

I/N News ... especially for you!

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Know the IMPs Table by Suzi Subeck

Inside this issue:

If you are going to play team games, it pays to familiarize yourself with the IMPs scale. Here is an example from the Saturday Knockout at the recent Labor Day Sectional in Skokie, IL:

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	♠ Q76	
	♥ AKQJT	
	♦ xx	
	♣ AKJ	
♠ Jxxxx		♠ T
♥ xxxx		♥ xxxxx
♦ AKxxx		♦ xxx
♣ xx		♣ xxxxxx
	♠ AK985	
	♥ x	
	♦ QJxx	
	♣ Qxx	

Admittedly, we did not have the best auction to land ourselves in 6♠ off the cashing ace and king of diamonds. Still, it is a difficult hand to bid and it was likely the other table would have trouble with it too. It would certainly be difficult for them to stay at the four level.

West lead the ace and king of diamonds and we were down one before we even got on lead. West followed this up with a small club.

Declarer (partner) won the club in dummy and lead the six of spades. East played the ten and South won in hand. (Note: the ten is an automatic play and could be played from any combination of cards.) After much thought partner

concluded that the correct play in this situation was to lead the five of spades to the seven.

Why is this true? It is true because if the other table is playing in five spades and spades are three/two, we will lose 11 IMPs on the board whether partner goes down one or two tricks. Therefore, he hopes that spades are four/one so the opponents will go down one if they should stop in five and he will push the board by taking the finesse and playing for the four/one split.

In point of fact, the opponents at the other table also got to slam. They did not work out this interesting position and went down two, taking the straight up play of a spade to the ace followed by a spade to the queen. We gained two IMPs on the board because of partner's thoughtful play.

In conclusion, it pays to know the IMPs scale, and play accordingly.

aBRIDGEd ... a review

aBRIDGEd, a product of Out of the Box games, claims to be a “refreshing new take on the game of bridge.” Indeed it is all that and more.

It is much simpler to play than bridge because you do away with the bidding and focus on the play. The suits are four colors: red, blue, orange and green, and the cards are numbered from one to thirteen.

If you are trying to get friends or family to learn bridge, aBRIDGEd is a great first learning tool. Without the hassle of bidding, they will learn the procedure of play. Then, if they like the game (and who wouldn't?), they can venture forth with a standard deck of 52 cards and learn to bid.

It is great for teaching young people or seniors. It takes 20 minutes to learn and each game lasts 30-40 minutes.

Maureen Hiron, creator of aBRIDGEd®, is an internationally known game designer, bridge player, and author. (We met Maureen at the Summer NABC in Chicago) Maureen has over 50 games published world-wide.

As an expert bridge player, Maureen has represented both England and Great Britain in international competition. She also co-authored, along with her husband, Alan, *Beginning Bridge*, *Easy Guide to Bridge* and *Bridge for Beginners*. Her syndicated column appears in the London-based newspaper, *The Independent*, and is followed by thousands of bridge enthusiasts.

Maureen created aBRIDGEd for people who enjoy playing cards but don't have the time, or interest, to learn the complex bidding systems that are part of playing the game of bridge. Bridge players spend years honing their skills and developing their strategies.

Playing the Game

Step 1 – Dealing

Step 2 – Declaring

ROUND ONE

Players declare either “Pass” or “Play” (Start with the dealer)

If all players pass, go directly to ROUND TWO

If a player declares “Play”

1. The dummy's hand is laid down
2. The declarer decides the trump color or to play no-trump
3. Players state hand strength
4. Players state color count
5. Go to step 3 - Playing the Cards

ROUND TWO

Used only if all players pass during ROUND ONE

Dear Ms. Information...

My partner and I play Stayman. My partner says you have to have eight points to bid Stayman. Recently, in a local club game, I held this hand: ♠5432 ♥J567 ♦Q975 ♣J.

Can I bid Stayman and pass whatever response partner makes? My hand rates to be much more useful in a suit than in notrump.

Thank you.

Major Suited in Willowbrook

Dear Major,

I would bid Stayman on that hand... and I would pass partner's response.

If partner has a four card major, this hand is much more valuable to play in the eight card fit. It will most certainly produce more tricks there than in notrump.

If partner responds two diamonds (no four card major), you are taking a risk that partner holds a hand with five clubs and possibly only two diamonds when you pass his response. That, however, is the only hand where it might really hurt you to bid this way. And, while I would not recommend it as a mode of choice, there are times when 4-2 fits actually play o'k. They are nearly always difficult to defend against because opponents never envision them as a trump suit.

This form of Stayman is referred to as “Garbage Stayman.” It is a common form of the convention and it is not alertable at the table.

Ms.

-
1. Players state hand strength
 2. Teams total hand strength numbers (Highest becomes declaring team)
 3. In the declaring team, the partner with the highest hand strength becomes the declarer. *In case of a tie, refer to rules, page 4, number 3*
 4. The dummy's hand is laid down
 5. The declarer states either “Ten” or “Seven”
 6. The declarer decides the trump color, or to play no-trump
 7. Players state color count

Step 3 – Playing the Cards

(Player to the left of the declarer has the first lead)

For more information, or to order your copy of the game for \$14.95, go to otb-games.com ... or www.playabridged.com

Third Hand Play by Jim O'Neil

As defenders, we generally play second hand low when Declarer leads a low card from his hand or Dummy's. We generally cover an honor, or the last of touching honors, when an honor is led. Third-hand play can be a little more complex. When partner leads an honor, usually from a sequence of some sort, the best play is usually straightforward, but the right play when partner leads a small card requires a little more thought.

