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I/N News ... especially for you!

Bergen Tips...

Always think about how many trumps the opponents have and how they are likely to divide.

When to lead a trump: RHO opens a major, his partner never supports him, opener bids a second suit, which becomes trump. Dummy is probably **Inside This** short in declarer's first suit so you should be eager to lead a trump. Issue: Two of the most important principles of The Law of Total Tricks are: With 10 trumps, be eager to compete to the four level. When in doubt, bid 4 spades over 4 hearts. Bergen Tips I Consider whether to draw trumps first. Unless you're 100 percent sure, don't do it. If the Rule of 11 contradicts the cards in view, you can be sure partner has Physical 4 led top of nothing rather than 4th best. Attributes for Bridge If the defenders are not likely to ruff anything, postponing the drawing of trumps is not a problem. Wake-Up 5 When partner opens 1NT, do not get carried away when you have a flat 16 Call HCP. A raise to 4NT is enough. Every player has heard, "When in doubt, lead trump." Obviously, if your other suits are "unleadable," you would lead a trump but the above The Cross 6 statement is not very helpful. I much prefer the following guideline: The Ruff best time to lead a trump is when you are NOT in doubt." Even when you're not taking a finesse, it often matters which hand leads the suit. Don't Stop 8 Counting After partner overcalls at the one level, a new suit should not be forcing. Play the honor from the short side first applies to the declarer AND the History of 9 defenders. Bridge Applying the Rule of 11 after a fourth-best lead will frequently tell you a Count 12 great deal about the hand. Tournament If the thought of being passed out in 1 heart or 1 spade would make you ill, **Schedules** open 2 clubs. Throughout

If your partner invites a notrump slam with a leap to 4NT, you're welcome to bid a suit.

Because a player who preempts at the 4- or 5-level always has a very long strong suit, I recommend playing negative doubles at high levels. Personally, I play negative doubles through 5 diamonds. (from More Declarer Play the Bergen Way)

If the opponents have the balance of power and a fit, your only hope may be to lead a short suit.

If partner doubles their slam, assume he has a void and try to "find" it. If RHO bids or doubles after partner's Jacoby transfer, you don't have to bid.

Two things to try to memorize: The opening lead and dummy's distribution and honor cards.

The 10 is an honor card. Make sure you treat it with respect. If you have two accompanied tens in suits that are at least 3 cards long, you should add a point to the value of the hand. Top of Form

If an opponent jumps to slam without bidding 4NT, he is likely to have a void. Setting up 5-card suits is one of the keys to good declarer play.

When declarer's second suit becomes trumps, a trump lead is often best for the defense.

In general, make aggressive leads against a slam contract in a suit.

Remember "The worst analysts and the biggest talkers are often the one and same."

It makes sense to me is to agree that If RHO opens 1C, it is okay to overcall 1NT without a club stopper. No one rushes to lead clubs just because his partner opens 1C.

At matchpoints, regardless of vulnerability, you don't need to be super-aggressive in bidding game.

The worst distributions are 5-3-3-2, 6-3-2-2, and 7-2-2-2.

Bidding can be defined as an exchange of relevant information. You don't have to talk about every suit in your hand.

When on lead against a partscore in a suit contract, seriously consider leading trumps.

When playing matchpoints, overtricks can be crucial. This is especially true if you're in a normal contract that other players rate to reach. When the risk is minimal, declarer should even be willing to risk his contract in search of overtricks.

Strive to play slams in a suit contract.

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After partner supports you, add 1 point for a side suit with 4+ cards. When partner has good support, sometimes partner can ruff it. Sometimes partner will have enough length in the suit that it will eventually be a winner.

When you have a sure trump trick, don't use it for ruffs.

The only time you can give a signal is when you're free to do so because you are not involved in competing for the trick.

The best time to preempt is when the opponents have the balance of power. When your RHO passes, the opponents are less likely to have the majority of the strength. In second seat, you should NOT preempt with a questionable hand.

