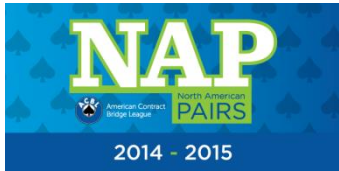


Play the NAP National Event!



In **July** and **August**, look for **North American Pair Qual Games**. Finish at or above 50% in an OPEN game to qualify. Check the [June Flyer](#) or the [CBA Website](#) for Q Game dates. Don't miss a chance to win extra points! Click for details about [District 11 NAP](#).

Count, Count, Count, then Count Some More!

By Steve Moese

Board 11

- ♠ 843
- ♥ A5
- ♦ AJ9754
- ♣ AJ



- ♠ K762
- ♥ 974
- ♦ 106
- ♣ KQ105

A staid part score can still be an opportunity for a top score. The bidding is uneventful, though South did make a responsive double.

North Declares.

Opening lead ♣9 by East.

Plan the Play – 6

top tricks and 6 possible losers – we need to be careful. Opener is West – leading toward the ♠K is fraught with risk. The ♣ lead allows us to get rid of the ♥ loser. ♣A, ♣J overtaking in Dummy (South), ♣Q pitching ♥ 5 – all follow...Now the ♦10 runs to East's ♦K, all follow. The 4th round of ♣ to dummy's 10 and West's ♦Q sets the table for an overtrick. Win the ♦A. Small ♦ to the dummy and a small ♥ to the ♥A leaves declarer in hand with ♠843 ♥ - ♦J975 ♣ - . Declarer draws the last trump. Now we decide how to play ♠s.

	<u>S</u>	<u>W</u>	<u>N</u>	<u>E</u>
P	1♥	2♦	2♥	
DBI ¹	P	3♦	AP	

1 = Responsive

If you were watching and **COUNTING**, you know the following: West has at least 5 ♥ cards (from the opening bid) and has shown 3 ♣ cards and 3 ♦ cards. That leaves room for no more than 2 ♠ cards in West's hand. You also know that East has an opening hand and West has at least 5 HCP. Therefore of the 18 HCP owned by EW, 5 HCP leaves West with 13. If East also had the ♠A, West would have opened on 11 HCP and no Ace! No, the Ace has to be with West. What to do?

Since you infer strongly that West has the ♠A, and no more than 2 ♠ cards, lead a ♠ toward Dummy. East plays ♠10 dummy ducks, and West wins the ♠J. West

7/1 – Future Master Leaders

1st OA: Al & Janet Venosa **1.39 MP** (66.7%)

2nd OA: Reeta Brendamour & Susan DeRoos **1.08 MP** (59.9%)



Bring your Questions, Hands, Ideas. Let's learn together!
Tues Eve 6:30 PM Sharp!



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



Events at the Cincinnati Bridge Center

- **Friday 7/4** NLM & Open games 11 AM. Director Kay Mulford 631-8070
- **Saturday 7/5** NAPQ - 1 pm. Director Mike Lipp
- Thursday Evenings and Last Tuesday in JULY are **SWISS TEAM** games. Call Mike Lipp (Thurs Eve) and AJ Stephani (Tuesday AM) for teams.
- **July CBA Flyer** – CBC, NKy, and Anderson offer games with EXTRA MASTERPOINTS! **Look for NAP Qualifier Games.**

Area Tournaments

Evansville, IN Sectional	Jul-11-13
NABC-Las Vegas NV	Jul-17-27
Lexington, KY NLM Sectional	Jul-26-27
STaC District 11 (That's us!)	Aug 4-10
NKy Sectional	Aug 15-17
ACBL Tournaments http://tournaments.acbl.org/display.php	



returns the ♥K. North ruffs low (East follows). Now the *Coup de grace*... lead the ♠4 toward Dummy and DUCK AGAIN! West wins the ♠A. You claim 10 tricks. 3♦ making 4 was worth all the Matchpoints.

Post Mortem: A defensive slip allowed the overtrick: ruffing with the ♦Q when dummy was entry-less.

Failing to play the ♠Q when the ♠4 was led toward dummy (Crocodile Coup) didn't matter. Duck the next ♠. You have to count strength and shape well to find the way to make the winning overtrick.

