



7/2 99er Tues Eve Leaders

1st OA: **Terri Mackey & Charlie Kobida** (64.3%)

2nd OA: **Gail Zimmer & Andy Helman** (61.9%)

3rd OA: **Richard Horvitz & Karen Kalla** (53%)



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
July 15 – 21	Cincinnati OH	STaC ← 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.

Defend This Doubled Game by Steve Moese

CBA Open Game Tuesday Evening July 2.

Board 16	♠ 9 8		
West	♥ K 8 5 4		
Deals	♦ J 9 8		
E-W Vul	♣ K Q J 3		
♠ A K 7 6 2		♠ Q J 10	
♥ Q 10 3		♥ A 6	
♦ K 5		♦ 10 6 4 3	
♣ 9 7 4		♣ A 10 8 5	
	♠ 5 4 3		
	♥ J 9 7 2		
	♦ A Q 7 2		
	♣ 6 2		

When opponents get beyond their means, we need to get the most from our cards. Often when we are vulnerable and they are not, they will risk overbidding to get a better score.

We can usually tell when a double is better than playing our game - if we have more than half the HCP (balance of power) and our hands are relatively balanced (no shape points).

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>	The Bidding - West
1♠	Double	1N	2♦!	opens 1♠ (12 HCP,
Pass	Pass	3♠!	4♥!	2½ Quick Tricks, 5♠
Double	All Pass			cards). North's

Double is aggressive (add another Q and it would be sound). East decided to limit his hand with 1N (a slight underbid) and South joined the fray with 2♦ (2♥ would be a more popular among match point mavens, but there's little wrong with bidding your best suit). West's hand has not improved in this auction so West passes with nothing more to say. North passes happily. East comes to life with 3♠ showing a 10-11 HCP hand with exactly 3 trumps. This is an invitational or limit raise, asking partner to bid game with extra values. South overestimated the potential of the flat 7 HCP hand and overbid to 4♥. West thinks: Partner has 10-11 HCP and we have 8 ♠s. We can see 3-4 defensive tricks. More importantly West was going to pass 3♠ - we do not have enough strength or distribution to attempt 10 ♠ tricks. We should be able to set this contract 2 or 3 tricks. We do not have game in ♠s and it is unclear we can make game in NT (9 tricks). Let's protect our equity and double.

The Opening Lead - ♠ K If nothing else we will get to see dummy before continuing.

The Defense - Partner plays the ♠Q – a signal! Partner holds the ♠J and can stand a small ♠ lead.

What should West do Next? Can West tell partner to switch to a ♦? West leads the ♠7 – a high ♠ spot card asking for the return of the higher of the 2 side-suits (not trump ♥ nor ♠ - so the higher rank of ♣ or ♦ - here ♦). East wins the ♠10 (showing ♠QJ10 exactly) and returns the ♦3 (Suit Preference Signal for ♣s the lower ranking suit). Declarer ducks toward dummy's ♦J, but West wins the ♦K and returns the ♦5, suggesting a ♦ ruff. Declarer wins this in hand with the ♦Q. A low ♥ to the K loses to the ♥A. West trumps East's ♦4 and knows to lead a small ♣. East wins the ♣A and leads the 4th ♦ for West to ruff with the ♥Q. EW won 2♠s, 1♦, 1♥, 2♦ ruffs, and 1♣ - 7 tricks, just enough to make up for the thin 3NT game (+600). Plus 800 was a top score. Good signals make defense an open book. Ignoring a signal means something important – like the ♦ ruff here. Deciding to defend or declare at high levels is not easy. Here 4♠ was unlikely to make, so defending was an easy choice.

This coming Saturday’s Informal Supervised Play session 10-12 will be run by Bob Fisk and Susan Wisner. 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 everyone can make game!