1) Dummy
Partner K64 You
Q led A52

If Declarer plays low from dummy, we should also play low; if Declarer plays the King, we play the Ace.

2) Dummy
Partner Q64 You
J led K52

If Declarer plays low from dummy, we should also play low; if Declarer plays the Queen, we play the King.

The previous two examples were easy. One that is almost as easy:

3) Dummy
Partner Q64 You
J led A52

Though there may be a few exceptions, if Declarer plays low from dummy, we should probably play low; if Declarer plays the Queen, we should probably play the Ace. The suit may be distributed as follows:

	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
JT97		A52
	<u>Declarer</u>	
	K83	

If Dummy plays low and we play the Ace, Declarer can get two tricks in the suit - his King And Queen are now good. If we play small, Declarer can win his King, but his Queen will be Trapped - he will likely get only one trick in the suit. What if Partner is leading from K-J-T? Then Declarer is entitled to *no* tricks in the suit, as long as we play small when Declarer plays small.

What is best when Partner leads a small card? When is it right to play "Third-Hand High"? When is it right for third-hand to "Cover an Honor with an Honor"? While it is almost always right for Second-hand to play "low", there are many times when Third-hand should *not* play "high". Third-hand, that is, leader's partner, must try to determine the likely lay-

out of the suit in order to find the best play. If possible, we want to create a situation where we can play our honors on the opponents' lower honors (e.g., our Ace on the opponents' King or Queen; our King on the opponents' Queen or Jack. We would also like to avoid letting Declarer play his honors on our lower honors. At the same time, we want to avoid letting Declarer win tricks with small cards.

It is almost always right for Third-hand to play high when Dummy has only small cards in the suit led. When Dummy has an honor, it is usually right to cover Dummy's honor with a higher honor when it is played, or, if a small card is played from Dummy, to save that higher honor to cover Dummy's honor.

	<u>Dummy</u>	
<u>Partner</u>	764	<u>You</u>
3 led (4 played)		A52

It is right to play the Ace. While we don't like playing our Ace on the opponents' small cards, here we have no choice. Dummy has no high cards in this suit for us to capture; any high cards in Declarer's hand are behind us. But Partner should have high cards favorably placed behind Declarer's. Perhaps the situation is:

	<u>Dummy</u>	
<u>Partner</u>	764	<u>You</u>
KJ83		A52

Declarer
QT9

Declarer can win a trick if we play small; if we win the Ace he cannot. Or:

	<u>Dummy</u>	
<u>Partner</u>	764	<u>You</u>
QT83		A52

Declarer
KJ9

Declarer can win 2 tricks if we play small; if we win the Ace he gets only 1. In any case, we must realize that we will probably never get the chance to play our Ace on one of the opponents' honors; any honors the opponents' have are in Declarer's hand - behind our Ace. But those honors are in front of Partner's honors. Our best hope is that by winning the Ace and returning the suit, Partner can play his honors on Declarer's honors. And we do want to avoid letting Declarer win this trick with a small card.

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	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
3 led	(Q played)	KT2

Here it is clear to play the King on Dummy's Queen. We generally try to play our Kings on the opponents' Queens and Jacks. If we do not play the King now, we will have to play it later on one of Dummy's small cards. Declarer will probably win this trick with the Ace. While we would prefer to avoid letting Declarer play his Ace on our King, we have little choice.

	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
3 led	(4 played)	KT2

Here it is best to insert the Ten. We will save our King for Declarer's Queen. If we play the King on a small card, and Declarer can play his Ace on our King. Now Declarer may get an extra trick in the suit:

	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
J953		KT2
	<u>Declarer</u>	
	A87	

If Declarer plays the Queen, we must play the King; if Declarer plays low, we must play the Ten. Any other play allows Declarer to win 2 tricks in the suit instead of 1. This situation occurs frequently. Third-hand usually play a high spot card or low honor card when an honor in Dummy is "surrounded".

The Rule of Eleven

A very useful mathematical "rule", known as the "Rule of Eleven", can lead us to the right play at trick one. When partner leads his fourth-highest card in a suit, we can easily figure out how many cards higher than partner's card that Declarer has in that suit.

Here's how the "Rule of 11" works:

Say Partner leads a 2. There are 12 cards in the suit higher than the 2, and if partner's lead is fourth best, he has 3 of those 12. That means there are 9 higher cards in the other 3 hands (our hand, Dummy's hand, and Declarer's hand) combined. We can see how many we have, and how many Dummy has, so it will be a simple matter to determine how many Declarer has.

Say partner leads the 3. There are 11 cards in the suit higher than the 3. If partner's lead is fourth best, there will be 8 cards in the other three hands higher than the 3. When partner leads the 4, if it is fourth best, there will be 7 higher cards in the other 3 hands, and so on. A simple mathematical tool:

subtract the number on partner's card from 11; the result will be the number of higher cards in the three remaining hands. When partner leads a 2, there are 9 (11 minus 2) higher cards in the other 3 hands. When partner leads a 3, there are 8 (11 minus 3) higher cards, and so on. Now that we know how many higher cards are in the other 3 hands, we can easily figure out how many are in Declarer's hand.

Here is an example of the "Rule of Eleven" in action:

4)	<u>Dummy</u>	
<u>Partner</u>	K63	<u>You</u>
7 led	(3 played)	AJ95

If partner's lead is fourth-best, then there are four cards higher than the 7 in our hand, Dummy's hand and Declarer's hand. We can see all four, so Declarer has none. We can play low to this trick and partner can continue the suit.

