

9/8 Learn Bridge in a Day – No Game!
9/11 Tuesday Eve Leaders

1st OA: **Richard Horvitz & Karen Kalla** (64%) 
2nd OA: **Mark Mitchell & Gail Zimmer** (53%)

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	15 Sep	Mike	Opening Bids Initial
	Sat	12:30	Purcell	Valuation
	99er	18 Sep	Steve	Direct Cue Bids &
	Tue	6:30	Moese	Unusual NT

CBA NLM Games – Play Often!

Mon NLM 7 PM CBA Wed Homestyle 11:00 AM CBA
Tues 99er 7 PM CBA Wed 199er 6:30 PM NKY BC
Thurs NLM 7 PM CBA 1st Fri 99er 10:00 AM NKY BC

0-30 Sat 1 PM CBA (Lecture at 12:30 PM)

Area Tournaments

Sep 21 – 23	Dayton OH	S
Oct 1 - 7	Fort Wayne IN	R
Oct 19 - 21	Columbus OH	S
Oct 26 - 28	Cincinnati OH (NAP)	S/N

For Details go to <http://www.acbl.org/tournament-calendar/>

There is a trend to light opening bids and frequent, undisciplined preempts in high level bridge. Why? Getting in early disrupts the opponents and guides defense. Preempting hinders science. The good news? Penalty doubles are still available...

Thinking Bridge By Eddie Kantar
July 21, 2007 Nashville NABC Daily Bulletin p3.

East	♠ 9 2
Deals	♥ 6
N-S Vul	♦ AQ8753
	♣ 7543
♠ Q7 4	♠ 85
♥ KQJ1093	♥ A75
♦ 102	♦ KJ94
♣ Q9	♣ J1082
	♠ AKJ1063
	♥ 842
	♦ 6
	♣ AK6

West	North	East	South
Pass	1♠	3♥	Dbl
Pass	4♠	All Pass	

relatively strong side suit plus a short side suit, the defense has to decide whether the long suit is likely to be usable or not. East knows that dummy's ♦s, outside of the A, are not usable. Translation: This dummy is good only for ruffing ♥s. Also, East

must consider the likelihood of West having only 6 ♥s at this vulnerability. If so, South has 3 ♥s. **Another inference:** When East sees 10 ♦s between his hand and dummy, the normal division of the other 3 ♦s is 2–1. If West had the singleton ♦, he probably would have led it, so East assumes South has the singleton ♦, making it even more likely that he has 3 ♥s. East must overtake the ♥K and shift to a trump. West cannot switch to a trump without giving up his ♠ trick. After East overtakes and switches to a ♠, if South finesses, West wins and returns a ♠ and South is down at least 2. If South rises with the ♠A and ruffs a ♥, subsequent good defense defeats the contract at least 1 trick. If East fails to overtake, or if East overtakes and leads a ♠, declarer can make 4♠ by ruffing two ♥s in dummy. The defenders must realize that any ♣ tricks they have coming are not going anywhere. It's the ♥ tricks that can be lost.

Too strong to preempt? [March 17, 2005 Pittsburgh Spring NABC Daily Bulletin](#) p4. That didn't stop Sheldon Margulis of St. Louis on this deal from the aft. session of the Tues Fast Open Pairs.

North	♠ K932
Deals	♥ J76
N-S Vul	♦ 1052
	♣ J73
♠ AJ8754	♠ Q6
♥ 53	♥ 1084
♦ Q3	♦ KJ97
♣ KQ4	♣ A962
	♠ 10
	♥ AKQ92
	♦ A864
	♣ 1085

West	North	East	South
Pass	Pass	1♥	2♠
3♥	3♠	4♥	Dbl

Margulis' strategic underbid, all 3 of the other players at the table found reasons to bid at higher levels than they might have liked. North stretched to show his ♥ support and, encouraged by the vulnerability, Schulte thought his good doubleton was adequate to compete at the 3 level. South pushed, too, and bid the VUL ♥ game. The auction convinced him it was NS's hand, and he was expecting (hoping) dummy would have no wasted ♠ honors. Margulis' ruse had worked perfectly, and he now added insult to injury by doubling 4♥. The result - down 3 for plus 800, a top and 1st OA in the event for Margulis & Schulte. Schulte said "I've been playing bridge for almost 40 years, and I thought I'd seen everything," Schulte said. "But this is the 1st time I've ever had a partner who had the nerve to preempt, get a non-forcing raise, and then make a penalty double all by himself!"

Newcomer News 0-30 – Mike Purcell 513 702 4007 mikpur@cinci.rr.com

No Game Last Week! Learn Bridge in a Day was a BIG success. Be sure to give a warm welcome to new players who join us at the Newcomer 0-30 game this Saturday.

