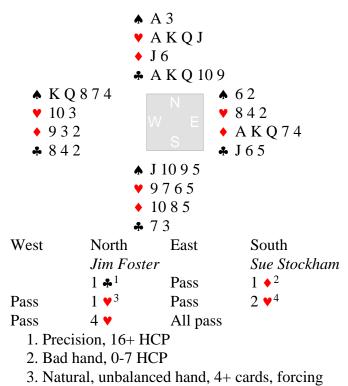
2017-10-23 Charlotte Precision Problem			
Board 13	▲ A 3		
North Deals	🔻 A K Q J		
Both Vul	🔶 J 6		
	♣ A K (Q 10 9	
🔺 K Q 8 7 4	4	▲ 62	
♥ 10 3		▶ 842	
• 9 3 2	W		4
♣ 8 4 2	S	♣ J 6 5	
▲ J 10 9 5			
v 9765			
♦ 10 8 5			
	* 73		
West	North	East	South
Gary Schwartz	Jim Foster	Pete Matthews	Sue Stockham
	$1 \clubsuit^1$	1 ♦	Pass ²
2 •	Dbl ³	Pass	2 🔺
Pass	3 💙	All pass	
1. Precision, 16+ HCP			
2. Bad hand, 0-5 HCP			
3. Takeout, as if West had opened, but stronger			

Gary and I play Leaping Truscott, so a simple 1 overcall was available to me. Over Gary's raise, North was in a tough spot. A jump here would usually be forcing to game, for Precision players; while he has a great hand, he does not know where he wants to play. He chose the sensible takeout double. According to a reliable opinion, Jim Foster is the best player in Alabama. He showed his mettle with his next bid of 3, playing there for a fine score, NS +170.

However, as he pointed out, Stockham has a clear raise to game, with four trumps and an almost certain ruffing trick. Why is that? The typical takeout double here shows support for the three suits other than diamonds. With 4-5 points, Stockham might have jumped to $3 \spadesuit$. Foster knew Stockham had an effective 0-3 HCP, so with a "normal" double of up to maybe 21 high card points, he would have passed $2 \spadesuit$. Bidding a new suit meant Foster just needed a little something to make game.

Without the overcall, modern Precision easily reaches the fine 4 ♥ contract, NS +620:



4. 4+ card support, 0-4 HCP

Notice that, if the club suit comes in, North can usually make game opposite only *three* hearts, discarding his spade loser on the third round of diamonds.

Taking a leaf from Mike Lawrence, I would likely reach game on a standard auction, as I would expect Foster to do:

However, playing 2 ♥ negative [2 ♦ positive], North would not have this path available. Instead, the typical standard auction would be:

2 ♣ - 2 ♦/2 ♥; 2 NT - Pass

The defense cashes five diamonds, NS +120. This is why we got fewer than 20% of the matchpoints.