 and 5440 Shape

The third presentation of the full analysis concerns hands with a 4441 shape. These are often considered unpopular and poor performers but the analysis reveals that they have surprising trick making capacity similar in performance to hands of 6-card suit shape.

I have included hands of 5440 in secondary analysis because the hand shapes both provide at least 4 cards in three suits and that is a feature that may be exploited in bidding strategy. Hands with 4441 shape occur mathematically 2.99% of the time and 5440 occurs only 1.24% of the time. Between them that is 4.23%. Put another way, between you and your partner, you should expect to see two of these hands on average in a 24-board session of duplicate (48 hands between you).

TRICK MAKING

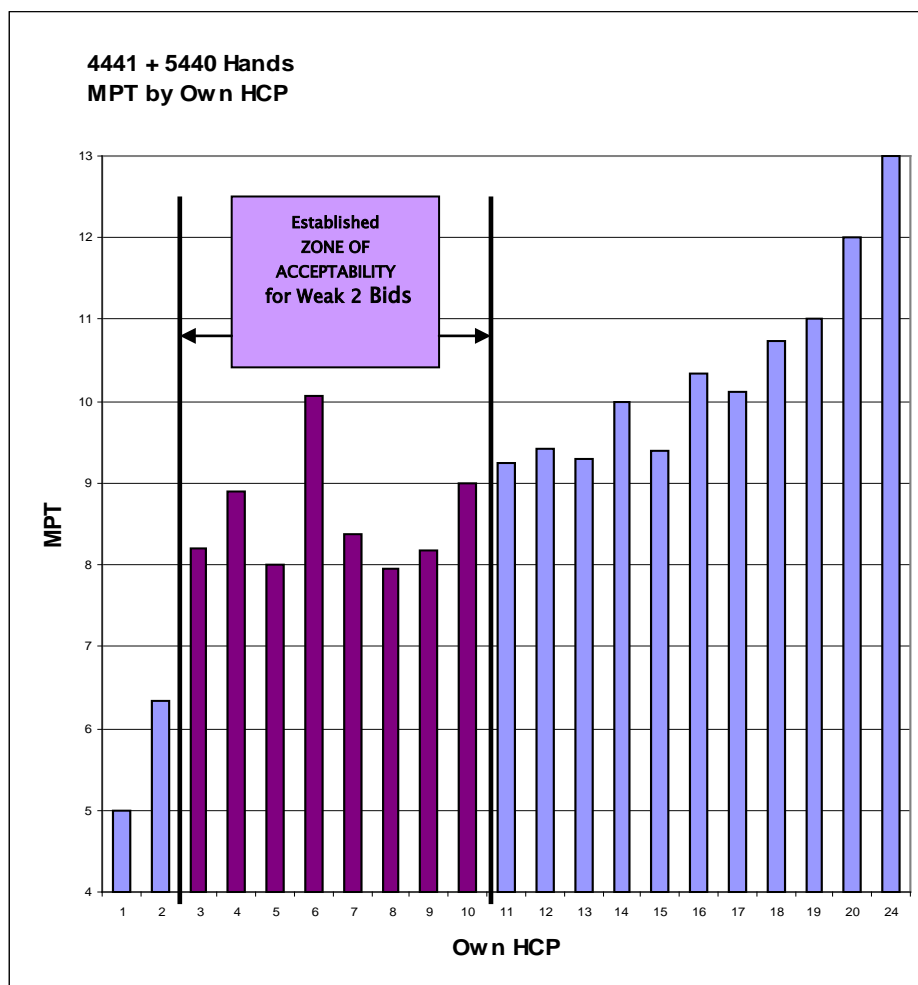


Fig 29

This chart describes the trick making capability of the 3 suited hand shape relative to the amount of HCPs in the opener's hand.

With holdings of 3 HCP and above the hands consistently produce at least 8 MPT. The range of 3 to 10 HCP has pre-emptive potential according to the established benchmark **ZONE OF ACCEPTABILITY for weak 2 bids** (being capable of making 7.7 to 9.5 MPT on the double-dummy analysis). This is illustrated as the purple zone in the above graph Fig 29.

Good performance is because the prospect of an 8 card fit or better is enhanced when there are 3 four card suits to start with. This is something that needs to be understood, especially by responder. The following table summarises the MPT for records within each range of Partnership Suit Fit. The data shows that 84% of hands will produce at least an 8-card suit fit in one of the three suits. In fact this is slightly better than the 82% averaged in the 6-card suit shape data set (presentation 2).

Partnership Best Suit Fit - 4441 and 5440 Shape			
Partnership Suit Fit	Avg MPT	Qty Records	%age with at least this Fit
7	8.20	35	100%
8	8.72	96	84%
9	9.18	61	41%
10	10.35	26	14%
11	11.25	4	2%