Board 2 ♠ A K J 9 5 3
 East Deals ♥ 10 9 4
 N-S Vul ♦ 10 7 6
 ♣ Q

♠ 10	<table border="1"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8
		N									
W			E								
		S									
♥ A K Q J	♥ 8 6 5 3 2										
♦ Q J 9 3	♦ 8 5										
♣ K 7 5 4	♣ A J 10 9 3										

♠ Q 7 6 4 2
 ♥ 7
 ♦ A K 4 2
 ♣ 8 6 2

NS 4♠; 1♦
 EW 4♥; 4♣

Bidding – On this deal West with 16 unbalanced HCP opens 1♦ (12-21 HCP, 3+ Diamonds). North with 6 solid spades and 10 HCP can overcall a preemptive 2♣ or a stronger 1♠. If 1♠, East will double to show hearts. If 2♣, the double is much harder but many players will still double with this 5-5 hand worth at least 8 support points if a fit is found. South regardless of East’s call has 5 spades and about 13 support points (9 HCP, 2 for the singleton and 2 for extra trump) and should raise immediately to 4♠ to sacrifice against the opponents heart contract. In this case since South has AK of diamonds, they know 4♠ can make if partner has as little as the AK of spades and shortness in clubs. After 4♠, West may well compete to 5♥ or double 4♠ for penalties if East doubled earlier.

Play of the Hand 4♠ – On a heart lead, Declarer (North) has 5 losers (3♥, 1♦, 1♣) but can easily ruff two of their heart losers in dummy to make their contract.

Play of the Hand 5♥ - On a spade lead, Declarer (West) has 4 possible losers (1♠, 2♦, 1♣). They can easily capture the ♣Q but unless opponents lead a second spade they cannot eliminate their diamond losers and should go down 1. If opponents were kind enough to let you play 4♥, then you are making.

Post Mortem – Even though neither side has many HCP, game can make in both directions. This is the power of distribution. North-South in particular with 19 HCP and 11 trump have the classic hand for a spade overcall and a 4♠ raise for a sacrifice that sometimes makes.

Bd 2	Scores		MPs	
	N-S	E-W	N-S	E-W
4 ♠ x N	790		5	1
4 ♠ N	620		4	0
3 ♠ N	170		2.5	1.5
5 ♥ W	50		2.5	3.5
5 ♥ W	50		2.5	3.5
3 ♠ N	170		2.5	1.5
5 ♥ W		480	1	5
5 ♣ W	50		1	3
4 ♣ W		130	0	4

Continuing the Conversation – On Bidding III by Steve Moese

Last week the quiz introduced some topics in competitive bidding that were deep, and they deserve more conversation. Let’s take a look at each question with an eye toward fuller explanation. Keep your questions and improvement ideas coming!

Competitive bidding is complicated. Some answers:

1) You hold: ♠KQ82 ♥3 ♦843 ♣ AKJ109

Auction: 1♣ - (1♥) – Pass – (2♥) - ??? **Bid: PASS.** You have a minimum opening bid. Tell partner.

We might be tempted to double here to show short ♥s. However we have a minimum opening bid. Partner might expect a bit more in our hand for a double. A double is not wrong, just aggressive and potentially misleading for partner. This hand is a maximum pass or a stretching double. Besides, when the right hand opponent (RHO) bids 2♥, the auction will not die there. Partner has a bid coming. Usually when we bid in front of partner freely, we show extra strength or distribution.

2) 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. We need partner's help to decide if we have the majority of the points or not. A double here shows a good hand in context – something like 15 or perhaps more. When LHO overcalls at the 1 level we can only assume 8 – 16 HCP or so. We can't be certain. A single raise is typically 6-9 HCP, leading to 15-25 as a wide range for their values. We hold 15. If they have 25, partner has 0 HCP, if they have 14 partner has 11 HCP. Partner will have on average 5-6 HCP or so. When competing, we try to avoid 2N and the 3-level with less than 23 HCP unless we have a good trump fit. At this point in the bidding we do not have a fit and the opponents do. If partner holds ♠s we'd like to play 2♠, or force the opponents to the 3-level. If partner holds a minor we can bid 3 of that minor, so we again push the opponents one level higher. At Matchpoints it is seldom right to give up at the 2-level.

