

January 2022 ACBL Bulletin Notes

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These are the articles that we believe would benefit our readers the most:

1. "Playing the King, and Playing the Fool" by Simon Cocheme, page 29. Explains common card combinations which you can play to deceive the opposition by giving them the option of making an incorrect guess. These plays should be made in tempo so as not to give the show away.
2. "The Bidding Box," moderated by Josh Donn.
 - a. Page 38, Problem 1. The *Bridge Bulletin* auction shows how to get to the optimal contract of 6D which both contestants missed. When one partner denies a club control, when the other one is still looking for slam, the inference is that partner looking for slam has a club control.
 - b. Page 40, Problem 5. The reverse into the three-card diamond suit, used in the Zagorin/Bertheau auction and the *Bridge Bulletin* auction, is called a *fake reverse* as the diamond are a three-card suit. It is used to force to game.
3. "It's Your Call" by Sue Munday and Karen Walker, page 45, deal 5. The highest scoring bid is a forcing pass. The pass is forcing as North/South are playing 2/1 and are in a game forcing auction. A key benefit of playing 2/1.
4. "Card Play 101" by Phillip Alder, page 46. Make your contract by carefully using your entries and ruffing high to avoid being over-ruffed.
5. "Lesson Learned: To tell the truth" by Michael Berkowitz, page 49. This article covers common bidding problems –and which lie about your hand is appropriate.
6. "Mike's Bridge Lesson: A good defensive interference plus a good play" by Mike Lawrence, page 54. Duck to give your partner a chance to signal. Lawrence also discusses reading common signals.
7. "Chalk Talk: Playing a strong "D" by Eddie Kantar, page 55. Get an extra trick by playing a high trump (the Queen) to set up two winners to defeat the contract. This is called an *uppercut*.
8. "Defensive Maneuvers" by Paul Ross, page 56. It is correct to play the T from QTxx in third position when neither you nor the dummy holds the J. Playing the J from KJxx when the Q's location is unknown is another example of this principle.
9. "Challenge of the Month," page 57. Take advantage of the opening lead, and keep the dangerous hand off lead by giving the safe hand a trick they are not entitled to.
10. "Boehm on Bridge: Headache remedies–Part 1" by August Boehm, page 58. Look at all the known spot cards to decipher partner's signals.
11. "Test Your Play" by Eddie Kantar, page 61, Deal 1. Kantar observes the difference between playing a contract at matchpoints, where overtricks are important, vs. IMPS, where you just need to make your contract.

Our Favorites

“Mike’s Bridge Lesson: a good defensive inference plus a good play” by Mike Lawrence (p. 54)

| | | | |
|---|-------------------|--|-------|
| ♠ 3 2 ♥ A K J 6 ♦ Q 7 5 ♣ Q J 8 4 | | | |
| ♠ A 9 5 4 ♥ 10 9 8 7 5 2 ♦ 2 ♣ 9 3 | N W —+— E S | ♠ 10 8 7 6 ♥ Q ♦ A 6 4 ♣ 10 7 6 5 2 | |
| ♠ K Q J ♥ 4 3 ♦ K J 10 9 8 3 ♣ A K | | | |
| West | North | East | South |
| Pass | 1♣ | Pass | 2♦ |
| Pass | 3♦ | Pass | 4NT |
| Pass | 5♣ | Pass | 5♦ |
| All Pass | | | |

No one is vulnerable. You are East. Partner (West) leads the ♥T. Dummy plays the ace and you follow suit with the ♥Q.

The ♦Q is now led from dummy. Often the key play is made on the first trick, but you didn’t have a decision to make on the first trick. On this deal, the key decision is made on the second trick.

Partner should know your ♥Q is a singleton. So, partner will give you a ruff if partner can. If you win the ♦A, you will have to guess where (in which suit) partner’s entry is. South is likely to have 6 diamonds for his jump shift. So, duck the ♦Q (that will also spare you embarrassment if West has the stiff ♦K). Win the second diamond trick and see what partner discards.

When partner discards the ♠9 (playing standard signals) you switch to a spade and get your heart ruff, setting the contract. You took two aces and a ruff, three tricks, total. Down 1.

“Chalk Talk – Playing a strong ‘D’ ” by Eddie Kantar (p. 55)

| | | | |
|--|-------------------|--|-------|
| ♠ 3 ♥ A K Q 6 ♦ A J 10 6 2 ♣ 10 5 4 | | | |
| ♠ J 9 2 ♥ 10 2 ♦ Q 5 ♣ A K J 6 3 2 | N W —+— E S | ♠ Q 4 ♥ 9 7 5 4 3 ♦ 8 7 4 3 ♣ Q 9 | |
| ♠ A K 10 8 7 6 5 ♥ J 8 ♦ K 9 ♣ 8 7 | | | |
| West | North | East | South |
| 2♣ | 2♦ | Pass | 1♠ |
| Pass | 3♥ | Pass | 2♠ |
| All Pass | | | |

Similar to the Lawrence deal, you are East and the key decision is made at your first opportunity. From his presumed six-card spade suit partner leads the ♣K, then the ♣A. You just followed suit, first with the ♣9, then the ♣Q.

When partner plays the ♣2, he wants you to ruff it. Had he played the ♣J, he would not want you to ruff it.

You must ruff it with the ♠Q. Partner is trying for an uppercut. Once you play the ♠Q, your side is guaranteed two spade tricks, setting the contract. If declarer over ruffs, West makes the ♠J and ♠9. If declarer lets you win, partner still gets the ♠J.

Challenge of the Month. (p. 57)

| | | |
|--------------|---------------|---------------|
| | ♠ J 3 | |
| | ♥ K Q 2 | |
| | ♦ 7 6 5 | |
| | ♣ A K 9 4 3 | |
| ♠ K Q 10 2 | | ♠ 9 8 7 6 5 4 |
| ♥ 10 7 6 | | ♥ 3 |
| ♦ A 10 9 4 | | ♦ Q J 8 |
| ♣ J 7 | | ♣ Q 10 8 |
| | ♠ A | |
| | ♥ A J 9 8 5 4 | |
| | ♦ K 3 2 | |
| | ♣ 6 5 2 | |
| <i>North</i> | | <i>South</i> |
| | | 1♥ |
| 2♣ | | 2♥ |
| 4♥ | | Pass |

West leads the ♠K. What is your plan?

A suit will split 3-2, 67.8% of the time. With no information from the auction indicating otherwise, you should try to set up North's clubs for two discards. You plan on making one spade, six hearts and four clubs.

The problem is that East is the dangerous hand, and if East gets in on the third club, East will lead the ♦Q through South, collecting three diamonds tricks and a club for down one. So, you need to keep East off lead.

You must win the ♠A at trick one. At the second trick, cross to dummy with a high heart, play the ♠J and pitch a club. West will win; he should have the ♠Q for his ♠K opening lead. Now, when next in, play the ♣AK and trump a club high. Then pull trump, ending in dummy, and run the clubs. The contract makes as long as the clubs split 3-2.