

## October 2021 ACBL Bulletin Notes

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The articles that we think would be the most beneficial for most ACBL members are listed below. Three are described in more detail on the following pages.

1. "The Bidding Box," moderated by Josh Donn:
  - o Problem 5 (p.40): Making a cue bid to show spades and a minor finds the excellent spade slam.
  - o Problem 6 (page 40): Opening 1NT with the singleton ♠Q to avoid a rebid problem finds the best contract: 2♠.
2. "Card Play 101" by Phillip Alder (p.46-47), deal #2: Keeping the dangerous hand off lead.
3. "Parrish the Thought by Adam Parrish (p 47): Making an inference to figure out what the defender has when he makes an unattractive lead.
4. "Lessons Learned" by Michael Berkowitz (p 50): Making lead directing calls.
5. "Ask Jerry" by Jerry Helms (p. 53): When to open 1NT with a five-card major. Think about your second bid before making your first. He detests bidding Puppet Stayman over 2NT openings.
6. "Challenge of the Month" (p 53, 57): Plan to discard losers, making the finesse unnecessary.
7. "Chalk Talk" by Eddie Kantar (p 54). Both deals are straightforward if you count your tricks.
8. "Mike's Bridge Lesson" by Mike Lawrence (p. 55): Making the contract via an end play.
9. "Better Bidding with Bergen" by Marty Bergen (p. 59): When to be aggressive in third seat.
10. "Bidding Matters" by Karen Walker (p. 60): when and when not to use Stayman holding a flat hand. While most writers (Helms, this month and others in the past) advocate not using Stayman with a flat hand, Walker identifies situations where it might work well.
11. "Test Your Play by Eddie Kantar (p. 61), Deal #1: Take all your chances.

## Our favorites

### Page 47, "Parrish the Thought" by Adam Parrish – *Inferences from unattractive leads*

Dlr: South	♠ K J 7 2		
Vul: None	♥ A 10 4 3		
	♦ Q 10		
	♣ 8 6 3		
	♠ 8 5 3		
	♥ K J 9 8 2		
	♦ K 9		
	♣ K Q 2		
West	North	East	South
Pass	3♥	All Pass	1♥
Lead: ♣A			
The lead is very helpful: it set up your K-Q, saving a loser.			

West is a good player. Leading an unsupported ace is generally a poor lead against a suit contract. Course underleading an ace against a suit contract is even worse.

So, why did West do it?

West must not have had a decent, let alone good, lead to make or he would not have led the ♣A. He is likely to have the other two missing aces, which would make them also unappealing. He might consider leading trump, but not holding Qxx.

Assuming West to be a good player, we would play for West to have a holding similar to this:

♠A 10 4   ♥Q 7 6   ♦A 8 7 6   ♣A 5 4.

So, we would finesse West for the ♥Q, ignoring the general rule of trying to drop it with only four cards out in the suit. If West were not holding the ♥Q, a heart lead would have been better than the ♣A.

After trumps are in, we would lead a spade to the king, as we are playing West for the ♠A. If West were not holding the ♠A, a spade lead would have been better than the ♣A.

We end up losing the three aces and the ♠Q. Making three.

### Page 53, "Challenge of the Month" – *Discard rather than finesse*

<b>CHALLENGE OF THE MONTH</b>	
Dlr: South	♠ A K J 10 8
Vul: Both	♥ A 4 3 2
IMPs	♦ 3
	♣ 7 6 5
	♠ 9 2
	♥ Q J 10
	♦ A K Q J 10 7
	♣ A J
As South, you arrive in 6♦ against silent opponents. West leads the ♣K. Can you guarantee your contract?	

As long as you plan properly, 6♦ is cold, assuming there are no horrible splits. There is no need to take the 50%/50% spade finesse.

Just win the ♣A and draw trumps.

Then cash the ♠AK. If it's your lucky day the ♠Q will drop and you will make seven: 5 spades, 1 heart, 6 diamonds and 1 club.

Usually it's not your lucky day, and you will lose the ♠Q. Pitch your losing club on the third spade, and take the rest. Making six.

Dlr: South ♠ A 6 5  
Vul: Both ♥ K J 9 4  
IMPs ♦ A 7 6 3  
♣ 4 3

♠ K Q  
♥ A Q 10 7 6 3  
♦ Q 8 2  
♣ A Q

You wind up in 6♥ as South against silent opponents, facing the lead of the ♠J. Plan the play.

This deal is from the advanced section, but there's nothing advanced about it.

"Take all your chances" is one of Kantar's favorite themes (It's also one of ours). When declaring a hand, note the various ways that you can develop the tricks you need and then play so you can take as many chances as possible to make those tricks.

Your opportunities for extra tricks are:

1. Lead a low diamond to the queen. If East has the ♦K, then your ♦Q will be good.
2. Diamonds could split 3-3, then dummy's 4<sup>th</sup> diamond will be good.
3. You can take the club finesse

So, win the ♠K and pull trump with the ♥AQ. You then cash the ♠Q. Go to dummy with a trump and lead a diamond to the queen. If East holds the ♦K, you have 12 tricks: three spades, two diamonds (A, Q), six hearts and one club. Making six.

If East does not hold the ♦K, go to dummy with the ♦A, then make the key play of pitching your third diamond on the ♠A. Then play a third diamond from dummy and ruff. If both defenders follow, then dummy's fourth diamond is good and you have 12 tricks: three spades, two diamonds (A, 13th), six hearts and one club. Making six.

Finally, if the diamonds do not split, try the club finesse for two club tricks.

It's important to take the club finesse last because if it loses, you will go down as you would lose a diamond and a club.