

12/4 Tuesday Eve Leaders

1st OA: **Steve Simon & Garen Wisner** (56.3%)

2nd OA: **Darlene Young & Natalie Crowe** (55.5%)



Area Tournaments

Dec 26-Jan 1	STaC CBA	S
Jan 11-13	Columbus	S
Jan 16-20	Independence OH	R
Jan 26-27	D11 GNT Finals	N/R
	Kettering, OH	

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

CBA NLM Games – Play Often!

Mon NLM 7 PM CBA Wed Home Style 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 12:30 PM) Partner provided

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	8 Dec	N/A	Holiday Party!!
	Sat	12:30		
	99er	11 Dec	AJ	Counting HCP
	Tue	6:30	Stephani	

5 Steps to Better Bridge – What’s the best way for me to improve my game? Top players know doing well depends on avoiding mistakes in common situations, and not the rare spectacular bid or play. We each have our own learning goals and styles. There’s no 1 path. Remember, bridge is about partnership. Here are important themes to consider. (**CAUTION: Don’t try to do all at once. Practice 1 until you master it. Doing too much leads to confusion and poor results.**)

I. Thinking & Acting with Discipline

- Clear your mind before each hand. Be ready to think.
- Learn from each trick – be aware of the information you have. Pay attention.
- Anticipate problems and opportunities – avoid surprises
- Positive Attitude – be the partner you want to play with.
- Short Memory – Forget a poor result or a big success immediately. Be ready for the next hand.
- Emotional Intelligence – Focus on the partnership and trust. Help partner grow. S/he’s on our side!

II. Counting:

- Winners & Losers – Informs how many tricks we need to create
- Entries & Controls – Informs our sequence of plays
- Trumps/Cards Outstanding – How many opponents hold and how many we’ve seen.
- Keycards – Do we have enough top cards to bid slam?
- HCP – Bidding, dummy & partner’s lead inform Partner’s & Declarer’s HCP.
- Shape – Bidding, dummy & partner’s lead inform Partner’s & Declarer’s Shape.
- Tricks – Length, ruffing tricks. Ours & declarer’s.

III. Declaring:

- Planning – Decide the sequence of plays based on the tricks you need.
- Suit combinations & simple probability – know the basics. What’s best given your plan?
- Gathering data – Bidding, Leads, dummy, & each trick adds to what you know

IV. Defending:

- Gathering Data – Bidding, Leads, dummy, & each trick adds to what you know
- Plans & Strategies – Active or passive, where and how to attack, what info we need
- Leads & Signals – Show partner what we have.

V. Bidding:

- Hand evaluation – Fit, Controls & key cards, working strength & distribution
- Simple & effective system – easy to remember methods you & your partner like.
- Constructive vs. Competitive bidding – what changes and what’s the same.
- Sound judgment and decisions – use your information.

So where do we get started?

Check out these **CBA Resources:** Bridge Classes, Website (Improve Your Game), ALERT & 99er Newsletters, Newcomer & 99er Games, Bridge Library, Mentors & Bridge Players.

The right time to start is **NOW!!!**

Steve Moese moesefamily@aol.com

Next Saturday (12/8) Phyllis will be running the Sat game. There is no Seminar since we will celebrate our Holiday Party.

**Newcomer Holiday Party Saturday
December 8th - Mark your calendars for
our 1st ever Holiday Party. We plan a
light lunch & desserts for all to enjoy in
the Teaching Room starting at 12:15!**

Here is an interesting had from last Saturday. This hand saw every one making 13 tricks in ♠s yet only 2 pairs bid to a small slam. Let's take a closer look

Board 3	♠ Q J 10 8 3		
South Deals	♥ K 3		
E-W Vul	♦ A K Q 7 4		
	♣ 9		
	♠ 6 2		♠ K 4
	♥ Q 8 7 6 2		♥ J 9 5 4
	♦ 2		♦ J 10 8 5 3
	♣ K Q J 8 5		♣ 3 2
	♠ A 9 7 5		
NS 7♠ 5N	♥ A 10		
5♦ 3♣ 1♥	♦ 9 6		
	♣ A 10 7 6 4		