Fig 30

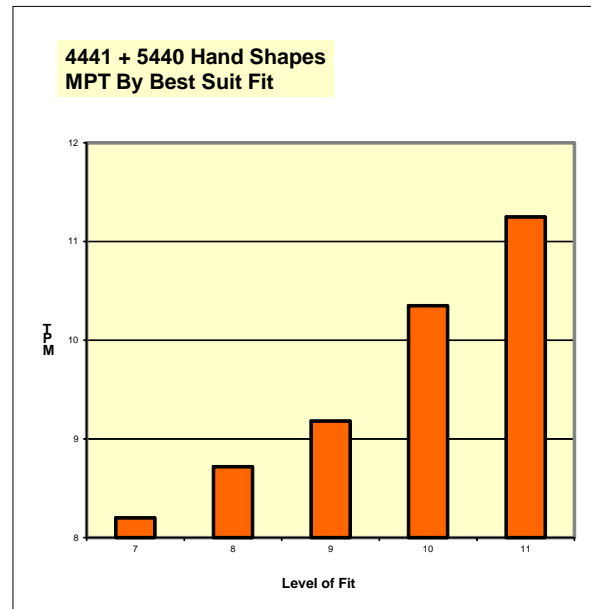


Fig 31- Graph of Fig 31 data

The playability of hands also includes the dimension of competitive sacrifice where hands with minus scores can attract good results. I haven't fully included this impact yet as it may well be the subject of a further analysis. But these 3 suited hands have stood out as worthy of attention and so to fully assess their general playing capacity I have allocated one of five factors determined solely by what the double-dummy analysis has predicted. The results for 4441 and 5440 hands are shown in this table:

Factor	Number of hands that Double Dummy Chose Each Factor
BID THIS HAND TO IT'S MPT POTENTIAL	137
BID HIGHER TO SACRIFICE OVER OPPONNENT'S GAME/SLAM	16
BID HIGHER TO SACRIFICE OVER OPPONNENT'S PART SCORE	9
LEAVE THIS FOR OPPONENTS TO BID GAME/SLAM	40
LEAVE THIS FOR OPPONENTS TO BID A PART SCORE	20

Fig 32 - What double dummy says we should do with the dataset hands

This means that with this hand shape double dummy is advising us to be declarer on 162 out of 222 deals or 73% of the time. **NOT BAD FOR A DULL PROSPECT!**

Perhaps our newly found knowledge of these hands could be exploited in two ways:

1. WE MAY BE MORE AGGRESSIVE WITH OVERCALL DOUBLES - LOGICAL - RADICAL
2. WE COULD DEVELOP A WAY TO OPEN PRE-EMPTIVE - FUN - EXCITING - UNUSUAL

1. Overcall Double with at least 3 HCP

An overcall Take-Out double is generally considered to be a hand of opening strength. Conventional wisdom says it should have at least 9/10 HCP with a shape that promises at least 3 cards in the other three suits and no more than 2 cards of the suit opened. Anything else should be supported with significantly greater HCP strength. This wisdom is reflected in EBU partnership understanding rules (Blue Book) that describes that any other partnership agreed meaning should be alerted. Typical hand shapes for Take-Out Double are 4432, 5332, 4441 and 5440.

4432 and 5332 are hands of conventional balanced shape. They are the top two expected hand shapes. You would expect to be dealt one of these 37% of the time. We have already seen in Presentation 1 that hands with balanced shape have relatively poor MPT potential. Hence, for most of the time, conventional wisdom holds good in-so-far that it would seem very sensible to have at least 10 HCP with these hand shapes when considering a take-out double.

4441 and 5440 hand shapes are less common than balanced hands (4% expectation) but we now know that they have significantly higher MPT potential.

As we have concluded from analysis of the 6-Card Suit shape hands, the pre-empting **Benchmark 7.7 to 9.5 MPT** is shown to be the ' **ZONE OF ACCEPTABILITY for weak bids**'. By applying that benchmark principle to our analysis of 3-suited hands we have to conclude that they are good for an overcall Take-Out double with as little as 3 HCP (see chart at Fig 30). It sounds radical but that is what the analysis is predicting. If you have less than opening values you can simply pass any suit that partner bids. If partner jump raises this will add value to the pre-empt – you can still pass if you are weak.

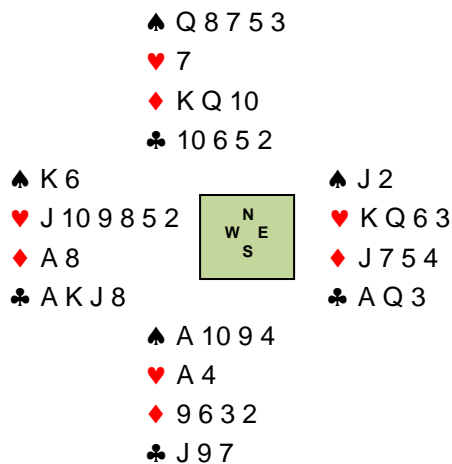


Fig 33 – Example hand

When this hand came up at my table West fairly quickly opened 1H. As North I bid Double then East bid to 4H. My partner bid 4S and got doubled for penalty by these experienced opponents. All the other tables made 4H comfortably but 8 tricks are easy in Spades and minus 300 was a top score.

If you agree to make Take-Out Doubles on low HCP strength your partnership should consider that it is good discipline that responder bids any appropriate 4-card suit in response. A response of 1NT just because you also have the opponent's suit may not be helpful, may result in missing a perfectly good 8-card trump fit and will not perform well in NT anyway because you are most likely the wrong side of the table for that suit. This is true no matter what HCP strength the Take-Out Double is. I believe we should prioritise to bid a 4-card suit in response to a Take-Out Double regardless of that suit's quality and regardless of the strength of the Take-Out Double – we know from the analysis at Presentation 2 that it is quantity of trump fit that makes for good contracts, **not values in the suit of your opponent that is sat on your left!!**

NOTE on ALERTING:

If your partnership agrees to make Take-Out Doubles on weak 3-suited hands then all Take-Out Doubles that you make should be **Alerted** to warn opponents that the Double may be weaker than normal if the Doubler holds a 3-suited hand. You may also agree a different HCP limit (3 HCP may be a little extreme for some) and the agreed limit should be described if/when you are asked what the Double means.

