

2/23 STaC – No Newcomers Game

2/26 99er Tues Eve Leaders

1<sup>st</sup> OA: **Andy Heldman & Gail Zimmer** (62.7%)

2<sup>nd</sup> OA: **Sharon Koster & Robert Roark** (54.0%)



**Newcomers** ← [Click for Web page](#)

CBA	Date/PM	Who	Topic
Sat	Mar 2	Mike Purcell	Developing Tricks in Side Suits

**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**

Mar 1 – 3	Gilbertsville KY	S
<b>Mar 4 – 10</b>	<b>Indianapolis IN</b>	<b>R</b>
Mar 14 – 24	St Louis MO	N

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

**Hold These DATES at the CBA:**

**Tues Eve April 2 – 2013 Awards Party and Game**

**Saturday April 6 – Learn Bridge in a Day! Is back!!!**

**Thinking bridge** *By Eddie Kantar*

Reprinted from the San Francisco, CA NABC Daily Bulletin p3 Friday November 30, 2012. See the original at <http://www.acbl.org/nabc/2012/03/bulletins/db8.pdf>

South Deals ♠ A73  
 Both Vul    ♥ A J 5  
               ♦ 9 6 3  
               ♣ A Q J 2

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

♠ 5 4  
 ♥ K Q 10 9 7 3 2  
 ♦ K 4 2  
 ♣ 8

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
3♥	Pass	4♥	All Pass

**Opening lead:** ♠2.

**Bidding commentary:**

As North, if you were thinking about slam, it's an overbid. An opening 3-bidder usually has about 5-8 HCP, but more important, the ability to take about 6 tricks. Unless you can contribute another 6 tricks to the mix, forget slam.

**Lead commentary:** As West, avoid leading suits headed by unprotected aces. The lead costs a trick if declarer

has the king or if the opponents have the king and queen. The lead of an ace from A-x has more going for it because of the ruffing possibility. Once a diamond lead is ruled out, try the stronger of the other two side suits: spades.

**Play commentary:** As declarer, after winning the ♠A, you are looking at a quick spade loser along with 3 possible diamond losers – if West has the ace and East gets in and leads a diamond through your king.

East is the danger hand. The idea is to keep the danger hand from getting the lead for as long as possible. On the plus side, you have a nice club suit to work with for two tricks. Your singleton is facing the ♣A Q J, so the ingredients are there for a loser on loser avoidance play.

Draw two trumps, keeping a trump entry to dummy, cash the ♣A and lead the ♣Q. No matter who has the ♣K, you are destined to take two club tricks without letting East in. If East has the ♣K and covers, ruff it and return to dummy with a trump. The ♣J, your 10th trick, can be used to discard a diamond.

If East has the ♣K and doesn't cover, discard a spade. Again, you score two club tricks. If West has the ♣K and captures the ♣Q, West can't attack diamonds safely, so you have time to discard a second diamond on the ♣J. If West is the danger hand, (♦K in dummy) lead a club to the jack, finessing into the East hand.

**Learn Bridge In a Day!** is coming soon! Target days: **April 6** (No prior Bridge experience) and **April 13** (some Bridge experience, but new to Duplicate) LBIAD! is for your family, friends & neighbors in in the Cincinnati area to learn about playing bridge. Invite them for a Saturday filled with fun. Registration details and cost will be posted soon on the CBA website. <http://www.cincybridge.com>

Newcomer News – Mike “Having Fun is Always on My Convention Card” Purcell [513 702 4007](http://www.5137024007.com)

Last week we played in the Sectional Tournament at the Club (STaC). There was no Newcomer’s Game. **We’re back!!** Come play this Saturday March 2. Be sure to attend the seminar on “Developing Our Side Suits” presented by Mike Purcell at 12:30 PM.

Here’s a 4♥ hand from Tuesday Evening February 26. Sometimes very flat results have good learning points inside.

<b>Board 8</b>	♠ Q 10 8 6 4		♠ 9
West Deals	♥ 6 5 2		♥ K 10 8 3
None Vul	♦ 4 2		♦ K J 6
<b>4♥ West</b>	♣ 10 8 7		♣ A J 6 4 2
♠ K 7 5		<b>N</b>	♠ 9
♥ A J 9 7 4		<b>W</b>	♥ K 10 8 3
♦ A 10 9		<b>E</b>	♦ K J 6
♣ Q 5		<b>S</b>	♣ A J 6 4 2
EW 5♥; 4N;	♠ A J 3 2		
5♣; 3♦;	♥ Q		
NS 1♠	♦ Q 8 7 5 3		
	♣ K 9 3		

**Bidding** – West holds 14 HCP and a 5-card ♥ suit so opens 1♥. North passes (even thinking is overbidding!). East holds 4-card support, 12 HCP and 3 support points (Singleton ♠). With 15 Support Points East insists on game.

