



by Steve & Mike
Oct 2, 2013 Tues Eve
6:30 PM Sharp!

Tuesday Night Mike continued the discussion about 2/1 Game Forcing and the Forcing 1NT Response:

- 2/1 GF usually forces to 3N or a 4-level contract.
- After we open a major, when we have a minor suit fit, we bid stoppers to determine if we can play 3NT
- 2/1 auctions: 1♦-2♣, 1♥-2♣, 1♥-2♦, 1♠-2♣, 1♠-2♦, 1♠-2♥.
- 2/1 GF is OFF in competition: e.g. 1♠-2♣-2♦ forces 1 round.
- Standard American searches for a fit 1st, then we look for game. 2/1 says game 1st then we look for fit.
- 2/1 makes competitive bidding more accurate.
- 1N is forcing only after partner opens 1♥ or 1♠ and never over 1 of a minor or in competition (when RHO overcalls).
- There are several reasons to make 1N forcing over 1 of a major:
 - 1) We are weak. We need to find our fit in a lower ranking suit than the Major partner opened.
 - 2) Playing in a 5-2 major fit is often as good or better than playing 1NT.
 - 3) When partner opens 1♣ or 1♦, we can bid a 4-card suit naturally. Bidding 1N denies strength and a 4-card suit ranking above partner's minor. No other 4-4 suit fit means we can play 1♣/♦ - 1N as not forcing.

We agreed we can't cover all of 2/1 GF in 20 minutes!

Board 10 ♠ A 10 7
East Deals ♥ K 9 7 5
Both Vul ♦ 9 8 3
♣ A J 6

♠ 3	<table border="1" style="border-collapse: collapse; text-align: center;"> <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		♠ 9 2
		N									
W			E								
		S									
♥ 10642	♥ Q 8 3										
♦ J10642	♦ K Q										
♣ K 4 3	♣ Q98752										

♠ K Q J 8 6 5 4
NS 6N; 6♣; ♥ A J
4♥; 2♦; 1♣ ♦ A 7 5
♣ 10

Count Your Tricks Before You Play

by Steve Moese

E	S	W	N
P	1♠	P	1N ¹
P	3♣	P	4♣

1=Forcing

South can count 2 losers in ♦s. There are 11 top tricks (7♠, 2♥, 1♦, & 1♣). overtricks mean a lot in Matchpoints .

Opening Lead: ♦J – 3 – Q – A. The fall of the ♦Q suggests either a singleton or KQ doubleton. The opening lead has uncovered the ♦ suit so the next trick we lose, the opponents will take 2 more winners.

Planning the Play: Thankfully we own the top trumps. A deep finesse of ♣ is unlikely to produce a 2nd trick immediately (only a 24% chance LHO has both honors, and they will likely split them, forcing us to duck or win the

10/8 - 99er Leaders

- 1st OA: EvelynMcCarthy & Joan Diers (69.6%)
2nd OA: Caroline Richards & Lois Jones (61.3%)
3rd OA: Martin Gibler & Stacy Vanstone (59.1%)



CBA NLM Games – Play Often!

NEW! NLM Game Tues Mornings 11 AM

Mon <2000 7 PM Tues NLM 11 AM Tues 99er 7 PM

Wed Home Style 11:00 AM [Wed 199er 6:30 PM NKY]

Thu Eve 7 PM (if attendance warrants)

Fri NLM 11 AM (Lecture 10:30) [1st Fri 99er 10AM NKY]

Sat 99er 10 AM to 12 Noon Supervised Play

Area Tournaments

Oct 19 – 20	Cincinnati, OH	D11 NAP Finals
Oct 25 – 27	Cincinnati, OH	S
Nov 4 – 10	Louisville KY	R
Nov 15-17	Dayton, OH	S
Nov 24	Cincinnati OH	Hold the Date → Celebration
Nov 30	Cincinnati OH	Hold the Date → Celebration

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

♣A and then duck a ♣ - either way they cash their 2♦ tricks before we pitch a ♦ loser. ♣s can't be right. The only suit left is ♥s.