2. Pre-emptive Weak Opening

We now know that 3-suited hands have pre-emptive quality. One way is to have a three-suited hand convention if you can find a bid to do it. I play Benjamin style ACOL with my partner and we have agreed that we can use 2C to start off for all strong bids and therefore use the 2D bid for a 3-suited hand shape convention. This makes sense to me because hands of 23+ HCP are far less frequent than 3-suited hand shape and we have adapted our 2C bid.

Hitherto, all the best bridge brains in the world have never had the benefit of an analysis such as mine and so yes, there have been 3-suited hand conventions developed previously, but as far as I can see there aren't any for hands with as little as 5 HCP. So I think this is ground breaking theory/practice as well as fun to play.

Firstly, all bidding methods have some risk attached - especially if the bidding disciplines are abused/relaxed/forgotten. So don't expect 100% every time. However, I have developed and extensively tested a system that I will call the **Simmo 2D** convention. It is fun to bid and often produces excellent results. In practice when measured it produced average scores of 87% . The method complies with the EBU partnership understanding rules because it promises at least 4,4 in the majors. Not many people will make opening bids on these hands. Let's face it; there is an almost universal hatred of this hand shape!!! Because of this we find the method produces unusual auctions and we gain good scores even when sometimes we don't deserve them. For example, opponents find it difficult to find their own momentum and can end up in a poor contract often ignoring the obvious difficulties they will face if they end up in a major suit contract. Also, your partner knows the shape of the **Simmo 2D** open and can often use this knowledge to good advantage in defence.

After trials of system variation we settled on a method that gives us good results and seems to minimise risk. There was a small risk of a poor fit when partner has a rubbish 7 card suit in your shortage but our final version of **Simmo 2D** incorporates a facility to find an unusual minor suit fit with a fall back method to rest in a 7-card major suit. Let's be honest, most bidding strategies have some risk attached. In this case the risk is more than offset by the benefits of achieving the full potential of what may otherwise be thought of as a dull deal.

The emphasis is to disrupt the opponent's auction rather than developing your own. Once an opponent overcalls the damage has been done. It is recommended to continue in the auction only if opponents Pass or, as responder, if you truly believe you can make Game with an opening 2D that may have been bid on as little as 5 HCP. With decent strength opposite a known 3-suiter you will surely have a great defence anyway.

It could also provide a bidding strategy for stronger GAME potential hands that some players might otherwise find difficult to bid.

If opener has intermediate values, say 14-17 HCP, he could still open natural based on the conventional method of dealing with these hands.

What makes **Simmo 2D** work is the combination of suit fit capability plus responders immediate knowledge of partner's hand shape. Using this method I imagine that you will be unique in a duplicate session in having such good and immediate knowledge of opener's 3-suited shape.

Fig 34 - Simmo 2D Convention

2D Conventional bid showing a three suited hand with both Major suits and a singleton or void in a minor suit and 6-13 HCP or 18+ HCP with 4441, 5440 shape (perhaps also by agreement 6430 or 5530 if not already used as weak 2) (perhaps also 5431 where the 5 and 4 are both majors and the 3 has at least 2 honour cards)

A jump overcall **2D** over opponents 1C could be made with the higher end HCP

A jump overcall **3D** could also be made over 1NT – having agreed with partner what the expected HCP range will be for this bid (perhaps 14+)

Partner's response:

2H Invites opener to **Pass** or bid **2NT** with 18+ HCP

2S Invites opener to **Pass** or bid **2NT** with 18+ HCP

3C Invites opener to **Pass** if he has 4 clubs or bid **3D** if he is void or singleton in clubs or bid **2NT** with 18+ HCP

3D I have no 4 card major but at least 4 Diamonds and less than 4 Clubs - opener choose between Pass or 3H (that I might convert to 3S) or bid **3NT** with 18+ HCP

2NT I have no 4 card major but at least 4 Clubs and less than 4 Diamonds - opener choose between **Pass** or **3C** or bid **3NT** with 18+ HCP

3H **Invitational** - We have a fit and might have a Game – opener **Pass** or bid **4H** if original open was high end 10-13 HCP

3S **Invitational** - We have a fit and might have a Game – opener **Pass** or bid **4S** if original open was high end 10-13 HCP

Notes

3 suited hands in the range 14-17 would qualify for a one level opening using conventional bidding strategy

A hand with 5 HCP and a minor suit void might be considered upgradable to 6 HCP

HCP ranges could be varied with partnership agreement

♠ A Q 10		
♥ 9 6 4 2		
♦ 5		
♣ A K Q 9 5		
♠ 7 5 3		♠ 9 6 4 2
♥ A 5		♥ K Q 7 3
♦ A 9 4 2		♦ Q 10 8 7 3
♣ J 8 6 4		♣ -
♠ K J 8		
♥ 10 J 8		
♦ K J 6		
♣ 10 7 3 2		

Fig 35 – Example hand – Dealer East

See also Simmo 2D trial hand 1

The bidding went

- 2D, Pass, 3C,
Double 3D, Double, Pass,
Pass Pass

There was much asking of questions and pondering by our experienced opponents. They couldn't find a way to cope so they ended up leaving me in 3D Doubled expecting a good penalty on the vulnerability. 3D made with a result 100% E/W

GAME GOING

The two charts below show these hands do not perform as well to GAME level. These hands achieve GAME score 50% of the time (the analysis benchmark) when opener has 16 HCP or when the combined PHCP is 24 or more. Indeed, their GAME going performance is similar to balanced hands (see presentation 1). This may be because Games in NT are difficult with this shape