	<u>Dummy</u>	
<u>Partner</u>	K63	<u>You</u>
QT87		AJ95
	<u>Declarer</u>	
	42	

When partner's lead of a small card is a low one, we can get a good idea of the distribution of the suit. When partner's lead is a 2, or if we can see all the lower cards in our hand or Dummy's hand, we will know the exact distribution of the suit.

When partner's lead of a small card is a relatively "high" one - like a 6 or 7 - and Declarer has only 1 or 2 higher cards, we can frequently determine precisely which higher cards he holds.

Against a suit contract:

5)	<u>Dummy</u>	
<u>Partner</u>	Q84	<u>You</u>
6 led	(4 played)	K92

There are 5 cards higher than the 6 in our hand, Dummy's hand and Declarer's hand. We can see 4 of them so Declarer has one. If we assume Partner would not underlead an Ace against a suit contract on opening lead, then the one card that Declarer has must be the Ace. We play small, and either Declarer wins his Ace or Partner can continue the suit. (Playing the 9 would not necessarily cost a trick, but might cost tempo. If Declarer ducked we would be unable to continue the suit.)

	<u>Dummy</u>	
<u>Partner</u>	Q84	<u>You</u>
JT76		K92
	<u>Declarer</u>	
	A53	

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Against a Notrump contract:

6) Dummy
Partner K54 You
 6 led (4 played) AJ72

Again, there are 5 cards higher than the 6 in our hand, Dummy's hand and Declarer's hand. We can see 4 of them so Declarer has one. That one is the Queen, Ten, Nine or Eight. This means partner has T986, Q986, QT96 or QT86. Partner would certainly lead the Ten from T986, and from QT96 as well. So Partner will have QT86 and Declarer the Nine, or Partner the Q986 and Declarer the Ten. We can win with the Jack; Declarer has a doubleton Nine (or singleton Ten), we can run the suit if Partner can get in.

Dummy
Partner K54 You
 QT86 AJ72
 or Q9863 Declarer
 93 or T

7) Dummy
Partner Q74 You
 6 led (4 played) K82

Again, there are 5 cards higher than the 6 in our hand, Dummy's hand and Declarer's hand. We can see 4 of them so Declarer has one. That one is the Ace, Jack, Ten, or Nine. Since Partner would not lead the 6 from JT96 or AJT6, and probably not from AT96, we can infer that Partner has AJ96, and Declarer the Ten. Now that we know the layout, it is easier to find the right defense.

Sometimes Partner's lead can help us to help Partner:

8) Declarer Partner Dummy You
 1♣ 1♠ dbl (negative) pass
 1NT pass 3NT all pass

Partner leads the ♠6, and Declarer plays Dummy's Queen.

- ♠ Q9
- ♥ KJ65
- ♦ AJ87
- ♣ J75



- ♠ J7
- ♥ Q9742
- ♦ Q62
- ♣ 862

There are 5 cards higher than the 6 in the three hands. We can see 4, so Declarer has One. Certainly that one is the Ace or King. Partner has led from AT86x or KT86x. If Partner has led from KT86x, it will be safe for him to continue the suit when he gets in. But he may not know this; he may fear Declarer started with

AJx(x), and switch. We should let Partner know it is safe to continue by playing the Jack at trick one.

- ♠ Q9
- ♥ KJ65
- ♦ AJ87
- ♣ J75

- ♠ KT863
- ♥ T8
- ♦ T543
- ♣ AK



- ♠ J7
- ♥ Q9742
- ♦ Q62
- ♣ 862

- ♠ A542
- ♥ A3
- ♦ K9
- ♣ QT943

When Declarer wins the Queen of Spades, he will start on Clubs. If Partner does not continue Spades, Declarer will make his contract easily. And Partner might switch to a red suit, fearing that Declarer had A-J of Spades remaining.

Or perhaps this is the situation:

Declarer cannot come to 9 tricks before we get in with the ♦Q. If we have not played the Spade Jack at trick one, the suit is blocked!

- ♠ AT632
- ♥ T
- ♦ K5
- ♣ QT93



- ♠ Q9
- ♥ KJ65
- ♦ AJ87
- ♣ J75

- ♠ J7
- ♥ Q9742
- ♦ Q62
- ♣ 862

- ♠ K54
- ♥ A83
- ♦ T943
- ♣ AK4

Dummy
Partner 9 You
 AT832 J
Declarer
 K5

When we lead the Jack, Declarer can play small. Now Partner cannot overtake without giving Declarer a second trick in the suit, and if he does not, we will be stuck on lead with no more Spades. Substitute the 7 for the Jack in this situation, and the Spades run easily.

The Rule of 11 can also tell us whether or not it is possible that Partner's lead is fourth-best.

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9)	<u>Dummy</u>	
<u>Partner</u>	Q872	<u>You</u>
6 led	(2 played)	AJ94

If partner's lead is fourth-best, then there are 5 cards higher than the 6 in the remaining Three hands. But we can see 6. So partner has not led fourth-best. What is going on? Either partner has led from a 3-card suit, KT6, or he is leading from shortness. The auction may tell us which.

	<u>Dummy</u>	
<u>Partner</u>	Q872	<u>You</u>
KT6		AJ94
	<u>Declarer</u>	
	53	

Or:

	<u>Dummy</u>	
<u>Partner</u>	Q872	<u>You</u>
6		AJ94
	<u>Declarer</u>	
	KT53	

In the first case we need to win the 9, and return the 4 (If we win the Jack, the suit blocks). When Partner continues with the Ten, we have the A-J over Dummy's Q-8. In the second case (assuming a suit contract) we can win the Ace and give partner a ruff.

