

## November 2019 ACBL Bulletin Notes

Jeff Kroll  
Sam Khayatt

### Page 46, Reasoning with Robert – *Preempts: location of honors*

Todd's key point is hands with honors in their long suits are better for offense and hands with honors in short suits are better for defense.

### Page 54, Boehm on Bridge – *V is for Void*

The first column discusses leads and voids:

- A Lightner double calls for an unusual lead. They are commonly used when the opponents reach a slam in a suit contract and you have a void in dummy's first-bid suit. A Lightner double calls for that suit to be led so that you can ruff. Conversely, if you can't ruff dummy's first-bid suit, you would not double.
- If the opponents have bid only the trump suit on their way to slam, your double of that contract is also a Lightner double, showing a void somewhere. Now it's up to partner to figure out where your void is. The most common place for it to be is in partner's longest suit.
- An ace in an unbid suit is often a good lead against a suit slam. However, if the opponents have bid slam without going through Blackwood, it is best not to lead out an ace. Blackwood should rarely be used with voids. If the opponents have not gone through Blackwood, one of them likely has a void and that void is likely to be in the same suit as your ace.

The second column suggests a method for showing useful voids when responding to Blackwood (hint: voids in partner's suit are rarely useful):

Boehm recommends:

- 5NT: odd number of key cards, and a void
- 6C: even number of key cards, and a void

This should be discussed with partner, as other techniques are also in use. We typically use:

- 5NT: even number of key cards, and a void
- 6 of a suit (below the agreed upon trump suit) shows an odd number of key cards and a void in the suit bid.

In the third column, Boehm outlines the declaring a 6S contract against the lead of the DQ. There appear to be two losers – a club and a heart – but the contract can be made if you can figure out who has the CA.

The play:

1. A diamond discard does you no good at this point; ruff the opening lead, saving the DA for a later discard.
2. Draw trumps.

Now you have a choice to make. If you think East has the CA (maybe because West didn't lead it), lead a low club toward your K:

- If East grabs his A, you can later pitch one heart on the CQ and a second heart on the saved DA, losing only one club. Making 6.
- If East ducks his CA, depriving you of making both your CK and CQ good, you can still make the contract. Win your CK, return to dummy and pitch the C8 on the carefully saved DA. Making 6.

If you think West has the CA (maybe based on his body language), lead a low club toward your Q. West will be faced with the same problem:

- West can take his CA, making your K and Q good.
- West can duck the A, making your Q good. You can then pitch the CK on the saved DA.

The key is to save the DA discard until you know what discard to make.

**Page 63, Dear Billy – Listen to what partner doesn't say**

The auction (opponents silent; East / West designation for ease of discussion):

	West	East	
	1D	1H	
	3H	4C	Cue bid: Club control Denies spade control
Diamond control	4D	5H	Invite to slam if partner holds second-round spade control

West held the Q2 in spades; East held the J3. Two spade losers and a slow trump loser led to a result of down 1 and a poor score.

Most players bid second-round controls below game. Once West hears East skip over a spade cue bid to make a club cue bid, he should know they have two spade losers. There is no need to go beyond game. Furthermore, by cue bidding the minors, EW has strongly suggested that opponents lead a spade.

In the second column, Miller explains the "last train" concept. Without a spade control, there is no need for a diamond control. But after 4C, there is no room below game to show a spade control. So use 4D to show the spade control.