If you play **SPLINTER BIDS**, now’s the time! (SPLINTER BID 3♠ shows 1) a singleton ♠, 2) 4 trumps, 3) a game force, and 4) at least 2<sup>nd</sup> round control in the unbid suits - exactly this hand).

If you do not use splinter bids, bid 2♣, intending to jump to game at your next bid, or use your game forcing raise of ♥s. South has 12 HCP and no good bid. If South bids something other than pass, Declarer will know where the majority of the missing HCP are! With ♠K75, opener will sign off in game 4♥. The ♠K is

wasted. If it were the ♠A, we would think about slam! **Opening Lead** North faces many possible opening leads. A ♦ is the worst – leading from a small doubleton in an unbid side suit usually results in developing tricks for opponents and not ruffing tricks by you. For this gambit to win you need a trump suit control (Axx or KJx) to insure you can get the lead back from declarer). If opponents used a splinter bid, leading their known short suit is often wrong – that just lets them start ruffing that suit 1 trick earlier. A better choice is to lead the other major or trumps. Trumps have an advantage that each trump trick played takes 2 ruffs from declarer’s trick inventory. North leads the ♥2.

**Plan the Play** With the ♥2 lead, West counts **losers**: 1♠, 1♥, 1♦, and 1-2 ♣s for 4-5 losers. We have to eliminate 2 losers. Counting **winners** we have 5♥s, 2♦s, and 1♣ as sure tricks. 8 tricks mean we have to find 2 more tricks. Without looking at the NS hands, what are the possibilities? 1 trick from a ♠ finesse (leading toward the K finesses the A in South) 1 Trick from a ♦ finesse, 1 trick from a ♣ finesse and 1 or 2 more from ♣s depending if the missing cards split 3-3 or 4-2. A ♣ finesse would help eliminate 1 loser, and open the door for 1 or 2 extra length tricks. Notice that a long suit opposite the long trump hand only helps eliminating losers in short side suits (here ♠s). Discarding a ♦ from West’s hand does not add to our trick total – it only eliminates a ♦ loser. (Think: it goes on the long trump we win anyway). Better to set up ♣s and try the ♠ finesse early. ♦s are a 3-3 suit with a 2-way guess. Better never to touch the suit yourself (end play the opponents), or find a way to discard from one hand so you can trump the 3<sup>rd</sup> round in the SHORT TRUMP HAND.

**The Play** – Play low from dummy and surprise the ♥Q appears. You can take the ♣ finesse (North would have led a ♣ if it were singleton!). The best way is LOW toward the dummy, playing the J – or low toward the Q! Missing the ♣10, playing the ♣Q from hand will cost you a trick if North covers (Try it). When South wins the ♣J with the K, they have no good way to attack. A ♣ gives us a tempo in setting up that suit, a ♦ eliminates a loser there, and a ♠ risks setting up the K! Best defense is to return a ♣. You win in hand with the ♣Q and lead another trump toward dummy’s K. Draw the 3<sup>rd</sup> round of trump with the 10 and test the ♣s. If they break 3=3 you can pitch 1 ♦ from hand and 2♠s. If not, then you can lead a ♠ toward your K, content to know that you can ruff a ♠ to return to dummy and set up the 5<sup>th</sup> ♣ for a winner.

**Post Mortem** – Counting losers and winners in suit contracts is important to figuring out what you have to do. Attacking ♣ immediately is safe and puts South at a disadvantage. Drawing trumps then testing the long suit determines what to pitch and how to play the rest of the hand. You play so beautifully!

Bd 8	Scores		MPs	
	N-S	E-W	N-S	E-W
4♥ W	450	2.5	2.5	
4♥ W	450	2.5	2.5	
4♥ W	450	2.5	2.5	
4♥ W	450	2.5	2.5	
4♥ W	450	2.5	2.5	
4♥ W	450	2.5	2.5	
4♥ W	420	2.5	0.5	
4♥ W	420	2.5	0.5	
4♥ W	450	0.5	2.5	
4♥ W	450	0.5	2.5	

**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/>