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Page 20, column 2, first four paragraphs: After West cashes the AK of diamonds the key play is West's next lead. West is looking at three hearts in his hand and there are four in dummy. So if East and South each have three hearts, then South can get a pitch on the fourth heart. Since there are only three clubs in dummy, declarer is not going to get a pitch on the clubs. East plays the D7 on the opening diamond lead, and the D8 on the second trick. Playing low-high shows an odd number of cards in the suit, in this case, three. Playing the D8, instead of the DT, on the second trick shows a **suit preference** for clubs, the lower-ranking of the other two non-trump suits. In this case the D8 is obviously the lower of the two remaining cards because there is nothing between it and the D7 played on the first trick. Were the cards not touching, West would have to look around to figure out whether the next card was low or high of the two remaining. The club continuation then sets the contract as East takes two clubs to go with the two diamonds taken by West. Any other lead allows declarer to pitch a losing club on the fourth heart.

Page 20, column 3, second paragraph: West's 2N bid shows a game forcing hand in their system. It's a good use of the bid, as West could just pass with a weak hand, or invited with invitational values by bidding 3S or making a help suit game try.

Page 34, Column 2: When East doubles 5D he must have defensive tricks. West can see they are not in hearts after cashing the Ace on the opening lead. Diamonds are trump, so the defensive tricks must be in clubs or spades. Since East is looking at the K Q J 10 9 of clubs between his hand and dummy, the logical play is a spade. If East does not switch to the spade, the losing spades disappear on dummy's clubs.

The Bidding Box (p. 37 – 39)

Problem 1

The East hand has 14 HCP, but because of the 4-3-3-3 distribution it is treated as a 13 point hand. The lack of useful 10s and 9s also downgrades the hand.

Problem 5

Bridge Bulletin auction: 2S is Michaels, showing hearts and a minor. 4S and 5D are cue bids. Neither East nor West should make an ace-asking bid with a worthless doubleton in an unbid suit.

It's Your Call (p. 40-43)

Problem 1

There is no bid that doesn't misrepresent this hand. 1N is right on strength and distribution but there is only a half a spade stopper. That's what most chose. Double shows four hearts. That's what some chose. 2D shows four diamonds. No one chose that.

Problem 2

Most preempt 3C despite holding four hearts. This is easier to do with four hearts than four spades, as it's likely the opponents have spades and will outbid you even if you have a heart fit. With four spades, most would pass. A minority passes. Donn bids 4C to exert maximum pressure – even vulnerable. Good chance the fourth heart will take a trick.

Problem 5

North's redouble is a support redouble showing exactly three-card support.

Page 44, Alder

Column 2, fourth paragraph: Since dummy only has two hearts, East must show on his first discard whether he has the Q of hearts. He does, so he plays the highest heart he has other than the Queen. This allows West to play a small heart to East who will then switch to a diamond. The diamond switch is obvious as it is dummy's weakness. Setting the contract.

Column 3, fourth paragraph: there is no reason for West to play a second heart after East discourages with a low one. The shift to the C8 (high spot card shows no honor) will eventually set up a club trick. Setting the contract. A heart will allow declarer to discard a club on the third heart, making the contract.

Page 45, Shafer, column 3, second paragraph. A strong 2C opening bid usually forces the partnership to game. There are two exceptions:

1. Opener rebids his long suit after a weak response by responder.
2. Opener rebids 2N, showing 22-24 HCP.

Page 46, Harrington

Column 2, top: A common defense is to make declarer ruff in the hand with the long trumps. Those trumps were going to be good in any case. Sometimes by doing this you can run declarer out of trumps and he will lose control of the hand. The defense can cash its winners – often in its own long suit.

Column 3, second paragraph: A singleton in dummy is worth more when there are more than three trumps there. Often the defense will try to remove dummy's trumps when it looks like they will be used to ruff with. When there are more than three trumps in dummy, removing them is often impossible or limited in usefulness.

It is common to raise a partner's suit immediately when you have four (and a limit raise). If you have three, it is often better to raise in the next round – a delayed raise.

Page 47, Berg, column 1, bottom: *slow play is a bane of the game*. Try to play in tempo. The best time to think for both declarer and the defenders is before playing to the first trick. Think about the possible lines of play then.

Page 48, Helms, column 3, first paragraph: after you pass initially, and partner backs in with a notrump on his second bid, all bids by you are natural. Stayman and transfers are off.

Cohen (p. 49-50)

Column 1, first set of hands: These are all opened at the one level as HCP + length of the two longest suits is greater or equal to 20. All these hands also have two quick tricks which are typically expected of an opener.

Column 2, **Suit Quality?** : While two of the top three honors is not a requirement, it is better to preempt in a suit that contains your high cards.

Column 3, **Position**: in first seat be aggressive – you are preempting both opponents and your partner. In second seat be sound, you are only preempting only one opponent and partner, In third seat you are only preempting one opponent, so be very aggressive – especially non vulnerable. In fourth seat, you need to make your bid, otherwise pass it out.

Column 4, **On the side**: As long as it's not an opener, you can preempt with a side four card suit, an ace, or a void. Note that the last hand has a poor 4 card spade suit.

Page 53, Kantar,

Hand 4: Double with four- card support in the unbid suits and 8+ HCP.

Hand #5: Double in the balancing seat with support for the unbid suits. Kantar does this with 9-10 HCP; some do it with 8 HCP.

Page 54, Boehm

Column 1, second paragraph: With distributional hands, fit with partner and controls are more important than high cards. High cards are more important with balanced hands.

Column 3, top: The 3S splinter on hand **A)** shows spade shortness and invites slam.

Page 55, Cohen, column 2, fourth paragraph: There is no reason for West to go up with the DA when declarer leads towards the DK. Second hand low is the general rule. Although there are exceptions, this is not one of them. Playing the ace allowed declarer to set up a diamond winner.

Page 56, Challenge of the Month: To complete the play, pitch the second club on the last diamond after pulling trump.

Page 57, Bergen

Column 1, third paragraph: Hands with no strength in partner's suit(s) should always be downgraded.

Column 3, top: Playing misfits in 3N does not work out well unless there is a source of tricks.

Page 59 and 61, Kantar, Test Your Play

Problem 1

Trump a heart to eliminate hearts, then cash your back suit winners. Then play a club to throw the opponents in. Hope the opponents break diamonds, as you can't afford to. Keep the C8 as an entry to finesse diamonds later.

Problem 2

Go up with the HK to have any chance at all. You need the entry. You are playing IMPS, so you go all out to make the contract. In 2N, be happy with four club tricks as that's all you need to make the contract. In 3N, you need all five clubs. The only way to do that is to finesse against the K, and hope it's doubleton. You can't play the C4 as you need it as an entry to dummy.