

March 2018 ACBL Bridge Bulletin Notes

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Reisinger BAM Teams (p. 14 – 16)

Page 15, column 1, fifth paragraph: When West doesn't find the killing spade lead, 7C is made by setting up dummy's diamonds. Declarer realized that both the CK and C7 are needed entries to the diamond suit. Don't pull trump at tricks two and three. Pull them as you use the K and 7 as transportation to the diamonds.

Page 15, column 2, sixth paragraph: the SQ is played by declarer to finesse against the SK. West chose to cover, the correct play. West is trying to set up his S9. When East plays the S7 then shows out, declarer unblocks the S8 to finesse against West's S9.

Gordon, page 32, topic 1: when you alert and are asked to explain, you must give an explanation of the alerted bid. If you end up declaring, you must give an explanation of any undisclosed agreement, and any misinformation given in the auction, before the opening lead. On defense, you must wait until after the deal to divulge any misinformation – you can't clear it up for partner.

The Bidding Box (p. 37 – 39)

Problem 1

Both Easts appropriately pass after North opens 1S: East...

- Is not strong enough to double and bid,
- Cannot make a takeout double with only a doubleton heart double, and
- Cannot overcall that four-card diamond suit— especially at the two-level.

East must pass and count on partner to keep the auction open in the balancing position. Both Wests do exactly that by doubling.

Problem 2

The *Bridge Bulletin* auction shows the standard bid by West over 1C, which is 1D. In standard methods, a good ten-point hand is considered a two-bid hand, so diamonds are not bypassed to bid a four-card major. With fewer than ten points, West would bypass the diamonds to bid the four-card major.

Problem 3

In match points it is rarely correct to play in five of a minor (5m). Sure, when you have a suit wide open, you might avoid a notrump contract and settle for 5m, but 5m contracts are somewhat rare in match points. Even when they make, they score worse than 3 NT making 4. So, when we bid past 3N without a major suit fit, it is usually because we're looking for slam. That's the situation in the Berkowitz/Ganzer auction.

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

Problem 1

Partner reopened in the balancing seat, so he could/should have stretched for the bid. Therefore, even with a nice opener, most panelists just make the safe 5D bid (at IMPs, 5D is more OK than it is in match points). A minority bid 6D looking at those AQ combinations. Note the South pass over the 4H bid rather than the takeout double. It takes a stronger hand to make a takeout than this to make a take out double in the direct seat over 4H. Over a 1H or 2H bid, a take out double would be in order.

Problem 2

Defending a 3D bid at match points when your side has the majority of the points is likely to be a bad score for you even if you set the contract. The panel expects to make 2S, and the 3D bid came out of the blue from a hand that had already passed twice. So most panelists double to score more than they would at 2S. At IMPs, many would not double as they couldn't afford doubling the opponents into game.

Problem 3

Even with only 10 HCP— including the useless HJ— almost all the panelists bid with this hand in the direct position. The distribution and the high cards in the long suits make this a great offensive hand and a weak hand on defense. Most bid 3S with their five-card spade suit, preparing to run to their six-card club suit if doubled.

Problem 4

The minor suit queens are not with any other honor, and they are not in partner's suits, so the panelists give them very little if any value. Most panelists make the simple preference bid of 3S.

Page 44, Alder

This column explains a suit preference signal: Partner tells you which suit to return to his hand so you can get a second ruff.

First deal option 1, column 1: Lead the C2, won by partner's A. When partner returns a high club for you to ruff, it tells you return a heart (the higher of the two non trump suits: hearts and diamonds).

First deal option 2, column 2: Lead the C2, won by partner's A. When partner returns a low club for you to ruff, it tells you return a diamond (the lower of the two non trump suits: hearts and diamonds).

Column 3, fourth paragraph: Sometimes it's hard to tell if a spot card is high or low on a specific deal. The best you can do is pay attention to what spot cards you can see (and have seen, if any have been played), and which are the remaining spot cards.