	Scores	MPs
Bd 10	N-S	E-W
5 ♠ S	680	3 1
4 ♠ S	680	3 1
4 ♠ S	680	3 1
4 ♠ S	650	0.5 3.5
4 ♠ S	650	0.5 3.5
6 ♠ S	1430	5 0
4 ♠ S	650	3.5 1.5
4 ♠ S	650	3.5 1.5
3 ♠ S	230	2 3
6 ♠ S	100	0.5 4.5
6 ♠ S	100	0.5 4.5

We have a finesse for the ♥Q (a squeeze against either opponent is a discussion for another day). By process of elimination we win the 1st trick with the ♦A and play 2 rounds of Trump ending in dummy. A low ♥ toward the ♥J wins. ♥K then small trump to the ♠10 allows the ♥K for a ♦ pitch (1 loser gone). Nothing to lose now by playing out all the trumps. We might exert enough pressure on the opponents to score an extra ♣ or ♥ winner. *[It is always a good ide to run a long suit you never know if the opponents are under pressure or if we can cause them to make a mistake].*

As it turns out the ♥ and ♣ stoppers are split between the defender's hands, so accurate discarding avoids the second overtrick. Bidding 4 and making 6 was worth 75% of the Match Points.

Should we bid slam? Perhaps. It is at worst on a finesse, but we are down 2 if the finesse loses.

Newcomer News – Mike “Keeping Fun On My Convention Card” Purcell 513 702 4007

This coming Saturday Bob Fisk and Lorna Davis will be running our Informal Supervised Play session 10-12. This week’s hand shows us a nice example of a reverse bid. Enjoy!

Board 24

West Deals
None Vul

♠ 9 4 3
♥ A 10 5 3
♦ J 4 2
♣ K J 6

♠ A K J 10
♥ J 7
♦ A K Q 10 6
♣ Q 4



♠ 8 7 6 5
♥ 9 8 4
♦ 7 3
♣ 10 9 7 5

♠ Q 2
♥ K Q 6 2
♦ 9 8 5
♣ A 8 3 2

S 6N; 6♣; 6♦; 5♥;
N 5N; 5♠; 4♥; 5♦;
NS 4♣

(Tues 10/8)

Bidding – North has 20 HCP with 5 diamonds and 4 spades, both solid suits. North’s opening bid is 1♦ (3+ diamonds, 12-21 HCP). South has 11 HCP and should respond 1♥ showing their 4 card heart suit (4+ hearts, 6+ HCP). North does not have hearts and needs to show spades and their big 5-4 hand. This can be done with a 2♠ rebid. This is a Jump Shift at the 2 level in this sequence as they could have bid 1♠ to just show 4 spades. A 2♣ Jump Shift bid is a forcing bid usually showing 5 diamonds and 4 spades and 17+ HCP. South now knows together they have at least 28 HCP and game. While they can support diamonds they can also play NT with clubs and hearts stopped. Since NT pays more than diamonds South should raise to

a 3NT game. While tempting to consider slam, most North’s will pass 3NT.

Play of the Hand – On any lead, declarer (South) has West has 10 winners (4♠, 5♦, 1♣) and can develop 2 more by attacking the heart suit for making 6 and +490.

Post Mortem – Jump Shifts bids are great bids to show partner concentrated values and length in the 2 suits bid, in this case diamonds and spades. You will usually have one more card in the lower suit opened. With 5-5 hands or hands with more cards in the higher suit, open the higher suit first and look to jump shift in the lower suit to show extra values. You will also want to refrain from using jump shifts bids even with 17+ HCP if your points are mostly outside of your suits. These hands are better shown with (jump) NT rebids where possible.

Bd 24	Scores		MPs	
	N-S	E-W	N-S	E-W
3 NT S	490		3.00	1.00
3 NT N	490		3.00	1.00
3 NT S	490		3.00	1.00
5 ♦ S	420		1.00	3.00
6 ♦ N		50	0.00	4.00
3 NT N	490		5.00	0.00
3 NT S	460		4.00	1.00
4 ♥ S	450		3.00	2.00
5 ♦ N	400		2.00	3.00
3 ♦ N	170		1.00	4.00
3 ♦ N	150		0.00	5.00

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/>