5-3-3-2 hands are not worth much if your 5-card suit is trump. Having no long or short outside suits is a liability in a suit contract. (From "Marty Sez...Volume 3")

The fact that dummy still has the ace is not a valid reason to avoid returning partner's lead.



Marty Bergen

77th ANNUAL The Friendly Northwoods Tournament JUNE 8 - 11, 101 Minocqua-Lakeland Bridge Sectional Woodruff Terre Hell Hwy 47 (1418 - 1st Avenue), Woodruff, WI 54510
Thursday, June 8 Friday, June 9 Saturday, June 10 Sunday, June 11 Accommodations: Ask for Bridge Rate
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> Thursday, June 8 1:30 p.m. Stratified 299er Pairs 7:00 p.m. Stratified 299er Pairs

Friday, June 9 9:00 a.m. Stratified 299er Pairs 1:30 p.m. Stratified 299er Pairs 7:00 p.m. Stratified 299er Pairs

Saturday, June 10 9:00 a.m. Stratified 299er Pairs 1:30 p.m. Stratified 299er Pairs

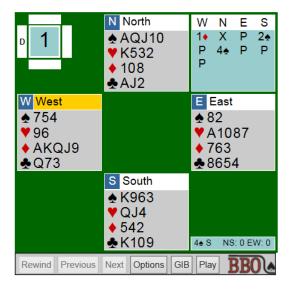
Sunday, June 11 9:00 a.m. & TBA 2 Single Session Swiss Teams Lunch Included

Volume 11, Issue 3

Moscow-Pullman Daily News – 9 May 1997 by Phil Alder

The uglier a man's legs, the better his golf game, H.G. Wells observed. It's almost a law, he added. I wonder what the present-day pros think about that. And if Wells were alive today, what would be his comment about bridge experts? Lithe fingers for good shuffling? Wide eyelid fissure so as never to miss a card? Who knows! As you are aware, the real difference between good players and the less able is the amount of counting done as a deal progresses. How would you plan the play in four spades in today's deal?

Vulnerable: Neither. Dealer West



Opening lead: •A

West cashes two rounds of diamonds before exiting with a trump. Opposite his partner's take-out double, South's jump to two spades shows 9-11 points with at least four spades. Despite the sterile 4-3-3-3 distribution, South is worth the bid, as he has three working honors In the suits partner promised with his double.

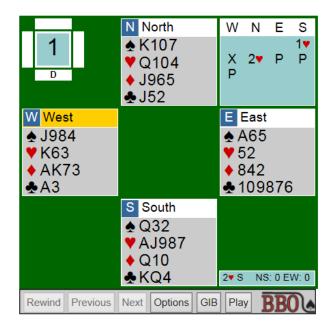
To make this contract, you must guess the club suit correctly. Always leave the key suit as late as possible. Also, when the dummy comes down following a competitive auction, count up the points. Here, dummy has 15 and you have nine. That leaves only 16 for the opponents. After drawing trumps, find out who holds the heart ace. Surprisingly, it is East. So, for his opening bid, West must have 100 honors in diamonds and the club queen. You should cash the club king, then finesse through West to make the contract. Here, declarer's play was guided by the point-count. Defenders, taking their cue from the bidding, should also use point-count to place the missing honors.

Wake-up call is unheeded -By James Jacoby

The Telegraph – 1990

The simplest application of suit preference occurs when a defender is leading a suit he expects his partner to ruff. In that circumstance, leading a high-ranking card asks partner to return the higher-ranking suit for communication purposes; leading a low-ranking card suggests that the lower-ranking suit will provide the needed entry for another ruff. But there are other applications of the basic concept.

Vulnerable East-West Dealer: South



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Opening lead: **•**K

Against two hearts, West led the king of diamonds. When East played the deuce, West next led the club ace. East played the eight and declarer followed with the queen. West played another club, dummy's jack won the trick, and East followed with the 10. Now came the 10 of hearts from dummy, and West won the king. Just in case his partner had started with a singleton diamond, West now plunked down the diamond ace. East played the eight as South followed with the queen.

