

## May 2022 ACBL Bridge Bulletin Notes

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These are the articles we believe will help the most people the most:

1. "The Bidding Box," moderated by Josh Donn:
  - a. Problem 6 (p. 40). The *Bridge Bulletin* auction uses a 1NT second bid by opener to limit the East hand ASAP and avoid a poor diamond contact.
  - b. Problem 8 (p.41). The Moll/Samuel auction shows Samuel upgrading his hand with a double fit, and choosing the 4-4 fit over the 5-3 fit.
2. "It's Your Call" by Sue Munday and Karen Walker, Hand 1 (p. 42). Most panelists pass partner's 15-17 1NT with a flat eight-count – even at IMPs. The second choice is to look for the notrump game because you're vulnerable and it is IMPs. Only two panelists try Stayman with their four-card spade suit – but no shortness.
3. "Card Play 101" by Philip Alder (p. 46). Two example deals where the correct play is to discard a loser rather than shorten the long trump hand by trumping at the first opportunity. Wait until you can trump in dummy – sometimes with a high trump.
4. "Parrish the Thought: Leading dummy's singleton" by Adam Parrish (p. 47). Leading dummy's singleton can often provide information on the missing high cards in that suit.
5. "Reasoning with Robert: Returning partner's lead" by Robert Todd (p. 48): giving count when playing partner's suit.
6. "Bidding Basics: Balancing seat doubles" by Larry Cohen (p. 51): balancing in the pass out seat.
7. "Ask Jerry: Balancing – part 2" by Jerry Helms (p 53). It's usually best not to let the opponents stop at the two-level when they have found a fit and want to stop.
8. "Chalk Talk" by Eddie Kantar (p.55):
  - a. Deal one: play for the layout you need to make your contract
  - b. Deal two: unblocking.
9. "Challenge of the month" (p. 57): unblocking.
10. "Bidding Matters: Relearning Bridge - part 26" by Karen Walker (p.60). Modern players often overcall at the one level if they will accomplish at least two of these objectives:
  - a. Buy the contract
  - b. Interfere with the opponents
  - c. Tell partner what to lead
11. "Test Your Play by Eddie Kantar (p.61), Deal 1: Put in the ♠J at trick one as that's your only chance of getting a trick with it. In any case, win trick one as the fourth-best ♠2 indicates the spades are splitting 4-4.

**Our Favorites**

**“It’s Your Call” by Sue Munday and Karen Walker, Hand 1 (p. 42).**

**1. Lesson one**  
 IMPs. North–South vulnerable.

♠K J 5 4    ♥9 4 2    ♦J 10 3    ♣Q J 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1NT	Pass	?

  

<i>Call</i>	<i>Votes</i>	<i>Award</i>
Pass	8	100
2NT	5	80
2♣	2	70

Most choose to pass, as game is unlikely opposite this pedestrian eight-count. As an aside, the chance partner has 17 HCP are about half the chance partner has 15. Not having an ace also decreases the value of this hand as does its pancake (no shortness) distribution.

Those that push for game are strongly influenced by it being a possible vul game at IMPs.

Only two tried Stayman with the four-card spade suit. Many players will not use Stayman on a 4333 hand because it is unlikely anything will be ruffed.

**“Card Play 101” by Philip Alder (p. 46), Deal 2.**

Dlr: North    ♠ A 7 4  
 Vul: Both    ♥ Q 10 7 6  
                   ♦ 9 5 2  
                   ♣ K 8 7

♠ 9 8 6 3		♠ 5 2
♥ 4 3		♥ K J 9 8
♦ A K Q J 10	N W—+—E S	♦ 8 7 4 3
♣ 6 3		♣ 5 4 2

  

♠ K Q J 10
♥ A 5 2
♦ 6
♣ A Q J 10 9

You are South, playing 4♠. Of course, West leads two high diamonds on the first two leads. If you ruff from the long side of your trump suit, you will lose control of the hand when the missing trumps split 4-2, as they are most likely to do.

You make this hand by letting West score its three diamonds. You discard your two low hearts on the second and third diamonds.

If West persists with a fourth diamond, you ruff with dummy’s ace. Then you return to your hand with a spade, draw the rest of trumps and take the rest of the tricks.

“Chalk Talk” by Eddie Kantar (p.55), deal 2:

②	<i>North (Dummy)</i>
Dlr: South	♠ 8 6 5 3
Vul: Both	♥ Q J 10
IMPs	♦ A K Q
	♣ 6 4 3
	<i>South (You)</i>
	♠ A K Q J 9
	♥ A K
	♦ 5
	♣ A 9 8 5 2

You are playing 6♠ against silent opponents. West leads the ♦J.

Of course, you must win the opening lead. But the key play is what you decide to play at trick 2.

The correct play is to play your other two high diamonds, discard the ♥AK of hearts from your hand to unblock the suit. Now you can play the ♥Q, ♥J, and ♥T, discarding three club losers. That leaves you with just one losing club – making six.