Saturday September 15 Mike Purcell will lead the game. The Newcomer Bidding Series begins at 12:30 PM. Mike will present this week's topic: Opening Bidding – Initial Hand Assessment. See the CBA Website for handouts.

http://www.cincybridge.com/NLM/20120912_Opening_Bidding_Initial_Hand_Assessment.pdf

http://www.cincybridge.com/NLM/20120912_Opening_Bidding_Initial_Hand_Assessment_Worksheet.pdf

Here's another from the Learning Points collection available on the CBA website. In the CBA Web Page Left Panel, click [Improve Your Game](#) → [Learning Points Icon](#) http://www.cincybridge.com/Lessons/online_learning_points.htm

Declarer Play – 2 Finesses Too Many By Steve Moese (Mike Purcell, ed.)

Declarer Play Level: BASIC

- **Stop** Planning the play:
- **Look** 1. Before you play, count winners and losers. How many tricks do you need?
- **Listen** 2. Review what your opponents said/did not say, and what they led.
- **Analyze** 3. Look for ways to eliminate losers or create winners.
- **Plan** 4. Formulate a plan. We know what our options are (losers and winners, sources of tricks), which defender can hurt you, and what additional information we need to make informed choices. Look for the best opportunity with highest chance of success.
- **Execute**

Planning is often dynamic – the direction you choose depends on what you learn along the way. Sometimes the obvious plays are not the best plays. Learning the best play for a given card combination helps. Playing the cards you have for the number of tricks you really need helps even more. Playing within the context of the entire hand is our objective. Check every plan to see if you overlooked an opportunity or threat.

Finding hidden opportunities to gain extra tricks can put us over the top. Every extra chance we find puts us closer to the top of the scoreboard.

Here's hand where you face 2 finesses. The opponents have not bid. The question is, "Which finesse do you take?":

These 2 hands have exactly the same shape – we call them MIRROR HANDS. This means that there are no tricks available from ruffs, and no side suit length to develop. What's a declarer to do??

North
♠Q9542
♥A32
♦A32
♣K4
6 Spades
Lead ♠10

South
♠AK1086
♥KJ10
♦KJ7
♣AJ

SLL:
HCP:
Top Tricks:
Losers:
Lead:
Analysis:

Choose
the 100%
Line

Plan:

Edwin Kantar, *Take All Your Chances*, p. 86 #53
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Make your decision before reading further.

Here's the complete Analysis and Plan:

North

♠Q9542
♥A32
♦A32
♣K4

6 Spades
Lead ♠10

South

♠AK1086
♥KJ10
♦KJ7
♣AJ

SLL:

HCP: 13 + 20
Top Tricks: 11
Losers: 2
Lead: No Threat

Analysis:

Need 1 of 2 Finesses (75%)
Can't lose lead more than once
How to avoid 2 guesses?

Plan:

Win ♣ and Draw Trump
Win 2nd ♣
Play A, K, J of ♦
Defense must return a helpful card
END PLAY

Hand II

Choose
the 100%
Line

South has a pretty good looking slam. 33 HCP means many pairs will bid it. The opening lead poses no threat (*a void in East means West had a 9 card suit – no one keeps silent with a 9 card suit these days*). There are no trump losers and no ♣ losers. However both red suits have a possible loser. At 1st blush the contract appears to depend on finding either red suit Queen. Note that the finesse in ♦s is 1-way only, while the finesse in ♥s can be taken through either hand. It would seem on the surface that the probability of success is about 75% - 1 of 2 independent finesses. Here's how players of



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different experience might approach this hand...

Novice	Intermediate	Advanced
Lead ♥J hoping West will cover the then try the ♦ finesse if necessary.	Take the diamond finesse 1 st and place the ♥Q in the opposite hand (split honors).	Take no finesse, and make the hand 100% of the time. Can you see how?

North

♠42
♥A32
♦A32
♣

South

♠86
♥KJ10
♦KJ7
♣

Analysis is the hardest part of planning the play. Sometimes our best chances enlists the help of our opponents. Don't take a finesse if you don't have to. When you have two 3-card suits and trumps in both hands, you can get the opponents to help even if they do not want to. Simply **draw trumps** (2 or 3 rounds) and **eliminate the side suit** (here ♣s) to arrive at the remaining cards ←shown here.

Now cash the ♦AK and if the ♦Q does not drop, play the ♦J. The opponent who wins the ♦Q will have to give you a **free finesse** in ♥s, or lead a ♣ or ♦ (they're out of ♠s) allowing you to pitch a ♥ from either hand while you ruff the trick in the other. Either way you lose only 1 trick at most: The free ♥ finesse gives you 3 ♥ tricks. The **ruff-sluff** allows you to cash 2 high ♥s and ruff the 3rd. You've just end-played your opponents for a guaranteed 12 tricks. Well done!

Note: Choosing to throw the opponents in using ♦s is far superior to throwing them in with ♥s. Why? ♥s offer a 2-way finesse. The 1-way ♦ finesse might not work even if it is free. There is a chance you could lose both red Queens if you throw the opponents in with ♥s!