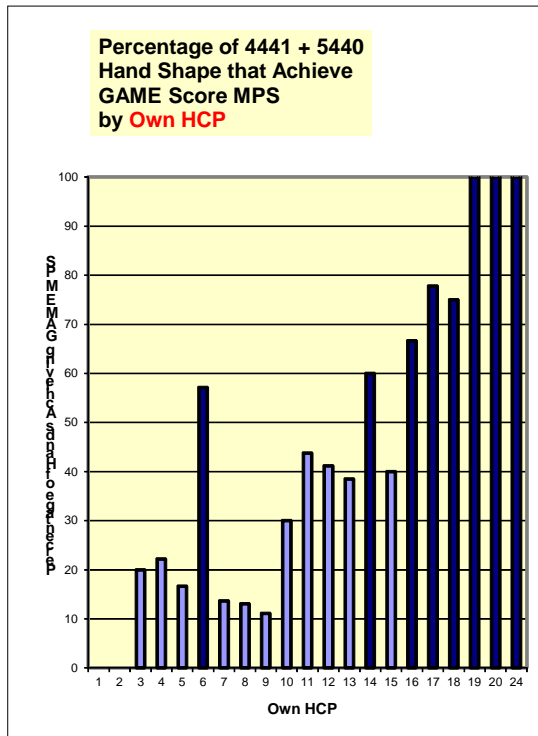


Fig 36 From opener's perspective

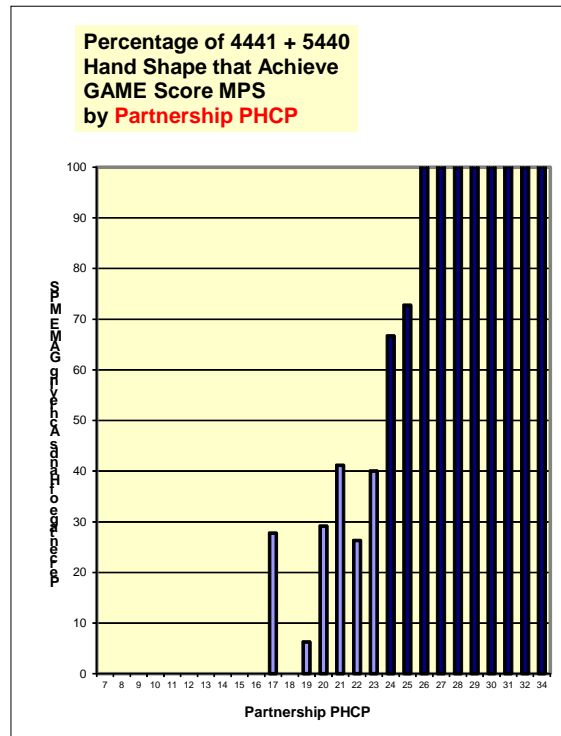


Fig 37 Combined Partnership Point Count

However, with HCP strength plus good trump fit we are surely going to get GAMES somewhere. A summary of the performance of hands by Fit Level as described in Fig 30 and Fig 31 above shows that the number of tricks increases with a steady proportion of one extra trick with each increase of Fit Level.

So I have summarised the performance of the hands in the database, grouping them by Fit-Level. The results are shown in the following four charts. The columns coloured red are groups of hands that achieved MPT of 10 or above.

