



WizBridge+ Level 3

Take care ... there's a thief about!

In Level 3, you start to encounter some hands (around 30-40% of hands) where East / West have the majority of combined points, and they declare the contract.

You have two choices – you can 'Defend' the E/W contract, or you can 'Steal' it away from them.

Whichever you choose, this requires a totally new way of evaluating your hand, and (when defending) on playing the cards

Defending an E/W contract

When E/W have the majority of the points, they will 'declare' a contract, and this box will appear at the centre of the screen, with 'Defend' or 'Steal' options.



You are making the decision based on the following

- Your own hand (HCP & 'shape')
- North's known HCP point count **only!** You've no idea about the 'shape' of the N hand (suit distribution etc)
- The E/W HCP point count & knowledge of their 'bid'
- Their potential score if they make the contract
- Your potential loss



Let's look at this example:
E/W have bid to 3 Hearts, which will earn them 160Pts if they make the contract.

Look at your rather 'bland' hand. 10 points, and 'flat' shape. Partner is promising 6 points only, and you know absolutely NOTHING about his shape.

Look at the penalty point table. You can only afford to go 1 down (-100) to make stealing here profitable, and the more likely scenario would be 3,4 or more down. It would be absolute madness to steal here - simply opt to defend, and hope you defend as well as, or better, than the Robots. ***A draw is an excellent result when defending a hand***



Now this hand is more interesting. EW only have 21 Pts, and your side is only 2 short at 19 Pts. They've bid to 2 Hearts ... **Is this a 'stealable' hand?.. lets see**

If you are considering to 'steal' here, you are hoping for one of the following things from North – either a Spade suit, in which case you can bid at the 2 level (IE target 8 tricks) or he has a Diamond fit, or his own long Club suit (for which you've got decent support) in both cases you'll need to bid at the 3 level (to make 9 tricks)

Is it worth it? ... probably a 50/50 call. If you're lucky and find him with Spades, then making the contract is a real possibility (+110) or one down (-100) both will win against 2H making!

If North has a fit with Diamonds, or a 5 card Club suit, then bidding 3C or 3D will cost -100 if down one trick, or -300 if down two. As was said earlier ... it's a 50/50 decision.

This one, on the other hand, is more clear-cut ... to the 'gambler', who'd steal without even blinking! They are in 4S - so you're facing EW scoring 420 points. Obviously you're looking at your fabulous Diamond suit, so you have to be at the 5 level (11 tricks) to steal

