



On Counting by Steve Moese

The one skill all bridge players use whether bidding, declaring, or defending is **Counting**. Here's a hand from Tuesday Night 11/12 that shows the value of counting when bidding, as declarer, and when defending. You're East and hold 20 HCP. Partner, West, deals and passes. RHO opens 1♠. What now? A 1NT overcall is 15-18 HCP and stopper(s). Double and see what happens.

East
♠ A Q 7
♥ K Q
♦ Q J 8 6 3
♣ A Q 9

West	North	East	South	Partner's	2♥	bid
Pass	1♠	Double	Pass	shows	0-8 HCP.	Your
2♥	2♠	2N	Pass	2N shows	19-21 HCP.	
3N	All Pass			Partner's	raise	to

game shows 5-8 HCP (Game opposite 20 HCP). Of course, you are counting.

The opening lead is the ♠5. West is the Dummy:

Board 15

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

Partner has his 5 HCP but entries to dummy are scarce.

Let's count winners:
2♠ (thanks to the lead), 3♥s if we can

get to dummy, 2 otherwise. No ♦s and 1♣. We have 5 or 6 tricks and need 3 or 4 more.

Where should we get them? We can try to knock out the ♦AK for 3 tricks. To set up ♦s we need 3 stoppers in ♠s – the 1 we will use now and 2 more to stop the run of ♠s while we drive out the ♦ tops. (We need one more ♠ stopper for every time we lose a top ♦). ♦s lose the race to 9 tricks. They win 5 before we win 9.

Where else can we turn? We can try ♣s. If we plan on the ♣ finesse, we must 1) use the ♥A as an entry to dummy (losing one of our ♥ tricks), and 2) hope for the ♣K to be both onside and doubleton. If the ♣K is Kxx(x) onside then RHO can stop us from running ♣s by ducking the ♣K. We have only 3 ♣ cards and cannot return to the dummy to run the suit.

What alternative is there? Play on ♣s to establish the ♣J as the dummy entry. Then we can get 2♠, 3♥, 4♣ tricks for 9 tricks and our contract.

Are there any traps? Yes, one. We have to cash our ♥KQ now so that when we are on dummy we can safely cash the ♥A. We also have to hope that the ♣K is not Kxx(x), or that defenders take the ♣K early.

11/12 – 99er Future Master Leaders

- 1st OA: **Evelyn McCarthy & Joan Diers** (65.4%)
- 2nd OA: **Martha & Andrew Grant** (64.6%)
- 3rd OA: **Mark Mitchell & Andy Heldman** (58.9%)



CBA Newcomer Games – Play Often!

Mon 7 PM	Tue 11 AM	Tue 7 PM	Fri 11 AM	Sat 10-12 AM
	Let's Talk BRIDGE 6:30 PM	Free Lesson 10:30 AM	Supervised Play	

Celebrations at the Cincinnati Bridge Center

Nov 24 Granovetters Grand Life Master Celebration

Join all 8 District 11 Grand Life Masters to celebrate both Matt and Pam achieving this pinnacle rank. Come meet the greats in the game. \$10/person includes lunch & bridge. **1PM Sunday**

Nov 30 John Altman 2013 King of Bridge Game

Join us for a special game honoring Cincinnati's own John Altman, the ACBL 2013 King of Bridge. Take a break from holiday shopping and join us for the fun! **1 PM Saturday.**

Dec 11 Holiday Party

Wed. Eve. Drinks **6 PM**, Food **6:30 PM**, Game **7:15 PM**. \$22 per person in advance. See directors or Diane Thaller and Melanie Onen. Details on the web.

Area Tournaments

Nov 15-17	Dayton, OH	S
Dec 26-Jan1	Cincinnati OH	STaC
Jan 15-19	Independence OH	R
Jan 25-26	Lexington KY	D11 GNT Finals

ACBL Tournaments <http://tournaments.acbl.org/display.php>



by Steve & Mike
Tues Eve
6:30 PM Sharp!

The Play: Win the ♠Q, play ♥KQ, then ♣A and ♣Q. Now is the moment of truth.

North Defends: You hold (shadow cards have been played already) and must play to the 2nd ♣ trick. Do you win the ♣K? It depends. Were you watching? What clubs did partner play to the first 2 tricks? If partner (South) played ♣3 then ♣7, partner holds 3 ♣ cards so you can win the 2nd trick – Declarer has only the ♣A and Q. If partner played the ♣7 then ♣3, partner has 2 ♣ cards (4 would mean declarer's A was a singleton and that's not possible now). Indeed partner played 7 then 3. Duck the ♠Q and win the 3rd ♣. You've defeated 3NT for a good score.