The Bidding – South has 12 HCP, 3 Quick Tricks, a semi-balanced hand and 5 ♣s. Opening 1♣ should be common. *(Some devious Wests might consider jumping to 2♥ but that bid risks more than it gains).* West passes here. North has a strong hand (15 HCP) that will drive to game, but a simple 1♠ response is enough at first. South can now reevaluate their hand adding 2 Support Points bringing the valuation to 14 SPs. 2♠ is enough. Given South's support of ♠s showing 4 cards, North can revalue adding 2 SPs for the singleton and one for the 5th ♠ or 18 SPs. 4♦ shows this

South	West	North	East
1♣	Pass	1♠	Pass
2♣	Pass	4♦	Pass
4♥	Pass	4N	Pass
5♣ ¹	Pass	6♠	Pass
All Pass			
1 = 0 or 3 Key Cards.			
West Leads ♣K			

strong 2-suiter. South can cooperate by showing the ♥A by bidding 4♥. This is a control bid showing 1st round control of ♥s. Since we have already agreed ♠s, we are not trying to play in ♥s. When North hears South's 4♥ control bid, s/he knows there are no ♥ losers. 4N asks for Key Cards. *(There are 5 Key Cards – the ♠K and the 4 Aces).* 5♣ shows 0 or 3 key cards. The bidding suggests partner has 3. Since North has an A, 2 Ks and 2 Qs, South should have 3 Aces for an opening bid (Think: the ♠K, ♥Q, ♣KQ is NOT enough to get to a 1st seat opener even with 2 Jacks – we lack 2 quick tricks). Since South should have 3 Key Cards 6♠ should be possible.

The Plan – The opening lead is a good attack – leading from strength to establish a 2nd round trick. Note how South's ♣A opposite North's singleton ♣ eliminates possible losers in ♣s. We have a possible loser in ♠s, and 7 winners off the top. We need to develop 5 more winners. We can see our way to 2♥s, 4 or 5 ♠s, 5 ♥s and 1 ♣ for 12 or 13 tricks. The ♠ finesse is right (missing 3 cards trying to drop a singleton K is not best odds).

The Play - Win the ♣A and lead the small ♥ to dummy's honor. Lead the ♠Q. If East ducks, we finesse. When the ♠Q wins, we repeat the finesse. When the ♠K falls on the 2nd round we see the 4 trumps we were missing are eliminated. We can now turn our attention to the ♦ suit. Take 2 top tricks and lead small ♦ to ruff. Ruff a ♣ back to the table and ruff a ♦ to hand. Ruff a ♣ back to table and cash the high ♦ (Pitching a losing ♣). The ♥ followed by a ♣ ruff totals 13 tricks. Let's count our winners: 1♣, 2♥, 2♠, 2♦ ruffs, 3 ♣ ruffs, 3♦ = 13 tricks. You play so well!

Contract	Scores		MPs	
	N-S	E-W	N-S	E-W
6♠ N	1010		6.5	0.5
6♠ N	1010		6.5	0.5
4♠ N	510		2.5	4.5
4♠ S	510		2.5	4.5
4♠ N	510		2.5	4.5
4♠ N	510		2.5	4.5
4♠ N	510		2.5	4.5
4♠ N	510		2.5	4.5

Post Mortem – If you count only HCP (12+15 = 27) you might never think of slam. Distribution (5♠ and 5♦) and a useful singleton ♣ mean that 12 tricks are possible. The ♥ control bid ensure no losers there.

Notice a finesse was necessary for 13 tricks. Bidding 6 is good bridge. A grand slam requires a 50% risk (the finesse) and is not a good choice. **The additional reward (0.5 MP out of 7) for bidding and making 7 is not enough to make it worth bidding the grand slam!**

Looking to improve your game? If you have an Intel Computer we highly recommend the **free software** offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at:
<https://web.acbl.org/LearnToPlayBridge/>