

1/19 Newcomers Leaders

1st OA: **Maureen Miller & Beth Wales** (57.5%)

2nd OA: **Alice Kitzmiller & Patty Ruge** (55%)



1/22 Tuesday Eve Leaders

1st OA: **Robert Brock & Patricia Burnam** (57.5%)

2nd OA: **Gail Zimmer & Andy Heldman** (56.3%)

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30 Sat	Jan 26	No Seminar	No 0-40 Game GNT Qual Kettering
	99er Tue	Check back for new 99er seminar plans.		

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

Jan 26-27 D11 GNT Finals N/R
Kettering, OH

Feb 9–10 Owensboro KY S

Feb 15–17 Louisville, KY S

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

Get a team of 4 or 6 and play in the **Grand National Teams District 11 Finals** at the Kettering DBC Jan 26 & 27. Flight C teams making the final four are guaranteed 7.5 **GOLD POINTS**. No better opportunity this close to home all year!

On Counting – Fast & Slow Losers

by Steve Moese

Let's say you and partner bid to the ♠ game on this hand. Let's omit the bidding to protect the guilty. You declare from South. LHO leads the ♥Q. How do you play?

Let's plan. We are in a suit contract. 1st we count losers. We have 1 ♠ loser (♠A), 1 ♥ loser (3rd round loser – a "slow" loser - defenders have to get our A and K out of the way). No ♦ losers, and 2 ♣ losers. This totals 4 losers. Since we need 10 tricks, we are at risk of going down!

Count winners. Count top cards we can take right away and not length cards we need to develop later. Zero ♠s, 2♥s, 2♦s and zero ♣s. We have only 4 top winners and need to develop 6 more to make 10 tricks. Now let's look at potential winners. Once we lose the ♠A we can count 4 ♠ tricks. Once we lose the ♣AK we can count the ♣Q as 1 trick. There is also the possibility of a 3rd ♦ trick if the ♦ finesse is working.

NORTH

♠ J954

♥ K54

♦ AJ2

♣ J10

SOUTH

♠ KQ1032

♥ A32

♦ K3

♣ Q43

What would you do? If you are tempted to lead trump at trick 2, you are going down in a potentially cold contract. The ♥ lead has attacked our weakness. We now have only one more ♥ stopper before they take our slow loser. We must play to discard a ♥ from either hand before the defense regains control. This eliminates the slow loser, reducing our loser count to 3.

Discarding a loser means developing an extra winner in a side suit. Since our loser is in ♥s we have to look to ♣s or ♦s for help. We have one more stopper in the ♥ suit so we can afford to lose the lead to the defenders only one more time. To make a ♣ winner, we have to lose the lead 2 times. Playing on ♣s now is wrong. Why? Think what happens when they win the 1st ♣. They return a ♥ and knock out the remaining stopper (♥K). Then when they win the 2nd ♣, they will return a ♥ to cash a winner (our slow loser).

Look at ♦s. We can play the ♦K and finesse the ♦J. If the finesse wins, we can pitch the slow ♥ loser from declarer's hand on the ♦A. If the finesse loses, we will have lost 4 tricks - no worse than without the finesse. The right play for declarer after a ♥ lead is to try the ♦ finesse.

What if the lead is a ♠ or ♣? At the moment the lead is made we have 2 stoppers in the slow loser suit (♥s). We can afford to lose the lead 2 times instead of 1. Regardless which black suit is led, the right play is to drive out the ♣AK. Now the 50% risk for the ♦ finesse is unnecessary to take! We can make our game without it. When we have extra losers we must win the race to 10 tricks before the defense can score 4 tricks. The ♦ finesse is essential when they threaten our suit with a slow loser, and is a practice finesse when they lead a black suit. What is a practice finesse? It's a finesse that if right adds nothing to our trick total and if wrong loses a trick we didn't have to lose!

Learning Points:

1. Count **losers** in a suit contract. Are we at risk?
2. Count **SLOW losers**. This tells us whether we need to establish discards in a side suit.
3. Count the **number of control cards in the slow loser suit** after the opening lead. This tells us how many times we can lose the lead safely. Whenever we can lose the lead fewer times than necessary to develop a winner, we need to look to another suit.
4. **NEVER** take practice finesses **NEVER**. Repeat this...