Third-Hand High

Sometimes applying the Rule of 11 gives us very little information as to the location of honors, or to the distribution. But knowing that partner is leading from an honor will lead us to the right play. It is usually right for Third-hand to play high when dummy has nothing but small cards in the suit led.

10)	<u>Dummy</u>	
<u>Partner</u>	964	<u>You</u>
5 led	(4 played)	A72

All the Rule of Eleven tells us is that, if partner has led fourth-best, Declarer has two cards higher than the 5. Since Partner should not have an honor sequence, he likely has 2 honors. Since we cannot see the 3, Partner could be leading fourth-best from a 4- or 5-card suit; he may even be leading lowest from a 3-card suit. What we do know is that Partner and Declarer each have some honor holding in this suit, and that Partner's honors are favorably placed behind Declarer's honors. We should win the Ace. To play small is likely to give Declarer an extra trick.

	<u>Dummy</u>	
<u>Partner</u>	964	<u>You</u>
KJ853		A72
or QT85	<u>Declarer</u>	
	QT or KJ3	

Partner's lead may not even be fourth best:

	<u>Dummy</u>	
<u>Partner</u>	964	<u>You</u>
KJ5		A72
or QT5	<u>Declarer</u>	
	QT83 or KJ83	

11)	<u>Dummy</u>	
<u>Partner</u>	964	<u>You</u>
5 led	(4 played)	K72

As in the previous example, we rise with the King. Perhaps the situation is:

	<u>Dummy</u>	
<u>Partner</u>	964	<u>You</u>
QT85		K72
or QT5	<u>Declarer</u>	
	AJ3 or AJ53	

Third-Hand Not-so-High

When Dummy has an honor, it is usually right to cover Dummy's honor with a higher honor when it is played, or, if a small card is played from Dummy, to save that higher honor to cover Dummy's honor.

12)	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
5 led	(4 played)	KJ2

This is pretty simple. We can play the Jack, and retain the King over the Queen.

13)	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
5 led	(4 played)	KT2

We don't have the Jack this time; but partner might. He has led low, so he should have an honor; he must have the Ace and/or the Jack. If we are defending a suit contract, we can assume partner has the Jack. So playing the King would give Declarer two sure tricks in the suit; playing the Ten might hold him to only one. It is right to play the Ten.

	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
J975		KT2
	<u>Declarer</u>	
	A83	

Even against Notrump it is right to play the Ten. Partner could be leading from the Jack, as above. If partner has led from Ace-Jack, playing the King would give Declarer a trick he shouldn't get:

	<u>Dummy</u>	
<u>Partner</u>	Q64	<u>You</u>
AJ75		KT2
	<u>Declarer</u>	
	983	

If, against Notrump, partner has led from the Ace without

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the Jack, Declarer can win the first trick with the Jack. But Declarer has a stopper in the suit anyway. By making him take it now, we can run the rest of the suit whenever either defender gets in; if we started with 3 rounds of spades, partner would have to be the one to get in to cash the long Spade or Spades.

Dummy
Partner Q64 You
A875 KT2
or A8753 Declarer
J93 or J9

14) Dummy
Partner Q64 You
5 led (4 played) K72

Against a suit contract, we must play low. Declarer surely has the Ace. Playing the King can only help Declarer:

Dummy
Partner Q64 You
J875 K72
Declarer
AT9

If we play the King at trick 1, Declarer can take 3 tricks in the suit by winning the Ace and running the Ten (or Nine). If we play small at trick one, Declarer gets only 2 tricks as long as we don't lead the suit again. In this situation, playing the King will often break even, and sometimes lose, but will never gain.

Against Notrump, it is also right to play small. This situation is similar to the previous example. Even if Partner has the Ace instead of the Jack, playing the King won't gain a trick.

15) Dummy
Partner QT3 You
4 led (3 played) K52

Again play small. Again, if Declarer has the Ace, he can win 3 tricks in the suit if we play the King. (He can win the Ace and finesse against Partner's Jack). If we play small, Declarer gets only 2 tricks as long as we don't lead the suit again.

Dummy
Partner QT3 You
J984 K52
Declarer
A76

16) Dummy
Partner Q42 You
5 led (2 played) AJT

This one is pretty clear. If Partner's lead is fourth best, he should have an honor; it must be the King. If we play the

Jack, Declarer cannot get a trick in this suit. If Partner's lead is not fourth best, we gain by playing the Ace only when the 5 is singleton and we can give partner *two* ruffs.

17) Dummy
Partner Q42 You
5 led (2 played) AJ63

This time we do not have the Ten; but partner might. If his lead is fourth-best, he ought to have the King or Ten. Playing the Jack won't lose and can often gain:

Dummy
Partner Q42 You
K975 AJ63
Declarer
T8

Declarer get no tricks if we play the Jack; he gets 1 if we play the Ace or small.

Dummy
Partner Q42 You
T875 AJ63
Declarer
K9

Declarer gets 1 trick if we play the Jack; he gets 2 if we play the Ace or small.

There are many other cases where Third-hand should play an intermediate card, when there is an Honor in Dummy. Some of these include:

18) Dummy
Partner J65 You
2 led (5 played) Q93

It is almost always right to play the Nine, not the Queen. If partner is leading from the King-Ten, Ace-Ten, or Ten high, playing the Nine saves a trick. If partner has the King but not the Ten, playing the Nine breaks even (Declarer should always have 2 tricks and 1 loser), unless Declarer has a place to dispose of a loser.

