

## July 2023 ACBL Bulletin Notes

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These are the articles that we believe will benefit our readers the most.

1. “Junior News” by Victor Xiao (p. 32). Most know that it is rarely correct to underlead an ace on the opening lead. But rarely doesn’t mean never. In this case, underleading the ace is the killing lead as it has a minimal downside and puts declarer to a guess that almost all will get wrong. The under-16 player saw Boye Brogeland lead from Ax and took advantage of this Bols Bridge winning tip by doing likewise.
2. “The Bidding Box” moderated by Josh Donn, Problem 5 (p. 42). Holding a low spade doubleton and the ♥QJ8, it makes sense to raise partner’s 1♥ to 2♥, rather than bid 1NT. The 2♥ bid earns the top score.
3. “It’s Your Call” by Sue Munday and Jim Munday, Deal 1 (p. 44). The winning call is to look for game in the most flexible way. West’s 2♦ response to East’s 1NT was a transfer to hearts. We have a good club fit with partner and ten HCP. 3NT could work, but would be riskier than cue bidding 3♥. West has effectively bid hearts so 3♥ by us is a cue bid giving partner room to make another bid.
4. “Card Play 101” by Phillip Alder (p. 48). this is a “count the points” hand. There are 16 HCP in dummy, declarer has 15-17 HCP, and we have seven. Partner has no more than two HCP so playing partner for an ace or king will not work. Play partner for a singleton; return partner’s lead.
5. “Parrish the Thought: Lead ace from A-K?” by Adam Parrish (p. 49). When leading against a notrump contract, experts lead the king to ask partner to unblock an honor or, lacking an honor, to give count. This is known as the “power” lead. Leading an A asks partner to give an attitude signal. This principle is sometimes described as “A is for attitude; K is for count.”
6. “Challenge of the Month” (p. 54, 59). Look at the spots to make your cold contract.
7. “Boehm on Bridge: Card School Favorites – part 4” by August Boehm (p. 60), second example. Ruff the fourth heart high to make the contract. Six missing cards usually split 4-2, so the fourth heart in declarer’s hand is not going to set up; it must be ruffed and it must be ruffed high.
8. “Consults with the Doctor: The art of balancing in the 21<sup>st</sup> century” by Dr. James Marsh Sternberg (p. 67). In the auction 1♦ – P – 1♠ – P | 1NT – P – P – X, the double is for penalty.

## Our Favorites

### “Junior News” by Victor Xiao (p. 32)

Dlr: North ♠ A J 9 6			
Vul: E-W ♥ Q 10 9 7			
♦ 10			
♣ J 10 8 3			
♠ K 7 4		♠ Q 3	
♥ K J 6 5	N W-+E	♥ 8 3 2	
♦ Q J 4 3 2	S	♦ A K 6 5	
♣ 9		♣ K 6 5 2	
♠ 10 8 5 2			
♥ A 4			
♦ 9 8 7			
♣ A Q 7 4			
West	Jeff	East	Eric
	Pass	1♦	Pass
1♥	Dbl	Rdbl <sup>(1)</sup>	2♠
3♦	Pass	Pass	3♠
4♦	All Pass		
(1) Three hearts			

East's redouble (Rdbl) is a support redouble showing exactly three hearts. Having bid hearts, West holds at least four. The EW heart holding makes it almost certain South's ♥A will take a trick even if it's underled.

So, South leads the ♥4. Declarer, thinking North has the ♥A, plays the ♥J. The ♥J falls to the ♥Q and North returns another heart to the ♥A.

South cashes the ♣A and plays a spade to North's ♠A.

North, knowing he began with four hearts and EW seven, returns another heart for South to ruff.

Down 2 before declarer gets the lead.

### “Challenge of the Month” (p. 54)

<b>CHALLENGE OF THE MONTH</b>			
Dlr: North ♠ A			
Vul: None ♥ K 6			
IMPs ♦ A 10 9 8 7 4			
♣ 5 4 3 2			
♠ Q 10 8 6 5			
♥ A 10 3			
♦ K			
♣ A K 7 6			
West	North	East	South
	Pass	Pass	1♠
Pass	2♦	Pass	2NT
Pass	3NT	All Pass	

*This is an IMPS deal.*

West leads the ♣J and East plays the ♣Q.

Many players who play too quickly will win the ♣A, cash the ♦K, and use one of dummy's two entries to play the ♦A and another diamond. If the diamonds split 3-3 or the ♦Q or ♦J falls, declarer makes the contract. But if none of those things happens, declarer goes down.

The risk-free way to make this cold contract is to overtake the ♦K with the ♦A ace and play diamonds. Let the defense have the ♦Q and the ♦J.

Then declarer returns to dummy with the second entry and takes one spade, two hearts, four diamonds and two clubs, making nine tricks and the contract.

At IMPS it is important to make the game and not risk it for overtricks. At matchpoints, some might want to risk the contract for the overtricks that are available if the diamonds behave.