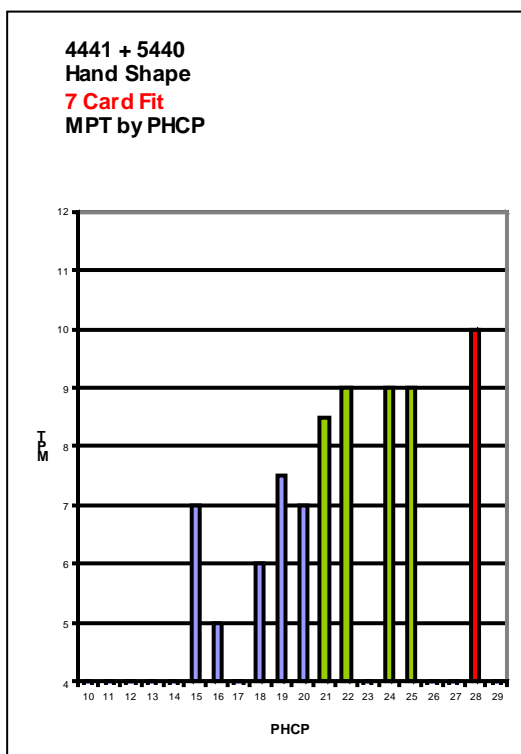


Fig 38

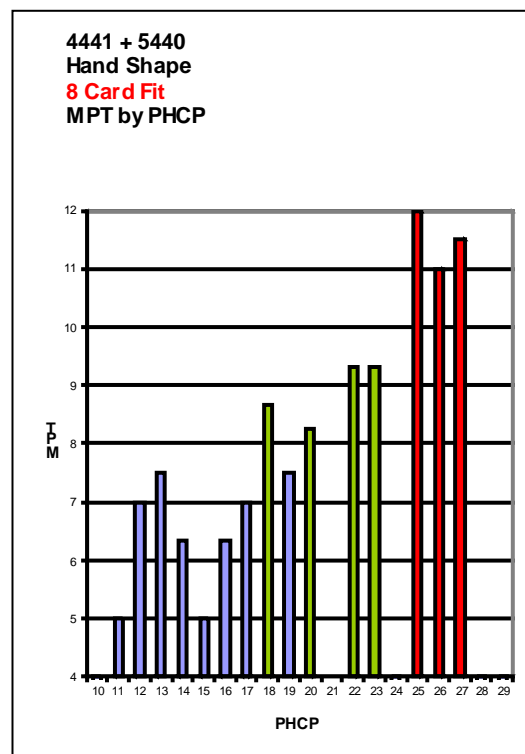


Fig 39

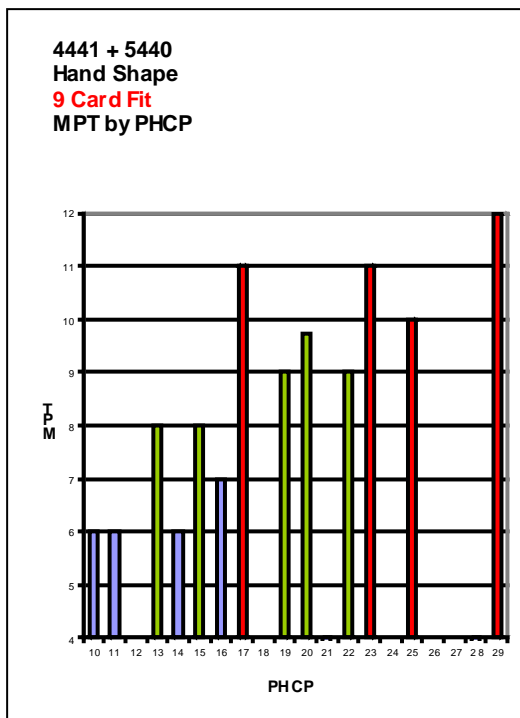


Fig 40

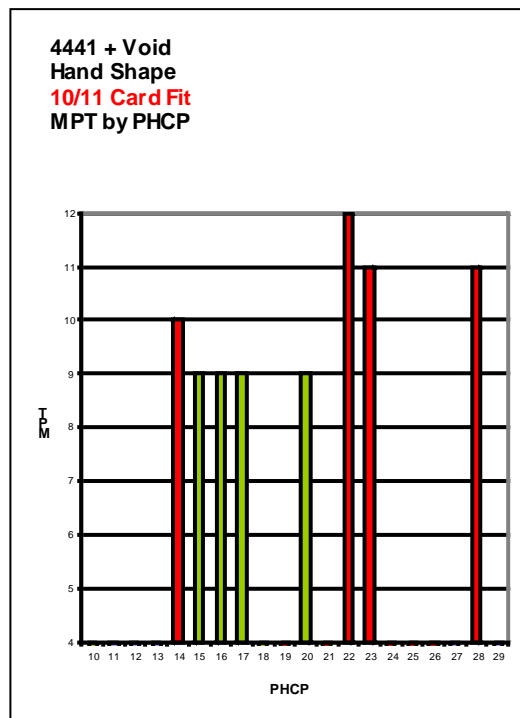


Fig 41

Using the information produced from this analysis I can extend my “Fit Point Table” (presentation 2) to include “4441 + 5440 hand shapes”. Now we can clearly see the relative Game Making performances of each hand shape. To make Games you need 4 to 5 more HCP strength for 3-suited hands than for hands of 6-card suit shape.

Level of fit	Fit Level Achieves Game Score (10 MPT) 50% of the time with the following PHCP Holdings	
	6-Card Suit Shape	4441 + 5440 Shape
7	26 PHCP	28 PHCP
8	22 PHCP	26 PHCP
9	19 PHCP	23 PHCP
10+	17 PHCP	22 PHCP

Fig 42 – Fit Point Table

Armed with this information, perhaps a responder to a known shape can be more optimistic. This perhaps one of the benefits of a three-suited **Simmo 2D** convention. For example, if partner has a 6-card Major (10-card fit) and 13 HCP opposite a **Simmo 2D** opening he might make an invitational 3H/S bid suggesting opener bid Game if maximum. With only a 5-card major he could invite with 14 HCP, etc. Margins of success are always tight so these thoughts could be of value.

Known Joint Trump Holding	Predicted HCP for 50% Game Prospect	Make Invitational 3 Bid With	Opener Bids 4 With	Opener Passes With
8	26	16	10-13	6-9
9	23	13	10-13	6-9
10+	22	12	10-13	6-9

Fig 43 When to make a Simmo 2D Invitational Raise

Ha - IF ONLY WE COULD MEMORISE ALL THESE NUMBERS !!!

Strong *Simmo 2D* with 18+

According to the MPS data (see Figs 36 and 37 above) opening 3 suited hands with at least 19 HCP should have an expectation to make GAME and 67% are expected to make SLAM. Even at 17 or 18 HCP the probability of achieving GAME is good. The problem is - what opening bid will convey the required strength and shape to partner? This is another potential application of *Simmo 2D* convention. Some strong 6-4-3-0 and 5-5-3-0 shape hands can also be difficult and may benefit from such an approach if the two long suits are Major suits.

Here is a hand that came up in our bridge club. This difficult hand works well with a 2D opening after three passes.

<p>♠ J 5 ♥ 6 3 2 ♦ A 10 6 2 ♣ K 10 7 6</p> <p>♠ A K Q 10 6 ♥ A K 10 7 ♦ - ♣ A 8 5 4</p> <p>♠ 9 4 3 2 ♥ Q 9 8 5 4 ♦ K 8 5 4 ♣ -</p>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	<p>♠ 8 7 ♥ J ♦ Q J 9 7 3 ♣ Q J 9 3 2</p>
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Fig 44 Example Hand

**Pass, Pass, Pass, 2D,
Pass, 3C, Pass, 3NT,
Pass, Pass, Pass**

The result on this hand was mostly a mixture of inferior trump games and part scores. That amply demonstrates the difficulties that were encountered in the bidding. 3NT came out top after a favourable lead.