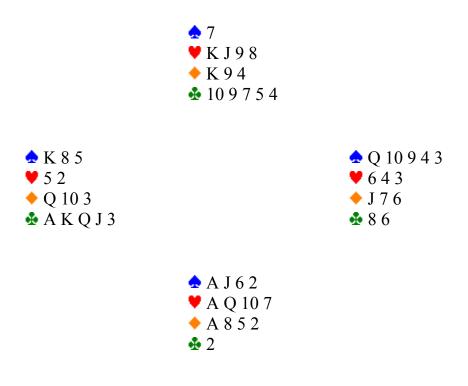
Having read somewhere that it is dangerous to lead away from a jack, West now continued with a third diamond. South drew trumps and gave up a spade, making two hearts. Of course West's defense cannot easily be excused, but the point of the deal is that there are ways for a defender to suggest holding a particular important card, and every play East made in clubs and diamonds cried out: "Partner! Wake up! Of course I have the ace of spades."

Thus today's lesson: Do your sleeping in the bedroom, not at the bridge table.

The Crossruff by E. P. C Cotter

The Crossruff. Where there is no attempt to draw trumps, but the declarer and dummy make their trumps separately

For example:



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Contract: 4♥ by South

Lead: 🎂K

The A follows, and South ruffs. His only hope is a crossruff. He counts one spade and two diamonds winners, three spades ruffs in dummy, four club ruffs in hand, and the King of trumps.

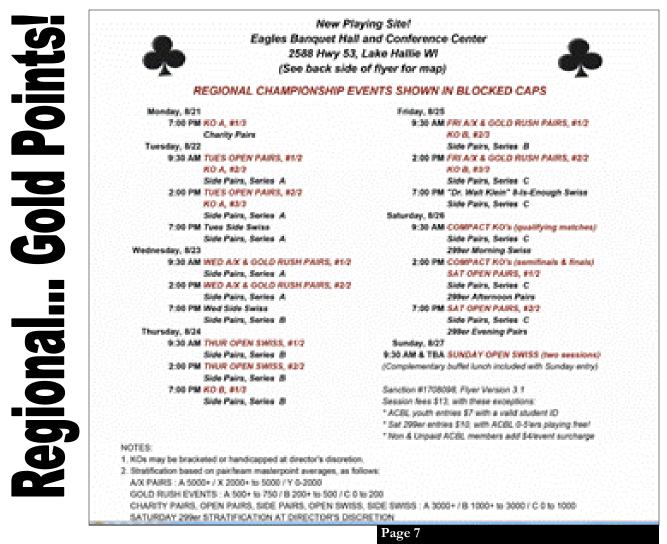
This gives a total of eleven tricks. As he has the high trumps in both hands he is in no danger of an overuff.

But before embarking on the crossruff the declarer must comply with the following rule: "*Cash winners in the side suits before starting the crossruff*".

Unless this is done, East will be able to get rid of the diamonds and the clubs, and the diamond winners will be endangered.

Summer Madness August 4, 5 & 6, 2017 WUMBA Sectional Friday August 4 9:00 299er Pair/Team Game 1:30 299er Pair/Team Game 6:30 299er Fast Pair Game Saturday August 5 9:30 299er Pair/Team Game 2:00 299er Pair/Team Game Sunday August 6 9:30 299er Single Session Swiss Teams 1:30 299er Single Session Swiss Teams Stratifications 299er Game Strats by Director **Free 299er chalk talk Friday & Saturday 30 min. before game time Partners guaranteed up to 1/2 hour before game time Free play for ACBL members with less than 5 master points Chairs: Chuck Vierthaler: chaslaur@gmail.com Glenna Shannahan: gkshannahan@gmail.com Partnership: David Raitt david.raitt1@gmail.com 608-257-0909 Wyndham Garden Hotel - 2969 Cahill Main, Madison, WI 53711 608-274-7200 \$99 for 2 queens or 1 King **Price good until August 4 MUST mention Bridge Rate Made to order breakfast \$7.00 Complimentary High Speed Internet

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Don't Stop Counting When Auction Ends By ALFRED SHEINWOLD

Source: The Morning Record - 19 Sep 1964

During the action you count your points and add them to the, points shown by your partner's bids. The total tells you how high your side can afford to bid. Keep counting after the auction has ended: you may find out, how high to play.