Board 11

- ♠ 843
- ♥ A5
- ♦ AJ9754
- None Vul ♣ AJ

- ♠ AJ
- ♥ KQJ32
- ♦ Q32
- ♣ 732



- ♠ Q1095
- ♥ 1086
- ♦ K8
- ♣ 9864

- ♠ K762
- ♥ 974
- ♦ 106
- ♣ KQ105

- NS 2♠; 3♥;
- 1♣; EW 1♥

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

This Saturday Lorna Davis, Bob Fisk, Betty Torello will be running the 10am game. The 9:30 seminar (NOT 9am) will be on Support Points in suit contracts by Mike Purcell.

This week we look at a hand with a hard decision between a 4♠ and 3NT game.

Board 10 ♠ 9 8 5

East Deals ♥ A 5 4

Both Vul ♦ A 7 4 2

♣ A 4 3

♠ K 10 3

♥ J 7 6

♦ K Q 6 5

♣ J 9 6



♠ 6 4

♥ K 8 3 2

♦ 9 8 3

♣ Q 10 8 7

♠ A Q J 7 2

NS 3N; 3♠; ♥ Q 10 9

1♥; 1♦; 1♣ ♦ J 10

♣ K 5 2

Tuesday 7/1

Bidding – South with 13 HCP and five spades open 1♠ (5+ spades, 12-21 HCP). North has 12 HCP and 3-3-4-3 distribution. This can be a tricky hand to bid with only three tricks for partner and no distribution. In Standard American or 2/1 most will bid 2♦ and look to reluctantly raise to 4♠ later. When partner (South) rebids 2NT, at least consider 3NT as an option. South promises a balanced hand without support for diamond, most likely a 5-3-2-3 pattern. Many times 3NT will be the superior contract, but not always. On this deal 9 pairs played it in spades, 4 in NT.

Play of the Hand for 4♠ – On a ♥7 lead, Declarer (South) has 4 losers (1♠, 1♥, 1♦, 1♣). They only need to eliminate one to make game but that is easier said than done. Nothing to be done about the heart loser but at least it promotes your ♥Q.

You can finesse for the ♠K but that fails. Ditching the diamond loser is equally hopeless but if you are lucky East may pitch a diamond when you draw trump. If they do then when you attack diamonds your ♦7 actually sets up a club pitch for making game the hard way.

Play of the Hand for 3NT – On a ♦K lead, Declarer (South) has 5 winners (1♠, 1♥, 1♦, 2♣) with a spade suit to set up. Take the ♦A and immediately finesse spades. This fails and opponents will take two more diamonds ending in East. Lucky for you East does not have the fourth diamond and returns a club. Take the ♣K and work on hearts for the ninth trick. Your best play is to finesse both the K and J by running the ♥Q to the Ace. Finessing this way is your best chance to keep the danger hand (West) from getting in the lead to cash the setting diamond trick. East will win the ♥K and return a second club which you win in dummy, run your spades and then run your ♥10 to the Ace. Finally a finesse works to give you 9 tricks (4♠, 2♥, 1♦, 2♣) and +600.

Bd 10	Scores		MPs	
	NS	EW	NS	EW
4♠ S	620		4.5	0.5
4♠ N	620		4.5	0.5
3NT N	600		2	3
3NT N	600		2	3
3NT S	600		2	3
4♠ S		100	0	5
4♠ S	620		6	0
2NT N	180		5	1
2♣ S	170		4	2
4♠ N		100	1.5	4.5
4♠ S		100	1.5	4.5
4♠ N		100	1.5	4.5
4♠ S		100	1.5	4.5

Post Mortem – When you have three card support for partner’s major and no distribution (4-3-3-3), consider 3NT when partner is also balanced (5-3-3-2).

Editor’s Note: When weakish (24-25 HCP combined between 2 hands) or Strong (29-31 HCP combined) it’s often better to play 3N. When weak you only need to make 9 tricks, and when strong you rate to make the same number of tricks in NT as the major.

If the hand with short trump is the dreaded 4333 pattern, then the likelihood increases that 3N will play better. Here, 3 Aces (worth about 13.5 HCP, subtract one for poor shape = 12.5 HCP) means you should bid to game. Opposite a minimum partner, 3N is a MUCH better contract.

When in between, consider bidding the major if your trumps are 4=4. Ruffing makes that hand the short trump hand! Qtherwise consider 3N only if the short trump hand is 3343 and with 3 trumps for partner. With 4 trumps for partner, bid 4 of the Major even with 4333 shape – don’t miss out on a 9-card fit! Partner knows how to make a dummy reversal play, right?!!!

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/>