Keep Counting!

Newcomer News 0-30 – “Having Fun is Always on My Convention Card” Mike Purcell 513 702 4007

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This week we had 3 tables. Special thanks to Potter Orr for running the game and Pat for filling in.

Our winners this week are:

1st Maureen Miller and Beth Wales (57.5%) and 0.30 Masterpoints

2nd Alice Kitzmiller and Patty Ruge (55%) and 0.21 Masterpoints

Full results for Saturday’s game can be found at:

<http://www.cincybridge.com/calendar2/130119A.HTM>

NO 0-30 GAME Sat 1/26 – There will be a special game at the CBC. The Grand National Team (GNT) District Qualifier is in Dayton.

NO Newcomer Game this Saturday but we will resume as usual Feb 2nd.

This week we look at a hand that is easy to bid game but devilishly hard to make. If you have any questions on these hands or others from Sat, you are welcome to email me.

Board 5 ♠ Q 10 6 4
 North ♥ J 6 5
 Deals ♦ Q 10 8 7
 N-S Vul ♣ 9 2

♠ A 5 3 2	N	♠ J 9 8 7
♥ Q 9	W	♥ A 8
♦ A 6 3	E	♦ K 9 5 4
♣ A Q 4 3	S	♣ J 10 8

E 4N 4♠ 3♦ ♠ K
 1♥ ♥ K 10 7 4 3 2
 E 4♣; ♦ J 2
 W 2N 3♣ ♣ K 7 6 5

Bidding – On this hand West may be the first to open. With 16 HCP and a balanced hand, they will open 1NT (15-17 HCP). East with 9 HCP and a four card spade suit will bid 2♣ (Stayman Convention, 8+ HCP and at least one four card major) to ask about West’s majors. When West shows 4 spades by bidding 2♠, East with 10 support points (9 HCP plus 1 for the doubleton) will go to game at 4♠.

Play of the Hand – Let’s assume the worst opening lead for West, a heart. On this lead you will lose a heart finesse for the King immediately. Planning from here and assuming East as the main hand (better trump) you have 6 possible losers (2 spades, 1 heart, 2 diamonds and 1 club). At this point you have already lost 1 heart, you must lose a spade (since they have KQ) and at

least one diamond loser is very likely. To make this contract you must limit your spade and diamond losers to only one each, and you must not lose the ♣K. Assuming you lose ♥K at trick one and win ♥A at trick two, you should start with drawing trump. Playing the ♠7 you see the ♠K and win ♠A immediately. This is good news and bad news. Great to capture the ♠K but it looks like spades are breaking 4-1. You can still make the contract if diamonds are 3-3 or if North has four diamonds making a ruff possible. Desperate times call for desperate measures. Play ♦A, ♦K and a third diamond. Luck is on your side as North does have four diamonds. No matter what they return after winning the third diamond you can get a diamond ruff in West or if North leads back their third heart you can pitch the fourth diamond and ruff in West. After this you can take finesses for the ♠10 in North and ♣K in South to win 10 tricks: 3 spades plus 1 diamond ruff, 1 heart, 2 diamonds, and three clubs losing only ♥K, ♠Q and the third diamond.

Bd 5	Scores		MPs	
	N-S	E-W	N-S	E-W
4 ♠ E	100		8	0
4 ♣ E	50		7	1
2 ♠ E		140	6	2
2 ♣ E		170	4.5	3.5
3 ♠ E		170	4.5	3.5
3 ♣ E	200		3	5
3 ♠ E		230	2.00	6
4 ♠ W		420	0.5	7.5
4 ♣ E		420	0.5	7.5
4 ♠ W	100		2	0
2 ♠ W		110	1	1
2 ♣ W		140	0	2

Post Mortem – Assessing your losers at the start of the hand is critical. This will help you identify many ways to try to make a contract. Watching how the hand plays will help you determine when you may need to change your strategy to succeed.

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/>