19) Dummy
Partner J65 You
2 led (5 played) K93

Again, the Nine is probably best. This will lose only if partner has the Queen but not the Ten, and Declarer has a place to dispose of a loser.

20) Dummy
Partner K65 You
2 led (5 played) AT3

Playing the Ten saves a trick when Partner has Queen-Jack or Jack-Nine, and can save a trick in many other cases where partner has the Jack or Queen.

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21) Dummy

Partner Q65 You

2 led (5 played) K93

Again, we should usually play the Nine rather than the King. This saves a trick in many cases.

22) Dummy

Partner AQ5 You

2 led (5 played) KT3

Playing the Ten will probably save a trick; partner probably has the Jack.

Sometimes we can tell that playing an honor cannot be right.

23) Dummy

Partner QJT You

4 led (Q played) K63

If we are defending a suit contract, partner should not have the Ace, even though his lead of the 4 suggests an honor. So there is no point to playing the King.

Dummy

Partner QJT You
97642 K63

Declarer
A5

Even if Declarer had a third card in the suit, playing the King would just make his life easier.

If we are defending a Notrump contract, then we can partner may have the Ace. Playing small is better when he does not have the Ace, and may make it easier to run the suit even when he does:

Dummy

Partner QJT You
A7642 K63

Declarer
95

24) Dummy

Partner QJT You

9 led (Q played) K63

Partner does not have the Ace. We must play small.

Other Third-Hand Plays

There are other factors Third-hand must consider. There are certain strategic maneuvers available to Declarer, such as hold-up plays and unblocking plays. These strategies are available to the defenders, too, but are sometimes more difficult to recognize.

Dummy	You	Declarer	Partner
1♣	1♠	2NT	Pass
3NT	Pass	Pass	Pass

Partner leads the Ten of spades, and Declarer plays low from Dummy.

- ♠ 984
- ♥ AK6
- ♦ A8
- ♣ QJ975



- ♠ AK763
- ♥ QJ4
- ♦ 742
- ♣ 62

Partner is marked with about 4 or 5 points. We can probably count on him for 1 trick in Clubs or Diamonds, perhaps 2 if we're lucky. Even if partner has 2 tricks, say, the Club King and Diamond Queen, that only gives us 4 tricks; Declarer surely has enough tricks to make the contract - 1 Spade, 2 Hearts, 2 Diamonds and 4

Clubs. There is no way we can beat this contract unless we can bring in the Spades. If we play the Ace, King and another Spade, we will never get in in time to cash our long Spades.

Let's look at this from a different perspective (Declarer's perspective, actually). Let's say we have a long suit in Dummy with no side entries:

Dummy ♠ - AK763

Declarer ♠ - T2

How would we, as Declarer, play this suit for 4 winners? With no side entry to Dummy, our only chance would be to duck the first round, and hope for a 3-3 break. This type of play - the "ducking play" - can be used by the defenders as well.

- ♠ 984
- ♥ AK6
- ♦ A8
- ♣ QJ975

By ducking the first spade, we defeat the contract by a trick. When

Partner gets in ♠ T2 with a club, we can ♥ 9852 get 4 spade tricks. ♦ J953 If we play high on ♣ A83 the first Spade,



- ♠ AK763
- ♥ QJ4
- ♦ 742
- ♣ 62

Declarer may well make an overtrick.

- ♠ QJ5
- ♥ T73
- ♦ KQT6
- ♣ KT43

When defending against Notrump contracts, there are many instances where we may need to duck a round of our suit when we have no entry. Some examples:

26) Dummy

Partner K65 You
9 led (5 played) AQ743

If Partner has Nine-small and Declarer has Jack-third, we

(continued from page 8)

need to duck the first round if we have no entry. Declarer has a sure stopper in this suit anyway, make him take it early. Now when Partner gets in, we can run the suit. If we had the entry, we must play Queen, Ace, and another, and cash our two long tricks when we get in again.

27) Dummy
Partner KJ5 You
 9 led (? played) AQ743

No matter which card is played from Dummy, we should duck the first round if we have no side entry. Again, when partner gets in, we can run the suit.

Another type of ducking play which may not be so apparent:

28) Dummy
Partner A65 You
 9 led (5 played) KJ543

In this example, assume we and Partner each have 1 entry. It looks like Declarer has Queen-Ten-small. He has 2 stoppers in this suit. If we win the King and return the suit, Partner will not be able to lead a third round when he gets in. The only hope of getting 3 tricks in this suit - we must duck the first trick, and partner must be able to get in before we do (while he still has a card in our suit).

There are other plays Defenders may use to preserve communications:


29) Declarer Partner Dummy You
 1♣ 1♠ Dbl (neg) Pass
 1NT Pass 3NT All Pass

Partner leads the Queen of spades, and Declarer plays low from Dummy.

Most likely, we will need to bring in Partner's Spade suit to beat the contract. In order to do this, we may need to be careful that the suit doesn't block.

Again, let's consider the situation from a Declarer's perspective:

♠ 984
 ♥ A642
 ♦ AQ9
 ♣ QJ5



♠ K7
 ♥ J985
 ♦ T842
 ♣ 972

Dummy ♠ - QJT62

Declarer ♠ - K7

How would we, as Declarer, play this suit? Surely we would start by playing the King, or low to the King, to avoid blocking the suit. (Of course the situation for the Defenders on

this hand is slightly different, as Partner has started by leading the Queen, not a low one. Still, the point is the same - we should generally unblock whenever we can safely do so.)

