

12/8 Newcomers Leaders

1st OA: **Gail Zimmer & Andy Heldman** (64%)

2nd OA: **Lewis Temples & James Hunkler** (54%)



12/11 Tuesday Eve Leaders

1st OA: **Patt Olexsey & Joanne Oppelt** (64.5%)

2nd OA: **Steve Simon & Garen Wisner** (63.2%)

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	15 Dec	Phyllis	Roman Key Card
	Sat	12:30	Bishop	Blackwood
	99er	18 Dec	AJ	Counting Shape
	Tue	6:30	Stephani	

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

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/>

Silver Points! Silver Points!

Join us at the D11 STaC from
Dec 26 through January 1 at the CBC.

On Counting by Steve Moese

There is no escape. **Success at Bridge requires we count.** Let's explore counting during the course of a hand. How much we count depends on how much we need to know to make our contract. When we first pick up a hand we count our HCP and our shape to decide what to bid. We adjust our count (Support Points) with a fit. We estimate our combined strength (HCP and Support Points) from partner's bids to decide strain then partial, game or slam.

On the opening lead we use the **Rule of 11** to see how many higher cards are in RHO's/Declarer's hand. We count **winner & losers** to know our objective & risks. We count stoppers and entries to define our plan. Opponents' leads, signals and bids inform their shape & strength (Who is the threat hand?).

Once we form our plan we count missing cards in key suits. We count our trumps and (subtract from 13) their trumps. We draw only those trumps needed by our plan. Sometimes we leave opponent's master trump out so that we can ruff tricks in the short trump hand – adding to our trick total. When drawing

trumps or running a suit, note how many card you and partner hold (say 9) & subtract that from 13 (say 4). Now keep track of the cards opponents play: Trick 1 both followed [2 left]. Trick 2 LHO followed [1 left]. That way **you always know how many cards are missing and who has them.** As we learn from counting we revise our plan. We keep counting how many tricks we need to develop every step of the way.

[When opponents make a Michaels Cue bid (55 Majors or 55 Major/Minor) or an unusual NT bid (55 two lowest suits) that hand shape is known within narrow limits. That's why experts avoid these bids unless they are likely to declare the hand. Even then, they paint a clear picture for defense].

SHOW-OUTS are the most important shape counting tool. When an opponent shows out (discards) you automatically know how many cards their partner holds exactly. The 13 cards are split 4 ways. Say Declarer and dummy hold 5 and 3 cards. If RHO shows out on the 2nd trick, LHO must have 4 cards in that suit. Think 5-3-1-4. The easy way to count both opponent's cards when one shows out: "What's the 4th number to make 13?" Practice this. When done, practice more.

Hold up plays are a result of counting (or anticipating a count). They cut communication and stop defenders from running a long suit. In NT, hold up a lone Ace (5 cards in 2 hands) until the 3rd trick caters to LHO's 5 card suit. Now LHO needs an entry. We take the Ace on the round RHO plays their last card. **Subtract the # of cards you and dummy hold from 8, and win that round.** With 5 cards, 8-5=3 so win round 3.

Counting opponents' HCP is key. Say we declare 4♥ after the bidding 1♣-1♥-2♥-4♥ and we have 26 HCP. If RHO shows up with 10 HCP, the missing King must be with the LHO – with 13 HCP RHO would have made an overcall or double at the 1 level. Many miss this inference because it requires practice and focus for many tricks. We can always take 10 seconds and mentally review all tricks late in the play. Playing back the tricks makes counting an opponent's HCP easier. **We train ourselves to pay attention to details.**

Where do we start? **Start counting HCP and shape.** Check your self. As your skill grows you will be more and more accurate. As you concentrate you will find it easier to use the information you counted. Don't give up – counting is a core skill that takes time to develop. Your bridge decisions and results will improve every game. Master one counting skill before taking on the next.

Good Counting!

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

We had 4 full tables for the Holiday Party and Club Championship! Phyllis and I want to thank everyone for coming and for the thoughtful holiday gifts.

Our winners in this special game are:

- 1st Joanne & Tim Oppelt (67.46%)
- 2nd Sharon Koster & Salty Roark (57.94%)
- 3rd Barry Wauligman & Virginia Dollar (53.97%)

Full results for Saturday's game can be found at: <http://www.cincybridge.com/calendar2/121208A.HTM>

Welcome new players!
Joyce Vogt, Marie Kitsinis,
Barry Wauligman, Virginia
Dollar. Thank you for playing!