SACRIFICE POTENTIAL

10.7% of all hands of this shape produced MPS scores of minus 100 and below. This means that these hands could successfully be bid to a level beyond their MPT. At 10.7% this is even greater than with 6-card suit hands and this emphasises again that there is scope for further analysis on the topic of sacrifice. Perhaps this also adds weight to the argument for using *Simmo 2D* convention for weak hands as a tool for finding the right fit and competing in the auction?

Here is a good example of how *Simmo 2D* would help in a competitive auction

<p>♠ 9 ♥ 9 5 ♦ A K J 6 4 2 ♣ 10 9 7 4</p> <p>♠ K 10 7 4 ♥ A J 6 ♦ 10 ♣ A K Q 5 2</p> <p>♠ A 5 3 2 ♥ K 7 4 3 ♦ 9 8 5 3 ♣ 8</p>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	<p>♠ Q J 8 6 ♥ Q 10 8 2 ♦ Q 7 ♣ J 6 3</p>
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Fig 45 Example Hand – Dealer East E/W Vul

If South opens *Simmo 2D* then West can either Double or Bid 3C. It is going to be more difficult for E/W to find their Spade Game contract. Let us assume that they somehow do and bid up to 4S. Whatever West does North has a splendid opportunity to explore the minor suit fit for a take-out sacrifice of 5D.

The actual result for this hand showed three of the eleven North players managed to find the Diamond bid to top the leader board.

CONCLUSIONS

Findings from the analysis of performance of 4441 + 5440 shape can be summarised as:

1. The trick making potential averaging 9.00 MPT, is surprisingly high.
2. An 84% probability of having an 8-card trump fit or better is excellent odds.
3. Double Dummy says you should be competitive on 73% of hands with this shape
4. The hands provide pre-emptive trick making capability as good as that found with 6-card suit hands.
5. Take-out Doubles at the one level could sensibly be made with as little as 3 HCP. This is one way to be competitive that we might have overlooked before this analysis.
6. A three suited 2D convention like *Simmo 2D* could include a weak pre-emptive element starting at 6 HCP. This is a way to be competitive with this shape of hand that we might have overlooked before this analysis.

7. GAME making potential is less promising but the hands still have a potential as good as any balanced hand. The emphasis is on trump fit and the **FIT Point Table** rule described could assist partner if/when he knows opener's hand shape.
8. **Simmo 2D** could be used for 18+ HCP hands. This method could assist where hitherto some hands were difficult to bid or their bidding involved greater risk taking.
9. The relatively high number of hands with sacrifice potential suggests a further analysis of sacrifice bids generally may be of value.

Simmo 2D The Trial

The following is the first eight hands encountered using the **Simmo-2D** convention plus the first one used in anger against me. In each case the actual auction was recorded and the hand results are as published by the bridge clubs.

<p>♠ A Q 10 ♥ 9 6 4 2 ♦ 5 ♣ A K Q 9 5</p>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	<p>♠ 9 6 4 2 ♥ K Q 7 3 ♦ Q 10 8 7 3 ♣ -</p>	<p>♠ 7 5 3 ♥ A 5 ♦ A 9 4 2 ♣ J 8 6 4</p>
<p>♠ K J 8 ♥ J 10 8 ♦ K J 6 ♣ 10 7 3 2</p>			

Fig 46 Trial Hand 1 – Dealer East Both Vul

This is the first effort for the **Simmo-2D** in action. First to open the bidding as East, Andrew opened the bidding at 2D.

- 2D, Pass, 3C
 Double, 3D, Double, Pass,
 Pass, Pass

While most N/S pairs were making Game or decent part scores we came in with 3Dx for +670.

A great example of how trump-fit triumphs over strength and a result of 100% was a good start for the **Simmo-2D** trial

<p>♠ 9 2 ♥ Q J 10 ♦ 10 9 7 6 5 4 ♣ 10 8</p>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	<p>♠ Q 10 5 4 3 ♥ K 6 5 2 ♦ K Q 8 ♣ 2</p>	<p>♠ K J 7 ♥ 9 8 3 ♦ J 3 2 ♣ Q J 7 5</p>
<p>♠ A 8 6 ♥ A 7 4 ♦ A ♣ A K 9 6 4 3</p>			

Fig 47 Trial Hand 2 – Dealer South Both Vul

With a near maximum as East I jumped to bid a **Simmo-2D** overcall. The hand shape is not perfect but having two of the top three honours in diamonds is a reasonable safeguard in the event of having to finish in a minor suit take out.

