

### 6/25 99er Tues Eve Leaders

- 1<sup>st</sup> OA: **Erin Lafargue & Glen Hurd** (59.9%)  
 2<sup>nd</sup> OA: **Pat Lindemen & Peg Jervis** (58%)  
 3<sup>rd</sup> OA: **Karen Kalla & Richard Horvitz** (56.2%)



### 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) CBA  
**NEW Sat Supervised Play 10 AM to 12 Noon** (0-99ers)

### Area Tournaments

July 12 – 14	Toledo OH	S	
<b>July 15 – 21</b>	<b>Cincinnati OH</b>	<b>STaC</b>	← Click Here!
July 27 – 28	Lexington KY	S NLM	
July 26 – 28	Kettering OH	S	

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

### Unit 124 STaC July 15-21 @ CBC! **SILVER Points !!**

#### North American Pairs District 11 Qualifying

See website for specific games. Must play in open game.  
 Flight C is NLM <500 MPs.

#### NEW! Summer Supervised Play

**Saturdays 10 AM – 12 Noon**

Open to Newcomers and 99ers. \$1 per person.

### On Bidding - III by Steve Moese

Try this quiz. Assume Standard or 2/1 bidding.  
*(Opponent's bids in parentheses)*

- You hold: ♠KQ82 ♥3 ♦843 ♣ AKJ109  
 Auction: 1♣ - (1♥) – Pass – (2♥) - ???
- You hold: ♠KQ82 ♥4 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♥) – Pass – (2♥) - ???
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♠) – Pass – (2♠) - ???
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♠) – Pass – (2♠)  
 Pass- Pass – 2N – Pass - ???
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: (1♦) – Double – (1♥) - ???
- You hold ♠K4 ♥ Q82 ♦J843 ♣ 6543  
 Auction: 1♣ - (1♠) – Pass – (3♠)  
 Double- Pass – ???

Competitive bidding is complicated. Some answers:

- You hold: ♠KQ82 ♥3 ♦843 ♣ AKJ109  
 Auction: 1♣ - (1♥) – Pass – (2♥) - ??? **Bid: PASS.** You have a minimum opening bid. Tell partner.
- You hold: ♠KQ82 ♥4 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♥) – Pass – (2♥) - ??? **Bid: Double.** Yes the ♦Q made all the difference. It is safe to compete to the 3-level opposite partner's expected 6-7 HCP.
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♠) – Pass – (2♠) - ??? **Bid: PASS or Double.** The difference between this hand and hand 1 is you are bound for the 3 level. In hand 1 there is a small chance your side could declare 2♠. This hand is on the margin for bidding and many would double. Count me with them. Stretching contracts help partner sharpen their declarer play! Besides, opponents might overbid.
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: 1♣ - (1♠) – Pass – (2♠)  
 Pass- Pass – 2N – Pass - ??? **Bid: 3♣ Do not Pass.** Partner's first pass means s/he cannot have a 12 HCP balanced hand with a Spade Stopper. 2N here is takeout. Many play this for the minors some experts mean this to say "2 places to play – we stop at the 3-level." Don't hang partner out to dry.
- You hold ♠4 ♥ KQ82 ♦Q83 ♣ AKJ109  
 Auction: (1♦) – Double – (1♥) - ??? **Bid: Double.** You don't think double here shows the black suits do you? This classic double is a PENALTY double of ♥s. We do this to penalize opponents who try to throw in a (forcing) 1-bid on xxx(x) to steer us away from our fit. This double means I have a good, invitational plus hand, and invites partner to pass for penalties. If partner bids 2♥, partner is saying they psyched our suit.
- You hold ♠K4 ♥ Q82 ♦J843 ♣ 6543  
 Auction: 1♣ - (1♠) – Pass – (3♠)  
 Double- Pass – ??? **Bid: 3N.** Yes this is uncomfortable. Partner has a 1=3=3=6 or 0=3/4=6 monster (♠4 ♥AK2 ♦KQ8 ♣ AKJ1093 or ♠- ♥AK10 ♦KQ82 ♣AKJ1093) to force you to bid at the 4-level, knowing you might have ZERO HCP. Your ♠K might not be a defensive trick but is a positional stopper. Tell partner you have ♠ values and a weak hand. Then play it like an expert, expecting the majority of the strength to your right. LHO will have 4+ ♠s and less than 6 HCP.

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

This coming Saturday’s Informal Supervised Play session 10-12 will be run by Bob Fisk and myself. New players up to 99ers and youth players are welcome. People of like experience will play together as appropriate. Cost to play is \$1.

This week we look at a hand where you need to think about opponent’s opening lead to make a tough 2NT contract.

**Board 6**  
 East Deals  
 E-W Vul

♠ A K 5 3  
 ♥ 7 6  
 ♦ Q 8 6  
 ♣ A J 8 6

♠ 10 6 4 2  
 ♥ Q J 8  
 ♦ A K 2  
 ♣ K Q 2

♠ Q J 9  
 ♥ A 10 9 4  
 ♦ J 4 3  
 ♣ 10 5 3

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

W 2N; 2♠;  
 E 1N; 1♠;  
 NS 1♦; 1♣

**Bidding** – On this deal bidding is straightforward. West with a balanced 15 HCP hand will open 1NT (15-17, balanced). East with 8 HCP and 4 hearts will bid 2♣ (Stayman Convention, 8+ HCP and at least one 4 card major) to look for a heart fit and possible game in either hearts or NT. West will rebid 2♠ (shows 4 spades, denies 4 hearts) and East will invite with 2NT. This is passed out as West is clearly at the bottom of their 1NT opener.

**Play of the Hand** – North is on opening lead. Their best suit is spades but since West is marked with that suit from the bidding many North’s will lead ♣6 (fourth best) instead. Declarer (West) expecting a fourth best lead should put in the ♣10 for a winner as the odds

favor North having the ♣J. Even with this play West has only 4 sure winners (1♥, 2♦, 1♣) and needs 4 more. The best suits to develop are spades and hearts and in this case you need both of them to make your contract. In your play make sure to take the heart finesse, even though it fails this time. Keep in mind you will not be able to set up both spades and hearts before opponents set up clubs but that it ok. Opponents can only take 2 clubs, 2 spades and a heart before you can make the additional tricks you need in hearts and spades to make your contract.

Bd 6	Scores		MPs	
	N-S	E-W	N-S	E-W
1 ♠ N	110		5	0
2 NT W	100		4	1
1 NT W		120	2.5	2.5
2 NT W		120	2.5	2.5
2 NT W		150	0.5	4.5
2 NT W		150	0.5	4.5
2 ♠ W	200		4.9	0.1
2 NT W	100		1.9	3.1
2 NT W	100		1.9	3.1
2 NT W	100		1.9	3.1
2 NT W	100		1.9	3.1

**Post Mortem** – Remember that most opponents lead fourth best against NT. Use this to your advantage when planning your play. When playing 2NT (or 1NT), you can lose control in one suit and still make your contract in many cases.

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/>