



4/20 Newcomer's Sat Aff Leaders

1st OA: Sharon Koster & Salty Roark (83%) **WOW!**

4/23 99er Tues Eve Leaders

1st OA: James Hunkler & Lewis Temples (65.4%)

2nd OA: Garen Wisner & Steve Simon (61.3%)



CBA	Date/PM	Who	Topic
Sat	Apr 27	Mike Purcell	Overcalls – Advancer's Responses

CBA NLM Games – Play Often!

Mon NLM 7 PM Wed Home Style 11:00 AM CBA

Tues 99er 7 PM Wed 199er 6:30 PM NKY BC

Thurs NLM 7 PM 1st Fri 99er 10:00 AM NKY BC

New Fri NLM 11 AM (Lecture 10:30) **Begins May 10**

Sat 0-40 1 PM (Seminar 12:30 PM) partners provided

Need a Partner?

For 1 Game: Call the DIRECTOR 2 days ahead!!!

For long term partnerships contact:

Chris Hastie: cwadehastie@gmail.com

Joanne Earls: jolman@fuse.net

Area Tournaments

May 17 – 19	Lexington, KY	S
May 18 – 19	Cincinnati, OH [NLM]	S
May 21 – 27	Independence OH	R
Jun 4 – 9	Cincinnati, OH	R

For Details go to <http://tournaments.acbl.org/display.php>

Hold These DATES at the CBA:

Friday May 10 – New NLM Game 11 AM Lecture 10:40

Sat/Sun May 18-19 – NLM Sectional SILVER POINTS

A Doozy & the HCP Trap by Steve Moese

Admit it. One of the first things we all learn about bidding is the Milton Work Count¹ – A=4, K=3, Q=2, J=1. This revolutionized bidding in the early 20th Century and catapulted Charles Goren to fame.

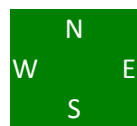
High Card Points (HCP) are useful, but far from the whole story. Bidding exchanges information to define where (♠♥♦♣ or NT) & how many tricks we can make. Sometimes we don't think beyond HCP to count how many tricks we expect to make. Here is a doozy from Tuesday Eve April 23 that drives this point home.

South has a powerful hand. Some might open 2♣.

Board 7

♠ A 5
South ♥ 5 4
Deals ♦ A J 8 7 2
Both Vul ♣ K Q 10 2

♠ J 9 4 3 2
♥ J 9
♦ 9 6
♣ 9 5 4 3



♠ Q 10 7 6
♥ 7 3
♦ Q 10 5 4 3
♣ 8 6

♠ K 8
NS 7N; 7♥; 7♣;
4♦; 2♠
♥ A K Q 10 8 6 2
♦ K
♣ A J 7

South	West	North	East
1♥	Pass	2♦	Pass
2♥	Pass	3♣	Pass
3♥	Pass	4♥ ¹	Pass
4N	Pass	5♥ ²	Pass
5N ³	Pass	6♣ ⁴	Pass
???			

1= implies 2♥ Cards

2= 2 Key Cards (Keys: 4 Aces and Trump K)

3= We have 5 Keys, show me Kings

4= I have the ♣K.

5= Are you counting HCP or tricks?

Blackwood² and North shows 2 Key Cards. South can count all 5 Key cards (North must have the ♠A & ♦A -- South holds the ♣A & ♥A as well as the ♥K). South bids 5N to ask for specific kings. This helps locate Kings outside the trump suit. When North bids 5♣, South has a decision to make.

If South counts HCP only, South will determine North can have ♠A, ♦A and ♣K so 12-14 HCP seem right. South will bid 6♥ or 6N ending the auction.

When south counts tricks, there's a better answer.

7♥s+2♠s+2♦s+2♣ =13! (With 9♥ cards, there's a 95% chance for 7 tricks). All that's left is whether to bid 7♥ or 7NT. In a team game with IMP scoring either would be right. In Matchpoint pairs 7NT is best.

HCP are nice, but **TRICKS** score!

Did you bid 7NT? Count **TRICKS** not HCP!!!

1= http://en.wikipedia.org/wiki/Hand_evaluation

2= <http://home.comcast.net/~kwbridge/rkc.htm>

Hi Everyone,

This week we had 2 tables plus one table of new players from Learn Bridge In A Day. Congratulations to our winners **Sharon Koster & Salty Roark** with an 83% game. Special welcome to first time Sat player **Peter Dehaan**. Thank you for playing in our game.

This Saturday **Phyllis Bishop** will be running the Newcomer game and I will present our seminar on Simple Overcalls: Advancer Responses.

This week we look at a hand from Tuesday night that was so strange I just had to write about it.

Board 2

East Deals

N-S Vul

♠ A J 7 4 2
♥ A
♦ Q J 10 8 7 2
♣ A

♠ Q 10 9 8 6 3
♥ K 6 5 3
♦ 9 5
♣ Q

♠ —
♥ Q 10 9 7 2
♦ K 6
♣ J 10 8 7 5 2

N 7♦; ♠ K 5
NS 6N; 4♠; 1♣; ♥ J 8 4
S 6♦; EW 2♥ ♦ A 4 3
♣ K 9 6 4 3

Tues Night

Bidding – Bidding at many tables will start with a 2♠ preempt by West. Note West also has 4 hearts but since partner is a passed hand it is OK to preempt in spades since game is not likely and interfering with opponents bidding is more beneficial. North holds an usual hand with 6 diamonds, 5 spades and 16 HCP. What should they bid? As North, I decided for 3♦ (5+ cards, good opening hand). Partner with 11 HCP should be thinking game is very possible but where. South can consider 3NT with their spade stopper or bid 4♦. If 3NT likely they will play there. If 4♦ North should not only push on to game but invite slam with a 4♣ cue bid

showing slam interest. South has the maximum HCPs for their initial pass but may not be sure about their ♠K’s value. Some will settle for 5♦, others will push on to 6♦.

Play of the Hand – Most East’s will lead ♣J (top of a series) and the best hope of a ruff from partner. If you are in a diamond contract, North can win their Ace, finesse the ♦K which works, cash ♠K and take the marked spade finesse for the ♠Q. North now cashes their ♥A, ruffs their fourth spade in dummy and pitches their last spade on dummy’s ♣K for 13 tricks. If you are in a NT contract, you can play the hand in a similar fashion for 12 tricks as you do not get the spade ruff.

Post Mortem – Finding the right place to play after an opponent’s preempt can be difficult. Cue bidding can be a useful tool to invite partner to game or even slam.

Bd 2	Scores		MPs	
	N-S	E-W	N-S	E-W
6♦ N	1390		5	0
3 NT S	690		4	1
5♦ N	640		3	2
5♦ N	620		2	3
2♠ W	200		1	4
4♦ N	150		0	5
5♦ N	640		4	0
3♦ N	170		2.5	1.5
3♦ N	170		2.5	1.5
3♦ N	150		1	3
3♥ E	50		0	4

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/>