Page 45, Parrish: After you determine that you don't have game (or slam) you want to stop as low as possible. You should be satisfied with a reasonable contract and not risk getting too high (and possibly getting doubled) looking for the best contract.

Page 46, Harrington: When dummy has shortness in a side suit in a trump contract, it is often correct for declarer to ruff losers in dummy in dummy's short suit. Defenders should realize this and should often lead trump to cut down/eliminate those ruffs.

Page 48, Helms

Column 2, second paragraph: This 10 HCP hand is not an opener; however, when an opponent bids hearts, the singleton heart is now worth 3 dummy points for partner in any of the other three suits. Now it's a 13 dummy-point hand suitable for making a take out double.

Column 3, first paragraph: Sometimes you have to choose between flawed bids. This is one of those times. The best of the flawed bids are 1S and 2C.

Page 49, Cohen, responding to 1 NT:

1. Opener must accept all transfers; long suit might be all dummy has. By bidding 1N, the opener has well defined his hand; responder is now in charge.
2. Responder just needs length, not strength, to make a Jacoby transfer, right down to 0 points.
3. Jacoby transfers have no upper limit.
4. After a transfer, a new suit is forcing and 4N is Blackwood

Page 51, Lawrence,

Column 1, fourth paragraph, playing South, you should duck the HQ opening lead:

1. Maybe West will switch; any switch is good for South.
2. You don't want East getting in on the third round of hearts and leading a club through you.

Column 2, fifth paragraph: West probably has four hearts, not five, as players with good five-card suits usually bid them instead of doubling.

Page 53, Kantar: When partner makes a takeout double of an opener and third hand redoubles (usually showing 10+ HCP), the fourth hand can't have much. Bidding at low level just shows some length, but does not promise any strength. Jumping is preemptive. A cue bid shows 5-7 HCP with at least two places to play (that's about the most you can have on this auction). With only one place to play and 5-7 HCP, pass and then bid your suit at the next opportunity.

Page 54, Boehm. [Read this article and save it!](#) On one page Boehm has covered the subject of when to cover. If you do what he says you will have mastered a key subject in being a good defender. The general idea is that you cover whenever it gives you a chance to set up a trick in that suit for either yourself or for partner. When you realize that partner is short in that suit, then it's about setting up a trick in that suit for yourself. If you are short, then you usually cover in the hope that it will set up a trick for partner.

Page 56, Challenge of the month: This is a typical strip and end play deal. Pull all the trumps, trump the two little clubs in your hand, then play the last heart. Now there is nothing out but clubs and diamonds. If they play a diamond, they find the Queen for you. If they play a club, you pitch a diamond from your hand (sluff and ruff). Either way the only trick you lose is a heart.

Page 57, Bergen

Deal 1, third bullet point: In the auction shown, North has exactly four spades (as he doubled rather than bid them). South almost always has four spades as he opened 1D instead of 1S. That means declarer will have to deal with a 4-1 split. This is a case where you lead the HA, as they are likely to go around only once. And if declarer pulls trump, he might lose control of the hand and all those hearts may be good.

Deal 2: 4NT is the unusual notrump for the minors.

Deal 3: It is useful to envision partner's most likely hands when dealt distributional hands.

Page 58, Walker: Table feel is what separates the really good players from the rest. I lectured on this topic last week. This is a good example of it. An opponent broke tempo and pause after a heart bid. The contract was 6 hearts. Declarer knew that the pauser didn't have many points, so the pause had to be based on distribution. Declarer acted on that information, by assuming the hearts weren't splitting 3-2, making a contract most would not.

Page 59, Kantar: Deal 1 requires you to use your entries wisely to set up the long club.

Page 60, Lawrence: This is all about taking a preference and getting out low. 2H is a horrible bid as it's forcing (even if you don't play fourth-suit forcing). This fits with the Helms article about making the best bid available – even when it's flawed; and the Parrish article about getting out low in partials.

Page 62, Stewart: At IMPS, good players push for game – especially vul. However, if both players are too aggressive they will go down too often. There needs to be an agreement about whether to invite light or sound and when to accept.