South dealer Neither side vulnerable

Opening lead - \forall 6

West opened the six of hearts and declarer correctly played low from dummy. East played, well...What did he play?

East counted 12 points in the dummy and 11 points in his own hand. Since the deck contains only 40 points, South and West had 17 points between them. South needed 16 points for his bid, so West could have 1 point at most.

East next used the Rule of Eleven, subtracting the opening lead from 11. The remainder, five, told him that dummy, East and South held five cards higher than the six of hearts. Dummy held two of those five cards, and East held two: so South could have only one heart higher than the six. The counting process took only a few seconds because East was used to it.

East then knew that South's hearts were headed by the queen and West's by the jack. East was ready for his first play

DRIVES OUT QUEEN

East played the ten of hearts, at the first trick, and South had to win with the queen for fear of not getting a second heart trick if he failed to take it. Declarer next led the ten of diamonds, hoping to steal one trick, but East took the ace of diamonds at once and shot back the king of hearts to dummy's ace.

South could get only eight tricks outside of clubs. As soon as declarer led clubs East took the ace and led his last heart to give West three heart tricks. Down one.

The counting and planning were necessary to defeat the contract. If East wins the first trick with the king of hearts. South still gets two heart tricks, but the defenders get only one. South makes ten tricks instead of only eight. Make it a habit to count declarer's points when you are, defending. You can then count your partner's probable points and can defend as though all the cards were face up on the table.

A History of Bridge from Jeff Tang's Website

Bridge is derived from the 17th century card game whist, which was in vogue among the English nobility of the time. In whist, four players (who comprise two partnerships) are each dealt 13 cards from a 52-card deck, with a partnership's objective being to win as many tricks* as possible. There was no auction to determine the trump suit** as there is in modern bridge, and the scoring was vastly simpler.

Though whist may seem crude in comparison to today's bridge game, its popularity spread to other parts of the world, most notably the Middle East. In Turkey, it is believed that whist evolved into one of the first forms of bridge in the late 19th century. The calls "double" and "redouble" were added to double and even quadruple any betting stakes, and the concept of a declarer opposite an exposed dummy also emerged at this time. By the turn of the century, the game evolved into plafond ("ceiling") in France and auction bridge elsewhere in the world. Plafond was an offshoot that required each partnership to state the number of tricks they were going to take, while auction bridge introduced the element of bidding to determine which suit, if any, would be trumps.

Another game with its roots in the 19th century was poker (a look into the history of poker reveals that it began in Louisiana) - again, a game which started with simple roots but grew to become a hugely popular game the world over. Both had somewhat humble beginnings and evolved into social, competitive and strategic games. Both games also ended up having people play them professionally.

In 1925, the game that we know today was derived from auction bridge and plafond. Contract bridge was invented by the American Harold Vanderbilt, who had some invaluable idle time on a steamship cruise. Vanderbilt's brainchild incorporated a number of new features, most notably a sophisticated scoring table and varying modes of vulnerability. "Contract" was so named because it required a partnership to commit to a contract of a certain number of tricks. Failure to fulfill a contract resulted in a scoring penalty; success, in an award. Contract bridge quickly gained popularity throughout the United States, where it experienced its Golden Age in the 1930s and 1940s. During this time, famous expert matches were conducted, including the 1930 Anglo-American match and the 1931 Culbertson-Lenz match. The Anglo-American match featured a team headed by Col. Walter Buller of England against a squad captained by Ely Culbertson of the United States. Buller, who had vowed to beat the Americans "sky-high", lost - by a humiliating margin. The result of this event bolstered Culbertson's status as an authority on the game, and his Contract Bridge Blue Book of 1930 became a best-seller. The following year, Culbertson challenged

(Continued on page 10)

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Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.