♠ 984
 ♥ A642
 ♦ AQ9
 ♣ QJ5

♠ QJT62
 ♥ QT
 ♦ J75
 ♣ A86



♠ K7
 ♥ J985
 ♦ T842
 ♣ 972

♠ A53
 ♥ K73
 ♦ K63
 ♣ KT43

If we were to play low on the first Spade, Declarer could also play small. Partner could continue with another Spade to our King, but Declarer could duck again. With no more Spades, we would have to switch to another suit. Declarer would now have time to set up the Clubs while he

still has his Spade stopper. (Alternatively, Declarer could win the Ace at trick 1 - now when partner gets in with the Club Ace, we cannot run the suit, as it is blocked.) If we unblock the King at trick 1, Declarer cannot make the contract.

Other unblocking situations include:

30) Dummy
Partner 965 You
 K led (5 played) A3

Partner should have King-Queen-Jack or King-Queen-Ten. If we overtake with the Ace and return the suit, we can avoid blocking the suit without losing a trick. In a suit contract, Partner might be leading from King-Queen-small, or King-Queen-small-small. Still, we may need to overtake and return the suit in order to get a ruff. If we do not overtake, we can only get two fast tricks in the suit. Declarer may have the timing to get rid of any losers he may have.

31) Dummy
Partner 865 You
 J led (5 played) KQ3

If we play low, the suit will likely block.

But be careful:

32) Dummy
Partner T65 You
 Q led (5 played) K3

We can see that it is not safe to unblock; if we play the King, and Declarer has the Ace, Dummy's Ten will be promoted.

(continued on page 10)

(continued from page 9)

Play from Equals

When Partner leads a small card, and we hold a sequence in that suit of two or more cards of equal value, we should play the lowest card. This will help partner know what to do the next time he gains the lead.

33) Dummy

Partner 765 You

2 led (5 played) KQ3

We should play the Queen. If we play the King, the, we deny holding the Queen. Partner will know we have the Queen or King-Queen, but not Queen-Jack or King-Queen-Jack.

34) Dummy

Partner 765 You

2 led (5 played) QJ3

We should play the Jack; playing the Queen would deny the Jack. Partner will know we have Jack, Queen-Jack, or even King-Queen-Jack, but not

35) Dummy

Partner J65 You

2 led (5 played) QT9

We should play the Nine, the lowest of equal cards. Playing the Ten would deny the Nine.

36) Dummy

Partner 765 You

2 led (5 played) QJT3

We play the Ten, promising the Ten, Jack-Ten, or Queen-Jack-Ten. Hopefully we can get in and lead the Queen; now partner will know exactly what we have. Why is it important to play the lowest of equals? There are many situations where this could be extremely helpful to Partner:

37) Dummy

765

You (5 played) Partner

KT84 J played

(4 led) Declarer

A played

Declarer surely would have won the Queen if he had it. Partner must have the Queen. We can safely continue the suit when we get in.

38) Dummy

765

You (5 played) Partner

KT84 Q played

(4 led) Declarer

A played

Declarer must have the Jack, since Partner would have played the Jack if he had the Queen-Jack. It is not safe to continue the suit (unless Declarer started with Ace-Jack Doubleton). We may decide it is better to switch; perhaps Partner can get in to lead this suit through Declarer

Signaling

If the card led by Partner and/or the card played by Dummy are higher than any cards we have in that suit, we cannot win the trick, nor can we help promote a winner in that suit. This does not mean we can be of no help to Partner; the card we play can send a message - a "signal" to Partner. In general, when Partner leads a suit, we should signal "attitude" (unless we are winning the trick or helping promote a winner.) The play of a high card is "encouraging" - it suggests we have some useful holding in the suit, or some reason to want the suit continued. The play of a low card is "discouraging" - it suggests we have nothing useful in the suit, that we would prefer that Partner switch to some other suit.

39) Dummy

Partner A65 You

K led J872

Partner is leading from King-Queen. If Declarer plays small from Dummy, partner might switch to another suit, fearing declarer has Jack-small-small. Whether Dummy plays the Ace or small, we would like him to continue the suit; we should play the Eight, the highest card that we can afford.

40) Dummy

Partner A65 You

K led T72

This time we do not want Partner to continue the suit if he is missing the Jack. We should play the Deuce, warning Partner that we have no help for him in the suit. If Partner has King-Queen-Jack, he can continue the suit anyway. Our signal is not a command; it is only a message.

41) Dummy

Partner A65 You

4 led (A played) K82

With a useful card in the suit, we would like to encourage Partner to continue the suit if he can get in. We should play the Eight.

42) Dummy

Partner Q65 You

4 led (Q played) J82

Whatever holding Partner has, the Jack is likely to be a helpful card; we should play the Eight to encourage partner to continue the suit, unless we have some reason to want a

(Continued from page 10)

switch. Partner will know we have some useful card (but not the Ace or King, as we would have played it).

43)	<u>Dummy</u>	
Partner	Q65	<u>You</u>
4 led	(Q played)	872

We have no help for partner. We should play the Deuce to discourage.