3) 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 our 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. We have 3 suits for partner so the chance of an 8 or 9 card fit are high. We also have enough strength to suggest playing at the 3-level or defending their 3-level contract. This hand is riskier to bid because our major ♥s must play at the 3-level, which might be one trick too many.

4) 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. On this auction an immediate 1N by partner shows 7-10 HCP. An immediate 2N would show 10 to a bad 12 HCP. Either 1N or 2N over (1♠) shows a stopper and denies holding 4 cards in the other major (♥). By passing then bidding 2N, partner is showing a hand that wants to compete to the 3-level. Typically partner will hold at least 4 cards in both minors. Partner will not have 4 ♥ cards because they would have doubled over 1♠. When bids are made at their 1st opportunity they have their normal meaning. When there is a pass 1st, the bids take on new meanings – they cannot mean what they would have originally meant. There's no reason to have 2 ways of doing the same thing, and lots of reasons to have ways to send different messages. Partner cannot be sure you have a 5-card ♣ suit. So 2N says "Partner, I can support either minor and we should play at the 3-level. We don't want them to have an easy time in 2♠."

5) 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. Double as PENALTY is the standard (time-honored) approach here. The newer modern approach is to show values in the unbid suits with no clear direction to take the bidding. If you adopt the modern "responsive" double, then you are opening yourself to opponents pulling the wool over your eyes. Give

RHO ♠ J932 ♥ 10 ♦ J97652 ♣ 32 and a 1♥ psyche (a bluff suggesting they hold ♥ values and length) might throw our side off our own ♥ contract and let RHO preempt in ♦s later in the bidding.

Alternatively you might hold ♠ KQ32 ♥ 3 ♦ 1098 ♣ KJ1076. After (1♦) – Double – (1♥) – ??? it seems comfortable to be able to bid both black suits so doubler can make an informed choice. That's what the Responsive Doublers would do here. This means we show 5 ♠ cards when we bid them freely over RHO's 1♥ response. Traditionalists remind us that a free 1♠ bid over 1♥ does not promise 5 cards after partner's takeout double. A free 1♠ bid only promises 4 cards. That's why they see no need to double responsively. The choice is up to you. One thing for certain – we cannot have it both ways!

6) 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.

We should always expect partner to make rational bids even in difficult situations. When we stop doing that, partnership trust erodes and we lose the fundamental thread of good partners. This hand is an exercise in **visualizing** what partner must have when bidding this way.

Partner opened the bidding then suggests we play at the 4-level with no input from responder. This takes great strength but more importantly a source of tricks. Since partner chose to double we infer s/he has support for the other 2 suits, and that partner's source of tricks is ♣s. That's why 1=3=3=6 or 0=3=4=6 or 0=4=3=6 or 0=3=3=7 are very likely. Since this is matchpoints partner wants to keep open a possible fit in the other major, 3N or playing in 4♣ or 5♣.

Note partner is definitely not a strong balanced hand – partner cannot make a penalty double here. Takeout doubles are more important – so we can compete effectively. Takeout doubles occur much more often than big balanced hands. We cannot have it both ways (at least not until the ACBL authorizes green double cards for takeout bids – don't hold your breath ☺). All partner can do with a 19 HCP balanced hand is pass and hope we reopen with a double.

Since we have the ♠K we should happily bid 3N. If our estimate is right, we have 10 ♣ cards so we should expect 6 tricks. The ♠K means they can't run their suit as long we declare (not true if partner declares). The ♥Q probably contributes a trick as well. If partner converts 3N to 4♣, we will bid 5♣ trusting that partner's ♠ shortness and our 4 card support is all we need for game.

How do we know RHO has the stronger hand between the two opponents? Easy! The 3♠ bid is preemptive showing 4+ Cards in ♠ and typically 0-5 HCP. So count LHO's HCP. If they hold a K or A, the rest of the HCP are with the original overcaller (our RHO). There just isn't room for more points there!

If you have any questions on this or any other 99 Newsletter please e-mail Mike or Steve – see the CBA e-mail for our addresses. Thanks and good luck at the table! See you on Tuesday Nights.

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/>