

## September 2017 ACBL Bulletin Notes

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**Page 34, Cocheme**, The Principle of Restricted Choice: In the example you are missing four cards: Q, J and two small. Despite having a nine-card fit, after cashing either the A or the K, if the Q or J comes down, then you should not play your other honor. You should finesse for the missing honor instead. This will work two out of three times. Playing the other high honor will work about half the time.

### The Bidding Box (p. 37 – 39)

#### Problem 1

The **Bridge Bulletin Auction** shows the proper first bid by West is 2D as the hand is too weak to bid 2C, and 1N is a poor bid with the singleton H2. Note that 2D here is a reasonable bid if you are playing inverted minors or not. This hand is on the boundary of being considered weak/strong enough for a weak/strong 2D bid.

#### Problem 3

**Bridge Bulletin Auction:** The East hand becomes huge after West doubles the opening NT bid and then bids clubs. Doubling and then bidding your own suit shows a big hand. The 4D splinter (showing four-card trump support and a singleton or void) helps the West hand as West knows there are no diamond losers. West cue bids 4H; many play cue bids below game as showing at least 2<sup>nd</sup> round control.

#### Problem 4

**Bridge Bulletin Auction:** West bids 2H, not 1N on his second bid – even though he only has three hearts. It's the correct bid as the two small spades are a red flag against a NT bid, and the three heart cards are the A J T.

#### Problem 5

**Bridge Bulletin Auction:** The 2H bid is a bit tricky as partner will likely take you for four hearts. It does have the advantage of being forcing and keeping the bidding low.

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

#### Problem 1

Cohen, evaluates this hand as 20 points, 19 plus one for the fifth club. A fifth card in a suit is better than an unsupported jack in a suit partner hasn't bid. It's common to add one for that jack, but a fifth card in a good suit is more likely to take a trick.

#### Problem 4

Cohen makes the partner-friendly 5D bid. Support with support – and a stiff in the opponents' spade suit, and the AQ of clubs. 4N would be the superior bid if partner would interpret it as showing the minors. The 4N bid could help with both the bidding and the defense, but it risks a misunderstanding.

### **Problem 5**

Boehm splinters with a 4S bid. This bid keeps both 5C and 6C as possible contracts. It also assumes, as Boehm states, that you have a fine partner who will interpret it correctly. In Problem 4, Cohen chose to make things as easy as possible for partner, but gave up a theoretically superior bid to do so. Sometimes bidding is influenced by partner's level of experience.

### **Page 44, Alder**

Column 1, last full paragraph: on defense, when partner leads, and you have touching honors that can beat what dummy has played, you should play the lower of the touching honors (this is just the opposite of what you do as declarer). That way when declarer does not win with the honor right over the one you played, it is highly unlikely that he has it. This helps partner visualize the suit's layout.

Column 2, top: Play the SJ. If declarer wins the A, partner can assume you have the Q. Partner can also assume that you don't have the T or you would have played it instead of the J – so declarer has it.

Column 2, bottom; If you can't beat dummy's card, then play the top of touching honors, in this case the Q. That shows partner you have the J (unless the Q is singleton). From Q x, don't show the doubleton, play low.

Column 3, second paragraph: When West leads the HA, East discards the HQ – showing the HJ. Then West leads a small heart to put East in with the J (under leading the K) Finally, East leads the CQ to the weakness in the board, trapping declarer's CK to set the contract.

### **Page 45, Shafer**

Column 1, first paragraph: The North hand is good, but when South bids a spade, the North hand becomes weaker due to the singleton spade. And the doubleton DJ is of dubious value. It's not worth a jump shift.

Column 3, (3): The 3C bid shows 16-18 points and a least a good five-card suit. Bidding your second suit again shows five; bidding your first suit again usually shows 6.

**Page 46, Harrington**, column 2, first full paragraph: the fifth spade in the South hand is worth a point, so this is a 13-point hand.

**Page 47, Berg**, column 3, second paragraph: As opener with 16-18 HCP, and a six- or seven-card suit, jump in that suit to show that hand.

### **Page 48, Helms**

Column 1, third paragraph: If the opponents preempt (or make a weak bid) then your subsequent bid is strong. Don't preempt a pre-emptor.

Column 3, third paragraph: Over a weak two bid, a 2 NT overcall shows 15-18 HCP.

Column 3, fourth paragraph, the unusual 2NT is a *jump* overran opening one-level bid.

### **Page 49-50, Cohen**

Column 1: Your one-level response to partner's 1C open shows at least four cards in your suit, and at least six points. At this stage, your hand is unlimited. Your bid is 100% forcing if you haven't previously passed.

Column 2, second paragraph: When responding to a 1C open and RHO has passed...

- With fewer than 13 HCP, four diamonds and a four-card major, bid the major.
- With 13 or more HCP, bid the diamonds. You can show your major on the next bid because you have points to reverse, if necessary.
- With a five-card major, bid it.

Column 3, third paragraph: When playing weak jump-shifts, Cohen's recommendation is 2-6 HCP.

Page 50, column 2, first paragraph: Bid 2 NT over 2C with an invitational hand, 11-12 points, no four card major, and stoppers in the unbid suits.

Column 3, hand 7: This requires a forcing bid, not 4H. 4H is appropriate for hand 6 – not a strong hand.

**Page 51, Lawrence**, column 1, third paragraph: After partner makes a Texas transfer, and your right hand opponent doubles it, you should pass if you have two or more quick losers in the doubled suit. That helps your partner set, and right-side the contract.

#### **Page 53, Kantar**

Hand (2): 3C, a jump over a strong interference call by the opponents, is weak. It just shows a reasonable six-card suit.

Hand (5): When you add up the points and know that someone doesn't have his bid, trust your partner when you have a good hand. Cue bid to make a forcing bid, showing values.

**Page 54, Boehm**, column 2, first paragraph after the deal, trumps and controls are more important than hcp when making slam decisions.

**Page 56, Challenge of the Month:** This is a typical dummy reversal problem. You can't come to 12 tricks making the South hand good. You can make the North hand good by ruffing the spades in the South hand. This goes against the principle of ruffing with the trumps in the short hand, but it is the only way to make the hand. One of the losing diamonds will be pitched on the long clubs. This only works because the trumps (hearts) are 3-2, but most of the time they will be and besides it's your only chance.

**Page 57, Bergen**, column 2, bottom: When playing the suggested convention, fourth suit forcing to game, your bid does not promise or deny values in the fourth suit. It just commits the partnership to game. It also doesn't say anything about the distribution.

**Page 58 Walker**, column 3, second paragraph: *...it's important to recognize the difference between thinking and worrying.* Stalling because you are worrying is counter-productive.

**Page 59, Kantar**, deal 1: This hand will be made by most the vast majority of the time. What you should think about is what could go wrong. That would be a 3-0 trump (spade) split. Therefore, play the hand so that if trump do go 3-0, West does not get in to lead a diamond through your K J (where you will have to rely on the diamond finesse). Strip the hand of the clubs and hearts, and then throw in East, who will have to give you a sluff and a ruff or lead into the K J of diamonds. Typical strip and end play.

**Page 68, Rank Advancements**

- Jeff Kroll, Diamond Life Master