**Unit 222 – Holiday Regional
December 26-30, 2006
Grand Geneva Resort & Spa**

On Route 50, one-half mile east of Route 12, Room Rate
\$73 single or double. \$12 Resort Fee
(Includes free high speed wireless internet service.) Call
262/248-8811 or 800/558-3417 before December 1

Newcomer and 299er Schedule

December 26, Tuesday
1:00 & 7:30

299er Stratified Pairs, Single Sessions

Wednesday to Friday
9:30, 2:00 and 7:00

299er Stratified Pairs, Single Sessions

Saturday
10:00 299er Stratified Swiss Teams

Stratification
299er Pairs — 299/199/99 and 49ers — 49/20/5
Red Points for all "IN" Games

Partners Guaranteed 45 minutes before game time.

Guest Speakers

Daily Bulletins

I/N Chairman:

Lynette Koski — 262-370-9578

Tournament Chairman:

Manlynn Charlson:
262/646-2246 or email: mcharlson@wi.rr.com

Partnerships:

Jan Stimpert: 262-547-6470

This edition of the I/N News is on-line only. We publish four issues a year. Three are mailed out in hard copy to our 300 and under masterpoint holders (there are roughly 3500 of you) and to District 13 bridge teachers. One is on-line only. Hard copies of on-line editions are available in limited quantity at most District 13 tournaments.

Tournament Results:

Labor Day Sectional (Skokie, IL)

Friday Morning 299er Pairs (21 tables)

- 1 1 1 William Zanzow, Glenview; John Anderson, Mt. Prospect
- 2/3 2/3 Linda Scheible - Michael Scheible, Kenosha WI
- 2/3 2/3 Richard Maskoff, Chicago IL; Toby White, Seattle WA
- 4/5 4 2 Marilyn Steffan - John Steffan, Wilmette IL
- 4/5 Carl Bonfiglio, La Grange; Joyce Schneiderbauer, West Springs
- 6/7 5 Phyllis Chambers, Glenview IL; Anne Koch, Chicago
- 6/7 Ronald Kolm - Jo Kolm, Schaumburg IL
- 6 Sue Holbert, Evanston IL; Leslie Prizant, Chicago IL
- 3 Judy Anderson - Bunny Hultman, Chicago IL
- 4/5 Pamela Tietz - Nance Booty, Naperville IL
- 4/5 William Shumas, Chicago IL; Michael Burns, Morton Grove IL
- 6 Harriet Bernstein, Highland Park IL; Joan Sharfstein, Glencoe IL

Friday Afternoon 299er Pairs (12 tables)

- 1 1 1 Bernard Schwartz, Wilmette IL; Sue Folkoff, Glencoe IL
- 2 2 Walter Krueger, Glenview IL; Fred Mohl, Matteson IL
- 3/4 3/4 2/3 John Gardner - Carolyn Gardner, Arlington Hts IL
- 3/4 3/4 2/3 Jess Schessel, Highland Park; Edward Siegel, Northbrook
- 5 5 4 Judy Anderson - Bunny Hultman, Chicago IL
- 6 6 5 Madene Beranek, Glenview IL; Mary Hilman, Mt Prospect IL

Friday Evening 299er Pairs (6 tables)

- 1.61 1 1 Toby White, Seattle WA; Richard Maskoff, Chicago IL
- 1.21 2 2 1 Theresa A Schneider, Nook; Phyllis Zubulake, Lincolnshire
- 0.91 3 3 Celeste Jacklin - Ann Witt, Aurora IL
- 0.83 4 4 2 Diane Shachter - Howard Shachter, Deerfield IL

Saturday Afternoon 299er Pairs (17 tables)

- 2.73 1 1 Terry Snower - James Snower, Northbrook IL
- 2.05 2 Raymond Rinkus, Oak Brk; Joyce Schneiderbauer, West Spt
- 1.71 3 2 1 Joan Blim - Evelyn Holland, Northbrook IL
- 1.28 4 3 R Schwartz - Barbara Schwartz, Morton Grove IL
- 1.28 5 4 2 Ping Hu - Patrick Hu, Naperville IL
- 0.96 6 5 3 Judy Freeman - Jim Williard, Arlington Hts IL
- 0.72 6 4 Lisa Frese, Lake Barrington; Karen Dale Kent, Barrington
- 0.54 5 Denyse Holt, Lincolnwood; Roberta Kurtz, Glenview Nas IL
- 0.40 6 Marilyn Steffan - John Steffan, Wilmette IL

Saturday Evening 299er Pairs (6 tables)

- 1.61 1 Bonnie Franklin - Paulette Swofford, Highland Park IL
- 1.43 2 1 Lois Simms, Lincolnshire IL; Jean Falk, Skokie IL
- 1.19 3 2 1 Robert Quintin, St Charles IL; Jess Schessel, Highland Park
- 0.89 4 3 2 Belinda Brock - Robert Brock, Highland Park IL
- 0.67 4 3 James Murvahill, Chgo Heights; Claire Murvahill, Chgo IL

Sunday Afternoon 299er Pairs (16 tables)

- 2.62 1 1 Terry Snower - James Snower, Northbrook IL
- 1.97 2 2 Lynn Paterson, Lk in The Hls; Gwen Knapp, Glencoe IL
- 1.53 3 3 1 David Murdoch - Agnes Murdoch, Wilmette IL
- 1.11 4 Thomas Hurt - Mary Hurt, Lombard IL
- 1.15 5 4 2 Robert Subkowsky - Elizabeth Subkowsky, Chicago IL
- 0.69 6 5 Marlene Beranek - Michelle Winand, Glenview IL
- 0.76 6 Bonnie Franklin, H Park IL; Walter Krueger, Glenview IL
- 0.86 3 Sid Bennett - Valerie Bennett, Chicago IL
- 0.65 4 Judy Freeman - Jim Williard, Arlington Hts IL
- 0.42 5/6 John Hansen - Roger Tweed, Mundelein IL
- 0.72 5/6 June Dostal, Naperville; Elaine Vandenburg, Hinsdale IL