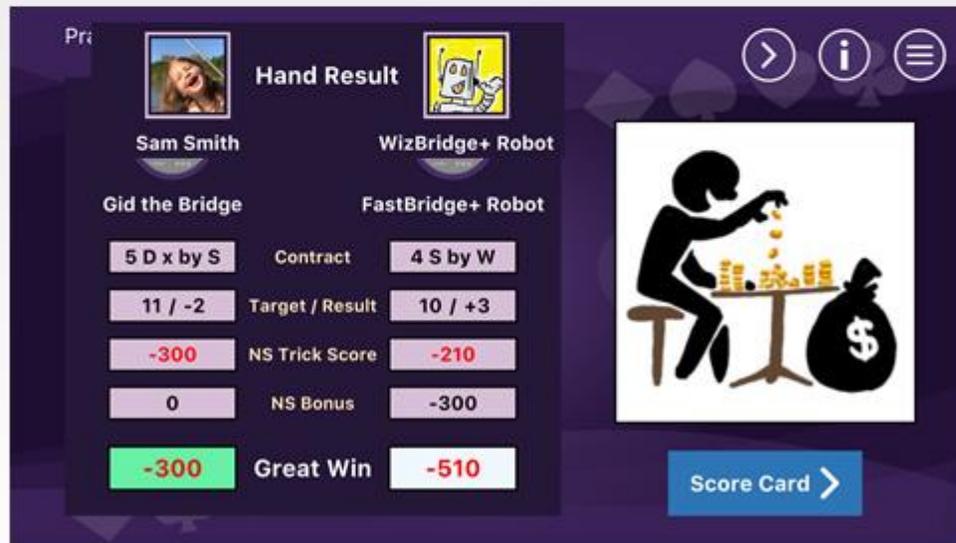
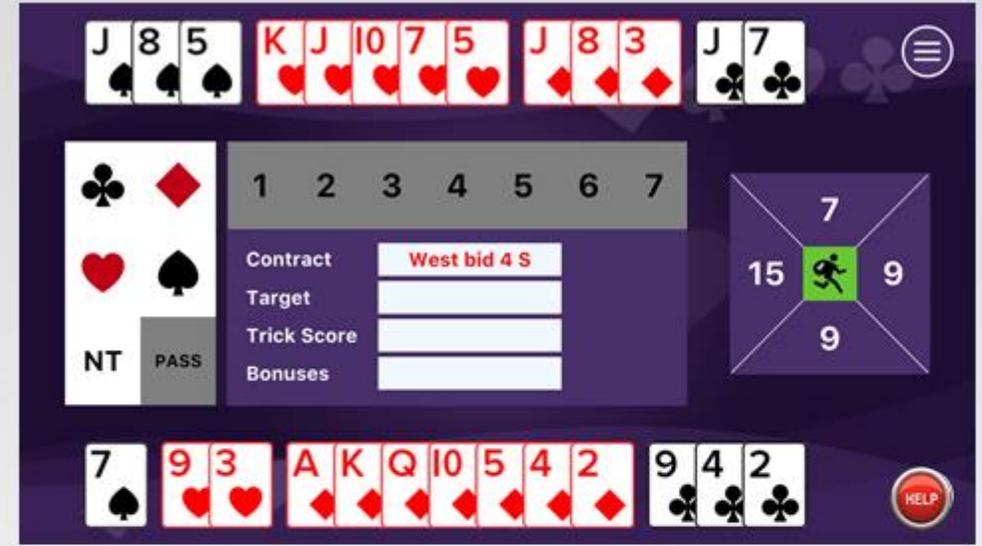


this from them. But ... **you can afford to go 2 under (-300) to beat the Robot.** Can this make 9 tricks? ... damned good chance. You have virtually 7 tricks for certain, and North has 7 points. If these can yield 2 tricks your loot bag will be full of gold!

I did indeed decide to Steal this hand, and partner came up with this 'gem' of a hand:

I ended up losing one Spade, two Clubs and one Heart.

-300Pts as expected, and I'm anticipating a win of 120Pts if Robot EW make their 4 Spades and they score 420



As things turned out, in the Robot game, EW made all 13 tricks for a -510 score
A massive swing of 210 to the 'thieves'

You see ... crime can pay 😊

IMPORTANT NOTE ABOUT PENALTY POINTS IN 'STOLEN' CONTRACTS

You'll have noticed that whenever you're offered to 'steal' a contract, you also see this box with the undertrick penalties

Penalty points

1 under = 100

2 under = 300

3 under = 500

4 under = 700

This is in order to remind you that, should you 'go down' in your stolen contract, undertrick penalties are 'penal', especially once you go 2 under or more.

This is done to try to put the rash 'thief' off. **But the good news is that if you 'make' a stolen contract, all trick scores are doubled, and you get an additional 50Pts for having the 'chutzpa' to steal ... and get away with it!**

In conclusion, please remember:

- By far the vast majority of hands where EW have the majority points are not 'stealable'. They will be bland, flat hands like this one, and only a fool would look to steal. Defend it ... defend it well, and hope to draw with the Robots



- Your decision is based on your hand only, so make your decision based on average 'reality', rather than pie-in-the-sky hopes, when it comes to your expectations from North
- Don't forget! Stealing is only worth while so long as EW make their contract. **If there's a chance you can get them down, don't even think about stealing.**