North
♠ K J 10 6 4 2
♥ J
♦ A K 10
♣ K 6 5

Bd 15	Scores		MPs	
	NS	EW	NS	EW
3 NT E	200		6	0
2 NT E	50		5	1
3 ♣ W		130	4	2
2 NT E		150	3	3
3 NT E		400	1	5
3 NT E		400	1	5
5 ♥ W	200		4	0
3 ♦ E		110	3	1
3 ♦ E		150	2	2
3 NT E		400	1	3
4 ♠ x N		500	0	4

If North chooses to win the 2nd ♣, East has established the 9 tricks and the **all important** entry to Dummy.

No, North does not know East doesn't have a little ♥ to lead to dummy. That's not the point. When dummy is very weak and has very few entries, keeping declarer out of dummy can yield big dividends.

Here's the entire hand. Notice how counting allowed EW to get to game, how East found a plausible line of play, and how North could defeat the game by counting ♣s.

Yes, counting is the most valuable skill there is for bridge. Signaling and counting go together. Partner will signal effectively when s/he knows partner is watching and counting!

Board 15 ♠ K J 10 6 4 2
 South Deals ♥ J
 N-S Vul ♦ A K 10
 ♣ K 6 5

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

EW 4♦; 4♣;
2N; 2♥; N 1♠

♠ 9 8 5
♥ 10 8 7 5 3 2
♦ 5 2
♣ 7 3

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

This coming Saturday (11/16) Phyllis Bishop and Lorna Davis will be running our Informal Supervised Play session 10-12. This week we look at a hand that offers an interesting way to make overtricks if you are willing to take some risks.

Board 1 ♠ 9
 North Deals ♥ A Q J 5 2
 None Vul ♦ 7 3
 Tues 11/12 ♣ A J 9 5 4

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

NS 5♥; 4♣;
1N; 2♣

♠ A K 10 8 7 3 2
♥ K 10 3
♦ Q 6
♣ 3

Bidding – North has 12 HCP with 5 hearts and 5 clubs and opens 1♥ (12+ HCP, 5+ Hearts). South has 12 HCP and 3 card heart support. In hearts their hand is worth at least 14 support points (12 HCP and 2 more for the club singleton) and enough for game. They also have 7 spades and most will respond 1♠ to investigate if spades is a better place to play. North will rebid 2♣ to show their two-suiter and minimum values. Many Souths will now go directly to game at 4♥.

If you play Fourth Suit Forcing to Game: After 2♣ by North, South can bid 2♦. This is the 4th suit bid. By agreement it's artificial promising game values. In this auction North could now show a 3 card spade holding if they had it. Instead North should rebid 3♣ to show their 5-5 holding. South bids 4♥ knowing this is the best fit.

Play of the Hand – On a ♦A lead, declarer (North) has 6 losers (2♦, 4♣) and several ways to pitch them. They can pitch one on a good spade or ruff clubs in dummy. This play will allow you to pitch/ruff 3 club losers for making 4♥ or 420. We should also consider setting up the spade suit to pitch losers on. This works if spades and hearts break 3-2 allowing you to ruff the third spade high in your hand and then reach dummy with the third heart after drawing trump to run your remaining spades. This play can get you 12 tricks total (6♣, 5♥, 1♠) for making 6 (or +480) if opponents do not cash their 2 diamond tricks right away and at least 5♥ (or +450) if they do. If hearts and spades do not break 3-2 you will still have plays for making 4♥ going down only on the worst scenarios.

Bd 1	Scores		MPs	
	NS	EW	NS	EW
4 ♥ N	480		6	0
4 ♥ N	450		5	1
4 ♥ N	420		2.5	3.5
4 ♠ S	420		2.5	3.5
4 ♥ N	420		2.5	3.5
4 ♠ S	420		2.5	3.5
2 ♥ N	110		0	6
4 ♥ N	420		2.83	1.17
4 ♠ S	420		2.83	1.17
4 ♥ N		50	0.33	3.67

Post Mortem – When planning your play, make sure to investigate all possibilities to find the best one. In matchpoint scoring, taking on a little more risk to make overtricks can be warranted. On this deal making 4♥ was just below average in the open game where making overtricks nets North-South a top result.

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/>