- - 1C, Pass
 Pass, 2D, 3C, Pass
 Pass, Pass

Perhaps the auction gave us clues for the defence. We took 3C off 1 for a plus score of 67%

<p>♠ J 10 8 4 ♥ Q J 6 2 ♦ K 9 4 2 ♣ 8</p>	<div style="border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>	<p>♠ K 6 3 ♥ 9 ♦ J 10 8 7 3 ♣ 9 6 3 2</p>	<p>♠ Q 9 7 ♥ K 10 8 7 ♦ 6 ♣ A K Q J 10</p>
<p>♠ A 5 2 ♥ A 5 4 3 ♦ A Q 5 ♣ 7 5 4</p>			

Fig 48 Trial Hand 3 – Dealer West N/S Vul

After West opened with 1C, I jumped to bid a **Simmo-2D**

- - - 1C
 2D, Pass, 2H, Pass
 Pass, 3C, Pass, Pass
 Pass

3C is predicted to make by "Double Dummy Analysis" but at the table it only made 50% of the time. Also, it wasn't always bid to the 3 level. So the **Simmo-2D** bid by North, followed by 2H in South, created a good defence position and we got the contract off by 1. 100% for **Simmo 2D**

♠ A 8 3 2
 ♥ K Q 8 4
 ♦ 10
 ♣ A K J 2
 ♠ Q J 10 9 6
 ♥ J 10 3
 ♦ 8 6
 ♣ 9 5 3
 ♠ K 7 4
 ♥ 7 6 5
 ♦ K J 7 5 3
 ♣ Q 4

Fig 49 Trial Hand 4 – Dealer East Both Vul

I upgraded this hand by a point and opened **Simmo-2D** with a view to making a strong rebid

- Pass, Pass, Pass
 2D, Pass, 3C, Pass
 3NT, Pass, Pass, Pass

Some players have difficulties getting into the right contract with strong hands of this shape. Opening **Simmo-2D** here produced a good result. 100% at matchplay with a 12 IMP score. The Traveller showed the hand would have scored 64% at pairs scoring.

♠ A J
 ♥ 8 4
 ♦ 10 7 6 4
 ♣ A 6 5 3 2
 ♠ K 9 7 4
 ♥ K 9 3 2
 ♦ 8
 ♣ K Q 9 8
 ♠ Q 10 8 5 3 2
 ♥ A Q 7
 ♦ 5
 ♣ 10 7 4

Fig 50 Trial Hand 5 – Dealer West Both Vul

My partner was dealer and opened **Simmo-2D**.

- - - 2D
 Pass, 4H, Pass, Pass
 Pass

A good Heart game by East was an easy find using **Simmo-2D** – 100%. Other pairs were in NT or Diamonds. Because my partner opened 2D I was able to make a sensible judgement call and go straight to the best game-bid that no one else could find. With West as dummy I had fun producing 11 tricks.

♠ 2
 ♥ Q 5 4
 ♦ A 10 5 2
 ♣ Q 10 9 5 2
 ♠ Q 8 7
 ♥ A 10 3 2
 ♦ 9 6 4 3
 ♣ K J
 ♠ A 9 6 5 4
 ♥ J 9
 ♦ K Q J 7
 ♣ 7 3

Fig 51 Trial Hand 6 – Dealer East N/S Vul

With a solid near maximum weak three suited hand I opened **Simmo-2D**.

- 2D, Double, 2H
 Pass, Pass, Pass

I believe South hand should 1S but only one N/S pair got into the auction for their contract. Half of the players passed this out. However, when East opens first with **Simmo-2D** it is a totally different proposition for South. This then becomes an easy part score auction for E/W. Only one other pair managed to find 2H some other way and this restricted our tally to 90%.

♠ A K Q 7
 ♥ A 8 4 2
 ♦ K Q 9 3
 ♣ Q
 ♠ 6 5
 ♥ K J 9
 ♦ 10 6 5
 ♣ K J 9 8 6
 ♠ J 10 9 4
 ♥ 10 5 3
 ♦ J 7 4
 ♣ 7 5 4

Fig 52 Trial Hand 7 – Dealer West N/S Vul

This deal shows how **Simmo-2D** seems to affect defensive tactics.

- - - Pass
 2D, Pass, 2S Pass
 4S, Pass, Pass, Pass

With a judicious application of the **Simmo-2D** convention North would have rebid 2NT. With such a miserable hand South would then sign off in 3S and North should leave it there. We would have achieved our aim of finding the apparent best contract of 3S that therefore would have produced a reasonable result of 85%. **Simmo-2D** would therefore have triumphed again by achieving its aim. I admit that I got a little over-excited with this good looking 20 HCPs that looked as if it could punch above its weight and went straight to 4S. This achieved a result of 100%.

Our opponents were a strong pair but my partner managed to be the only declarer to make 10 tricks. Good declarer play backed up perhaps with a sprinkling of **Simmo-2D** confusion.

♠ Q 8 7 6
 ♥ K 5 3 2
 ♦ 2
 ♣ Q 10 4 2
 ♠ K 10 9 3
 ♥ J 10 8 7
 ♦ K 10 9 8
 ♣ 6
 ♠ 5
 ♥ 4
 ♦ A J 7 6 5 4 3
 ♣ 8 7 5 3



Fig 53 Trial Hand 8 – Dealer West N/S Vul

When I looked at this hand afterwards I could hardly believe it. Here are three hands qualifying to open with **Simmo-2D**. West and North had the weak versions and East had the strong version. As North I was obviously the only one into this method so I had the upper hand. This is the auction:

-	-	-	Pass
2D	Double,	3C,	3H,
Pass	4NT,	Pass,	5C,
Pass	5H,	Pass,	Pass,
Pass			

Somehow against all the odds we got 5H one down for 100%

On the result sheet some players failed to achieved the double dummy prediction of 12 tricks. But with the **Simmo-2D** convention we had put our opponents under pressure from the start. Contracts of 3C or 3D Vulnerable North/South look challenging but the result bears out that the risk was worth taking.

