

## December 2019 ACBL Bulletin Notes

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### Page 46, Reasoning with Robert – *Preempts: position and vulnerability.*

How aggressive you are with your preempts depends on both your position at the table and the vulnerability.

#### **Vulnerability**

When your opponents have a makeable game, you can afford to go down:

- One if you're vul and they're not
- Two with equal vulnerability
- Three if they're vulnerable and you're not

#### **Position**

Take into account whose hand(s) you are preempting:

- In first position you want to be aggressive; as you are preempting two opponents and only one partner.
- In second position you want to be conservative as you're preempting one opponent and partner.
- In third position you want to be the most aggressive when you're not vulnerable. Your partner has passed and you are preempting Left Hand Opponent.
- In fourth seat we don't preempt as we are not interested in getting a negative score when we can just pass the hand out. So if we do preempt, it's with a good 6 card suit and 10-12 points. We are planning on making our bid.

### Page 48, Ask Jerry – *Jump shifts: strong or weak?*

#### **Strong**

Helms recommends the Soloway Jump Shifts which are game forcing with slam interest with three types of hands:

1. A balanced 18-19 points
2. A strong single suite and 17+ points
3. A good suit, support for partner and 17+ points

#### **Weak**

A weak jump shift shows a six card or longer suit with so few points (five or less) that it would not justify a normal response.

**Page 59, Test Your Play – Take all your chances**

Eddie Kantar's first deal is a classic "take all your chances: hand. You need to plan and take your chances in the right order.

Declaring 4H, you have a sure diamond loser and have already lost a heart. You can't afford to lose two spades. You need to pull trump immediately to avoid having a winner ruffed as you proceed.

After pulling trump there are three ways you could proceed:

1. Lead low to the spade K and Q twice, hoping the SA is with East
2. Lead low to the DQ, hoping the DK is with East, so that you can later discard a spade on the DQ.
3. Play three rounds of clubs, hoping they split evenly so you can pitch a club on the long spade.

The proper order in which to take all your chances:

1. First, lead low to the DQ. If it works, great. If not, you are no worse off than before you played diamonds.
2. Next, play a spade toward the KQ. You would not want to do this first as a clever West might duck the ace if he has it and then grab two spade tricks when you lead low toward your remaining honor. So don't yet lead low to the remaining spade honor yet; go to step 3.
3. Now try the club suit, if it splits you're home. If not, you can still lead a spade to the remaining spade honor. You don't want to try the clubs first as you don't want to have to ruff the fourth club before you're ready and then risk losing control of the hand.