Sunday Evening 299er Pairs (7 tables)

- 1.72 1 1 1 Fern Ennumerman - Howard Ennumerman, Riverwoods IL
- 1.29 2 2 2 Honor Mogul, Northfield IL; Olexa Shapiro, Hnd Park IL
- 0.97 3 William Clarke, Wilmette IL; Ludmila Vodukova, IL
- 0.73 4 Thomas Hurt - Mary Hurt, Lombard IL

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The District 13 I/N Newsletter , Winter, 2006

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Upcoming Tournaments

Milwaukee Regional, Lake Geneva, Dec 26 - Dec 30

(Results, Continued from page 11)

0.56 5 3 3 Marilyn Steffan - John Steffan, Wilmette IL

0.64 4 Charles Nier, Elgin IL; Walter Krueger, Glenview IL

299er Teams (15 tables)

2.52 1 1 Joshua Kueker, Champaign IL; James Doyle, Darien IL; David Raitt, Madison WI; Eleanor Seaman, New York NY

1.89 2 Harland London - Holly London, Woodridge IL; Steve Oshen, Glen Ellyn IL; Bruce Derylo, Plainfield IL

1.42 3 2 Richard Edholm - Sue Edholm - Donna Kenski - Joseph McCormack, Libertyville IL

0.93 4/5 3 Honor Mogul, Northfield IL; Bonnie Franklin - Olivia Shapiro, Highland Park IL; Lyne Seffren, Northbrook IL

0.93 4/5 Linda Scheible - Michael Scheible, Kenosha WI; Judie Hlavka - Dee Becker, Racine WI

1.05 4 1 Kurt Litscher - Janet Litscher, Greendale WI; James Karolewicz - Kathy Karolewicz, Mequon WI

299er Swiss (14 tables)

2.42 1 J Koenig, Elmhurst IL; Joyce Schneiderbauer, Western Springs IL; Bern Mathews, Glen Ellyn IL; Ken Suehla, Downers Grove IL

1.59 2/3 Linda Scheible - Michael Scheible, Kenosha WI; Judie Hlavka - Dee Becker, Racine WI

1.59 2/3 Thomas Hurt - Mary Hurt, Lombard IL; Stephen Bell, Warrenville IL; Robert Kucaba, Downers Grove IL

1.53 4 1 Joshua Kueker, Champaign IL; James Doyle, Darien IL; David Raitt, Madison WI; Eleanor Seaman, New York NY

1.15 5 2 Madene Beranek - Michelle Winand, Glenview IL; Marilyn Richards, Wilmette IL; Mary Hilman, Mt Prospect IL

0.76 3/4 Richard Edholm - Sue Edholm - Donna Kenski - Joseph McCormack, Libertyville IL

0.98 3/4 1 Thomas Brandt - Maureen Brandt, Park Ridge IL; James McIntyre - Mary McIntyre, Chicago IL

"Twas the duplicate Christmas party and needless to say
The punch and the season had made us quite gay.
"Find your seats and shuffle," the director had said
As visions of first place danced in my head.
When I checked our position, I got dry in the mouth
We'd been assigned Table 1 - North and South.
Just little novices, my partner and me
We'd placed fourth once but never No. 3.
Had fate decided to put us to the test?
With two life masters sitting East and West
We took our positions and said not a word
But I'm certain our heartbeats could surely be heard.
We shuffled the cards without blinking an eye.
I dropped a card to the floor and thought I would die.
As North I was dealer and though I was green,
I knew to open you must have points thirteen.
I spread my hand and counted, but alas -
With only ten points I had to pass.
And frankly I thought this was a shame.
I'd never before had 13 spades in a game.
My left-hand opponent, Big Albert by name
Opened 2 diamonds and I thought, saved again.
My partner, south, was trembling with fear
And the bid of 2 hearts came across to my ear.
My right-hand opponent sat straight in his chair
Three hearts was the bid he chose to declare.
Now even though I had a good suit to bid, but alas
With no help in hearts I remembered to pass.
My left-hand opponent now bid 3 spades.
You can imagine now, how I was confused and amazed.

My partner, South, not giving in, bid four hearts and, shoot
If they take the bid I couldn't lead her best suit.
My right-hand opponent studied his hand
And soon 7 no trump was his command.
It was my time to bid - and just to save face
I doubled 'cause I knew they were missing an ace.
The next three bids were pass, pass, and pass
So I was ready to lead a spade, but alas
My partner was nervous and she led the heart king.
A lead out of turn - what a damnable thing!
The director was called and I can still hear his voice
As he told the declarer he could make his own choice.
With a singleton heart, you can now understand
This possibly could be the only entry to his hand.
So he turned to me and looking so smart
He said, "Lead any suit, but don't lead a heart."
So, of course, I lead the Jack, my fourth best spade
I guess it was the best lead I ever made.
'Cause in this hand I never lost the lead
And our opponents (life masters) had to concede.
Thirteen tricks we took right off the top.
When we won the board, I thought I would pop.
Now I ask you, with a board like this,
The rest of the game - well, how could we miss?
And I overheard the director say, "Who was the lass
Who had thirteen spades - and cleverly passed?"
As we left the game, with a surprise 1st Overall,
We waved a cheerful Merry Christmas and good night, to one and all.
They responded in unison, as we drove out of sight.
A thunderous roar of relief, "GOOD NIGHT!"