To access the site and find the newsletters, go to:

http://acbl-district13.org/ArticlesAndNewsletters.htm

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.

(Continued from page 9)

fellow American expert Sidney Lenz to a 150-rubber team match, contending that the Culbertson method of bidding would be a cinch to triumph. The match did much to spark even more public interest in contract bridge, and by the time Culbertson claimed victory over Lenz, the game was vying with baseball to be America's national pastime.

In the following decades, bridge fever lessened, but interest in the game remained. Sports Illustrated included regular bridge columns and articles, and Time featured expert <u>Charles Goren</u>, "Mr. Bridge", on an issue cover. Bidding systems and conventions, which attached special meanings to certain bids, also continued to proliferate during this time. There is controversy over whether or not the increased complexity of bidding has hurt the game's appeal, but these advancements in theory have undoubtedly improved the accuracy with which players can bid to reach their best contracts. The point count system, a method of assessing the value of one's hand, was popularized during this time by Goren and is still the commonly accepted method of hand evaluation.

Duplicate (tournament) bridge also became a hot activity during the middle of the century. In duplicate bridge, players at a table are dealt hands that are subsequently passed on to another table, and then to another one, and so on. Consequently, a competing pair plays the same deals that any number of other pairs play, with the differences in results being the basis for each pair's final score. Duplicate began its rise in the '30s and continues to be popular worldwide.

World championships, which use a team variation of duplicate bridge, began in 1950 and saw the United States dominating until 1957. That year, Italy began its incredible streak of 10 consecutive Bermuda Bowl world championship victories. The Italian Blue Team included some of the greatest players ever; bridge writer Sally Brock notes, "When I was at university the ultimate compliment you could receive at the bridge table was 'you played it like Garozzo!" Not until 1970 would the United States win the heralded Bermuda Bowl, and then only in a field that did not include Italy's best lineup.

But the story of the United States team that won in 1970 is itself worth telling. In 1964, multimillionaire Ira Corn decided to form a team that would one day beat the fabled Blue Team. Bankrolling the project himself for years on end, Corn hired six well-known players to study and practice full-time at his Texas mansion. Known as the Dallas Aces, this team was the first of its kind; never before had players been paid as professionals to compete in bridge events.

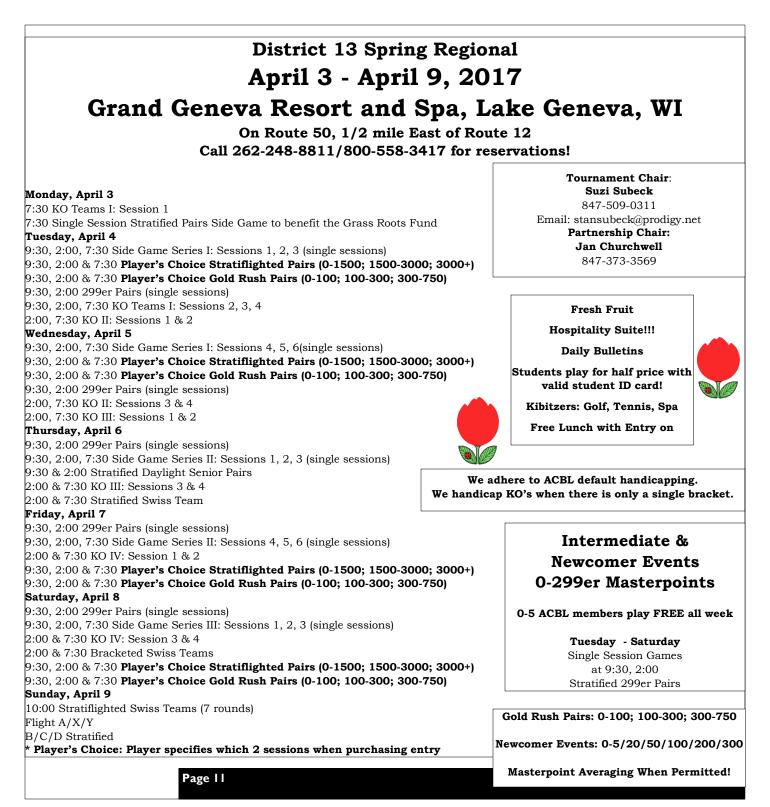
The Aces won the Bermuda Bowl in 1970 and again in 1971, realizing the ultimate goal of their countless hours of hard work. Today, the United States is still a strong force in international competition. American professional players compete in tournaments as the paid partners or teammates of a sponsor. These players can therefore make bridge their full-time career, making them formidable opponents of players in other countries who cannot find sponsorship.

