



Hesitation and extraneous information

by Slawek Latala

Quotation, L16A: *...After a player makes available to his partner extraneous information that may suggest a call or play ...by unmistakable hesitation... the partner may not choose from among logical alternative actions one that could demonstrably have been suggested over another by the extraneous information...*

Question: What kind of information does the hesitation carry in each example?

1. NS – vul.

W	N	E	S
1NT ¹⁾	2♥	...2♠ ²⁾	

1) 15-17

2) NF

What kind of partner's hand can you (as West) expect after hesitation?

- a) KJ10xx, Kxx, x, xxxx
- b) K109xx, xx, Qxx, xxx
- c) Q9xxxx, xx, xx, xxx
- d) K10xxx, QJxx, xx, xx

Is hesitation:

- a) encouraging? - H+
- b) discouraging? - H-
- c) unimportant? - H=

2.

Answer the same question in the next cases

Is hesitation:

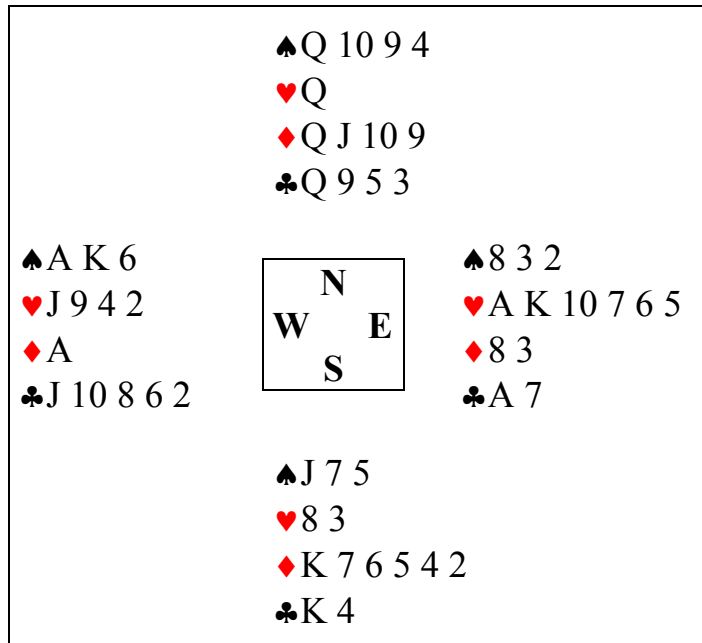
- a) encouraging? - H+
- b) discouraging? - H-
- c) unimportant? - H=

W	N	E	S
1♣	pass	1♥	pass
1♠	pass	3♥	pass
4♦	pass	...4♥	pass

Bridge Olympiad, Rhodes, 1996



5♥ pass 6♥ pass
 pass pass



TD decision: 4♥+2, 680

AC decision: Uphold TD decision.

3.

W	N	E	S
—	pass	1♠ ¹⁾	pass
2♥ ²⁾	pass	3♣ ³⁾	pass
3♦ ⁴⁾	pass	3♥ ⁵⁾	pass
...3NT ⁶⁾	pass	4♣ ⁷⁾	pass
...5♣ ⁸⁾	pass	6♣	pass
pass	pass		

1) 4+♠

2) 5+♥, 10+

3) 5+♠, 4♣, 17+

4) GF,

5) 2+♥

6) no more, ♦ stopper

7) pick a game: ♥ or ♣

8) 3+♣

Bridge Olympiad, Maastricht, 2000



	♠K Q 9 3 ♥9 3 ♦K 8 3 2 ♣Q 7 5										
♠10 ♥A Q 10 5 2 ♦A Q J 6 ♣6 4 2	<table style="margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠A J 7 6 4 ♥K 8 7 ♦— ♣A K 10 9 8
	N										
W		E									
	S										
	♠8 5 2 ♥J 6 4 ♦10 9 7 5 4 ♣J 3										

TD decision: result stands

AC decision: Uphold TD decision.

4.

W	N	E	S
1♦	pass	1♥	pass
2♣	pass	...2♦	pass
3♦	pass	3NT	pass
pass	pass		

5.

W	N	E	S
pass	1♦	pass	1♥
pass	1♠	pass	...1NT
pass	2♣	pass	2♠
pass	pass	pass	



European Teams Championship, Tenerife, 2001

	♠A 8 7 5 ♥8 ♦A 10 9 5 4 ♣A J 2				
♠J 2 ♥K 9 7 ♦K 7 6 3 ♣Q 8 7 4	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠Q 9 4 3 ♥Q 10 6 5 ♦Q J ♣K 10 5
N					
W E					
S					
	♠K 10 6 ♥A J 4 3 2 ♦8 2 ♣9 6 3				

TD decision: 1NT-1, +50 for EW

AC decision: Restore original result, 2♠=, +110 for NS.

6.		W	N	E	S
	pass	pass	1♠	pass	
	1NT	3♣	3♥	3♠	
	4♥	5♣	5♥	...pass	
	pass	6♣	pass	pass	
	dbl	pass	pass	pass	

European Mixt Championship, Monte Carlo, 1996

	♠10 7 6 5 ♥— ♦8 7 3 ♣A K 10 9 8 4				
♠9 2 ♥K Q 10 9 5 ♦Q 6 5 4 ♣J 2	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠K Q 8 6 3 ♥A J 8 7 4 2 ♦K 2 ♣—
N					
W E					
S					
	♠A J ♥6 3 ♦A J 10 9 ♣Q 7 6 5 3				

TD decision: 5♥=, +650 for EW,

AC decision: Restore original result, 6♣-1, +100 for EW.



Summary

When hesitation is H+, H- or H=?

Define each bid as strong, average or weak.

Example:

W	N	E	S
1♣	pass	1♠	pass
1NT	pass	2♣ ¹⁾	pass
?			

1) - check back

2♦ - 2♠, minimum - weak

2♥ - 3♠, maximum - strong

2♠ - 3♠, minimum - weak

2NT - 2♠, maximum - strong

Case 1.

W	N	E	S
1NT	2♥	...2♠	

Case 2.

W	N	E	S
1♣	pass	1♥	pass
1♠	pass	3♥	pass
4♦	pass	...4♥	pass

Case 3.

W	N	E	S
-	pass	1♠	pass
2♥	pass	3♣	pass
3♦	pass	3♥	pass
...3NT	pass	4♣	pass
...5♣	pass	6♣	pass

Case 4.

W	N	E	S
1♦	pass	1♥	pass
2♣	pass	...2♦	pass
3♦	pass	3NT	pass
pass	pass		

Case 5.

W	N	E	S
pass	1♦	pass	1♥
pass	1♠	pass	...1NT
pass	2♣	pass	2♠

Case 6.

W	N	E	S
pass	pass	1♠	pass
1NT	3♣	3♥	3♠
4♥	5♣	5♥	...pass
pass	6♣	pass	pass
dbl	pass	pass	pass

1. average - H=

2. weak - H+

3. strong - H-

4. weak - H+

5. average - H=



6. strong - H-