This is a great hand to conclude because it is the first hand that I became the victim of someone else opening with a **Simmo 2D**

♠ A 10 4
 ♥ 10 8 4
 ♦ K 9 5
 ♣ 10 8 6 2
 ♠ K Q 9 8 7
 ♥ J
 ♦ 6 2
 ♣ Q 9 7 5 3
 ♠ 2
 ♥ A Q 9 6 2
 ♦ J 8 7 4
 ♣ A K 4



Fig 54 Trial Hand 9 – Dealer East N/S Vul

I was North. The bidding went:

-	2D	2H	2S
3H	Pass	Pass	3S
Pass	Pass	Pass	

4 North South pairs were allowed to play in 2H. East West pairs playing in Spades mostly made 8 tricks and only those that went on to Game did badly. Minus 50 for 3S one down by West is an excellent result that produced 60%.

With conventional methods, West would get into the auction by overcalling 2S after South's opening 1H. If all four players are cautious this gives West a decent contract. However, with competitive bidding and a sprinkling of over-zealousness some East West pairs got too high.

The benefit of **Simmo 2D** shines through this one allowing West to bid 2S then 3S with confidence expecting his partner to be weak but with good shape between them.

Summary of the Simmo 2D Trial

100, 67, 100, 64, 100, 90, 100, 100, 60

Arithmetic average for the results is 87

NOT BAD FOR A DULL PROSPECT

Simmo 2D Convention – More examples recorded at various bridge club duplicate sessions

♠ 10		
♥ J 8 3		
♦ A K J 7 3 2		
♣ K 5 3		
♠ Q J 9 2		♠ A 7 5 4 3
♥ K Q 5 2		♥ 10 9 6
♦ -		♦ Q 9 5
♣ Q 10 8 7 6		♣ A 2

N
W E
S

♠ K 8 6
♥ A 7 4
♦ 10 8 6 4
♣ J 9 4

Fig 55 Example Hand

Dealer South Both Vul

- - Pass 2D
?

Make life difficult for North and find a comfortable fit for a part score contract of 2S or 3S

♠ Q 5		
♥ J 7 3		
♦ 10 8 6 3 2		
♣ A 6 2		
♠ 4 2		♠ K J 10 8 6
♥ K 10 9 5		♥ A 2
♦ A Q 7 5		♦ K J 9 4
♣ J 10 8		♣ 9 7

N
W E
S

♠ A 9 7 3
♥ Q 8 6 4
♦ -
♣ K Q 5 4 3

Fig 56 Example Hand

Dealer South Nobody Vul

South could open 1C weak but this lets opponents into the auction. Why not open 2D?

The auction might go:

- - 2D Pass
3C Pass Pass Pass

If left here then minus 50 looks a good score. Even doubled for minus 100 doesn't look too bad

♠ J 8 6 4 2		
♥ J 8 5		
♦ J 7 3		
♣ A 9		
♠ 7		♠ Q 10 5 3
♥ A K Q 7 2		♥ 10 9 4 3
♦ Q 10 9 5 2		♦ -
♣ 5 4		♣ Q 10 8 6 2

N
W E
S

♠ A K 9
♥ 6
♦ A K 8 6 4
♣ K J 7 3

Fig 57 Example Hand

Dealer East N/S Vul

With a void and the right shape, you might be cheeky and open 2D?

2D, Double, 2H, ?

or even raise the pre-empt
2D, Double, 3H, ?

Can North risk 3S with his miserable 5 and knowing East has 4 for his bid? One down is a good result

♠ 10 8 5 2
 ♥ 9 8 7 3
 ♦ A
 ♣ Q J 6 5
 ♠ A Q J 9 4
 ♥ 6
 ♦ Q 9 7 3 2
 ♣ 8 7
 ♠ 6
 ♥ K Q J 5 4 2
 ♦ K 5
 ♣ 10 9 3 2



Fig 58 Example Hand

Dealer West E/W Vul

If West Passes you are in with 2D paving the way for a subsequent excellent sacrifice in Hearts.

If West opens weak 2S – hard luck

♠ A K 8 4
 ♥ 10 9 5 2
 ♦ K J 10 7
 ♣ 2
 ♠ J 10 9
 ♥ 6 3
 ♦ Q 9 5
 ♣ A K Q 7 4
 ♠ Q 7 6 5 3
 ♥ Q 4
 ♦ A 6
 ♣ J 9 6 5



Fig 59 Example Hand

Dealer East Nobody Vul

East and South could both open weak (like a Lucas 2) but if they don't here is a likely auction where N/S can find their Spade fit

-	Pass	Pass	1C
2D	2H	2S	3C
Pass	Pass	3S	

The jump raise overcall is 9-13 and South can see good shape and a 9 card trump fit

♠ 9 8 6 2
 ♥ Q 10 5 4
 ♦ A Q 10 7
 ♣ Q
 ♠ A Q 10 7
 ♥ J 9 8 6
 ♦ 4 2
 ♣ J 9 2
 ♠ 5 4 3
 ♥ 3 2
 ♦ J 8 6 5 3
 ♣ K 7 5



Fig 60 Example Hand

Dealer West N/S Vul

-	-	-	Pass
2D	DbI	Pass	

Why not sow seeds of doubt and make life difficult for the opponents

♠ A 3
 ♥ K 5 3 2
 ♦ A Q 5
 ♣ K Q J 9
 ♠ J 9 5
 ♥ 6
 ♦ K 8 6 4 3 2
 ♣ A 5 3
 ♠ Q 10 4 2
 ♥ 10 9 8
 ♦ J 10 9 7
 ♣ 8 4



Fig 61 Example Hand

Dealer East E/W Vul

2D,	Pass,	3C,	DbI
Pass,	?		

The record for this hand shows that only one pair were in Clubs and they made 9 tricks (100%).