Contract bridge, though, remains popular around the world. It combines the elements of mental stimulation, luck, and socializing that are hard to find in other games so cheap and easy to play. Although bridge's Golden Age popularity may not be replicated again in the United States, millions of Americans still enjoy the game. And bridge players are not limited to the States; Holland, for example, teaches bridge in public schools. The game is played so much in Iceland that the tiny country of 300,000 boasted the world championship-winning team in 1991. Other unlikely hotbeds of bridge include Brazil, Turkey, Israel, and Norway. France, meanwhile, won a world championship in 1997, while Italy, as mentioned, has put together some of the greatest teams *(Continued on page 11)*

ever. Bridge is one of the few games played today by people of all ages, races, and nationalities.

*A set of four cards (one from each player) played in clockwise order. The highest card (usually!) wins the trick.

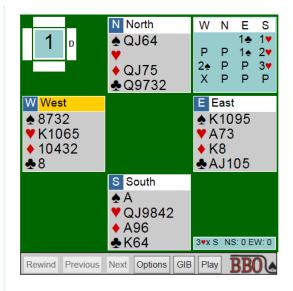
**One suit (clubs, diamonds, hearts or spades) whose cards outrank all the cards in the other three suits.



The Free Lance-Star – 25 Feb 1946

Counting the known cards in a suit held by various players, next adding their amounts together and then subtracting that total from 13—that simple process constitutes about half of the entire procedure known as "card reading." By doing that you sometimes can tell positively that a certain player holds a singleton ace, king or queen. You can then cash in on that information by dropping a lower honor with a higher one or by using a small card to forte out an ace, thereby saving your own secondary high cards.

Dealer: East. Neither side vulnerable



Identical bidding came on this deal at two tables of a duplicate tournament, and in each case West led the \blacklozenge 2. Both declarers played the \blacklozenge Q from dummy to tempt a cover by the \blacklozenge K. At one table East fell for that, and the \blacklozenge A killed his honor. Next that declarer led the \forall Q to the \forall K and the \diamondsuit 2 came back, bringing the \diamondsuit J, \diamondsuit K and \diamondsuit A The \blacklozenge 6 was led to the \diamondsuit Q and the \clubsuit J brought a discard of South's last diamond.

The \diamond 5 was ruffed by East's \forall 7 and over-ruffed by the \forall 8. South then reckoned thus: "West surely had four hearts for his double, I have six, so that leaves no more than three for East, to have bid as he did, he must have had the \forall A, which would now be singleton, since he has played hearts to two tricks."

So he led his \checkmark 2 not his \checkmark J, and forced out the \checkmark A. East scored the \clubsuit A, and led the \clubsuit 5 for West to ruff. The \bigstar 8 return was ruffed by the \checkmark 4. The conserved \checkmark 7 now dropped the \checkmark 10, and the last two tricks were taken by the \checkmark 9 and \clubsuit K.

At the other table, S. Garton Churchill a fine defensive player in the East read the $\triangle 2$ lead as showing exactly four cards, with South having just one. This he was sure would be the $\triangle A$ because West would have led the $\triangle A$ if he had it. So when the $\triangle Q$ was played from dummy, Churchill played low. That enabled him to prevent a diamond discard later on the $\triangle J$ and beat the contract.