Looking to improve your game? If you have a Windows Computer we highly recommend the **free software** offered by the ACBL Check it out at:
<https://web.acbl.org/LearnToPlayBridae/>

Next Saturday (12/15) Phyllis and I will be running the game. Phyllis will also be doing an in-depth seminar on the 1430 Roman Key Card Convention starting at 12:30 – See Board 7 below from last week!

This week we look at 2 slam hands where long solid suits are especially valuable.

Board 4 ♠ 6 3
West Deals ♥ J 9
Both Vul ♦ 10 9 5 4 2
♣ J 7 3 2

♠ A 8		♠ KQJ1075
♥ K 10 5 4	W	♥ A Q 7 6
♦ A 8 7	N	♦ 3
♣ K 9 8 5	E	♣ A 10

EW 7N 7♠
7♥ 4♣ 1♦

♠ 9 4 2		
♥ 8 3 2		
♦ K Q J 6		
♣ Q 6 4		

Bidding – West has 14 HCP and opens 1♣. East has 16 HCP, a long ♠ suit and few losers. If East can find a major suit fit their hand is worth 20 support point making slam possible. East starts with a 1♠ bid. West rebids 1NT. East jumps to 3♣ to show a game forcing hand with 6 ♠s. West raises to 4♣ confirming a fit. East knows they have 32-35 support point and should explore for slam. Whether you play Blackwood or Roman Key Card you will find 2 Aces and 2 Kings. Without knowing about the ♥K and your 4-4 ♥ fit many will settle for 6♣.

Play of the Hand – With 13 tricks play is easy.

Post Mortem – In this hand East's 16 HCP play much bigger than that with 20 support points. Recognizing this is the key to getting to slam.

Bd 4	Scores		MPs	
	N-S	E-W	N-S	E-W
4♦ W	200		8	0
3 N W		690	7	1
5♥ E		710	5	3
4♠ E		710	5	3
4♣ E		710	5	3
6♣ E		1460	2	6
6♠ E		1460	2	6
6♣ E		1460	2	6
7♠ E		2210	0	8
4♣ E		710	2	1
4♥ E		710	2	1
4♠ W		710	2	1
7♥ E		2210	0	3

Board 7 ♠ 8 5
South Deals ♥ 9 8 7 4
Both Vul ♦ Q 7 6 4
♣ A 8 5

♠ Q 7		♠ A KJ1093
♥ AKQJ10 5	W	♥ 3
♦ J 8 5 3	N	♦ A K 2
♣ Q	E	♣ 7 4 2

EW 6♠ 6♥
5♦ 1N

♠ 6 4 2		
♥ 6 2		
♦ 10 9		
♣ K J 10 9 6 3		

Bidding – West opens 1♥ with a solid 6 card ♥ suit with 15 HCP. East with 15 HCP and a good 6 card spade suit knows they need to get to game and will respond 1♠ to start. West has an interesting rebid here. Many will rebid 2♥ showing 12-15 HCP and six ♥s. East can make a jump rebid with 3♠ showing a game forcing hand with six spades. West will raise to 4♠ and that is where it will play at most tables.

What if West rebids 3♥ instead of 2♥? – 3♥ shows 16-18 points. This is a close call, but a ♥ suit this solid is worth at least 1 more point. Why? Because it can

play a ♥ contract very well opposite partner's possible singleton or void in ♥. If partner only has 1 ♥ and wants to play NT we have 6 ♥ tricks for them in most cases. After a 3♥ bid by West, East will rebid 3♠ which West will raise to 4♠. East expecting a big hand from partner will search for slam bidding 4NT. West will answer 1 Ace and some East's will settle for 5♣ off 1 Ace and possibly the ♠Q. If you play 1430 Roman Key Card, West's reply to 4NT will be 5♣ (1 or 4 keycards). East can now bid 5♦ to ask for the ♠Q. With the ♠Q West can raise to 6♠ directly or by agreement show their first king, in this case the ♥K, by bidding 6♥. Either way the final contract will be 6♠.

Play of the Hand – East can actually make 7♠ if opponents do not cash their ♣A at trick one, 6♠ if they do.

Post Mortem – Deciding what to do with hands that are between bids, like West's hand in this deal, can lead to big differences in results and great discussions in the post mortem with partner and friends.

Bd 7	Scores		MPs	
	N-S	E-W	N-S	E-W
4♠ E		680	8	0
4♥ W		710	4.5	3.5
4♥ W		710	4.5	3.5
4♠ E		710	4.5	3.5
4♠ E		710	4.5	3.5
4♥ W		710	4.5	3.5
4♠ E		710	4.5	3.5
6♥ W		1430	1	7
6♠ E		1460	0	8
5♠ E	200		3	0
4♠ E		680	1.5	1.5
5♠ E		680	1.5	1.5
6♥ E		1430	0	3