

# I/N News ... especially for you!

Volume 1, Issue 1

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## A "Fun-Way" Bridge Tip by Harry Lampert

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As a defender, the opening lead is your most valuable asset. It gives you the chance to strike the first blow.

You and your partner should discuss technical matters such as whether to lead the ace or the king from AKx, and whether to lead top, middle, or low from three small cards. What you and your partner feel comfortable with is what will work best for you.

There are four strategies to consider when defending against suit contracts:

1. Set up your high cards.
2. Ruff declarer's high cards.
3. Cut down ruffs of your high cards.
4. Force declarer to ruff.

Listening to the bidding is often the key to choosing the right approach. Decide which strategy best fits the contract you are defending. This will usually determine which suit to play and which card to lead.

Sitting West, you hold:

♠K7 ♥KQT96 ♦A2 ♣KT63

This is the auction:

West	North	East	South
	Pass	Pass	1♠
2♥	2♠	Pass	4♠
All Pass			

What do you lead and why? There are two possibilities that stand out on this hand. One is leading the ♥K. This will set up

your queen and maybe your ten while you have entries and potential tricks in other suits. The other is leading the ♦A and another diamond in the hopes of getting a ruff. Leading diamond ace requires partner to hold the ♦K or the ♠A. The likelihood of either of these is very slim since you have 15 high card points and your opponents should hold most of the remaining 25. There is little room for partner to hold any high honor.

Looking over your options, leading the ♥K seems correct. Here is the

♠ J8642  
 ♥ 852  
 ♦ J5  
 ♣ AJ9

♠ K7  
 ♥ KQT96  
 ♦ A2  
 ♣ KT63



♠ 5  
 ♥ J4  
 ♦ 98643  
 ♣ Q8542

♠ AQT93  
 ♥ A73  
 ♦ KQT7  
 ♣ 7

layout:

After declarer wins his ♥A, he must eventually relinquish the lead to you and you can cash two heart tricks. Those tricks plus the ♠K and ♦A defeat the contract. Any other lead permits

declarer to set up diamond tricks for heart discards from dummy.

As a matter of fact, the opening lead of the ♦A and a diamond continuation will enable declarer to make an overtrick.

Here's another deal where establishing high cards is clearly the best strategy. Again sitting West, you hold:

♠93 ♥JT98 ♦874 ♣QJT7

The auction:

West	North	East	South
	Pass	Pass	1♠
Pass	3♠	Pass	4♠
All Pass			

You have two suits containing sequences. Which one do you lead?

Particularly in suit contracts, you should select the suit that has the probability of establishing lower-ranking honors most quickly. In the club suit, partner needs only one outstanding honor to set up your high cards as winners. In hearts, even if you eventually establish winners, dummy or declarer may be void by that time and declarer can ruff.




We need a fourth!

(Continued on page 2)

(Bridge Tip, Continued from page 1)



Give 'em a hand...  
A BIG hand!

- ♠ KJ42
  - ♥ K653
  - ♦ JT
  - ♣ K82
- ♠ 93
  - ♥ JT98
  - ♦ 874
  - ♣ QJT7
- 
- ♠ T8
  - ♥ A42
  - ♦ K653A
  - ♣ 94
- ♠ AQ765
  - ♥ Q7
  - ♦ AQ9
  - ♣ 653

Your queen of clubs lead hits pay dirt. Dummy has the king and partner has the ace. Your side rattles off three winners. Declarer must eventually lose a trick to the ace of hearts for down one.

The jack of hearts lead would permit declarer to make his contract. Dummy would duck and East would properly duck as well. Declarer's queen of hearts would win the trick. Declarer would draw trumps, ending in dummy. He would then finesse in diamonds twice, discarding one of dummy's

*"Eight ever,  
Nine never!"*  
refers to finessing for the queen when you hold eight cards in a suit between you and dummy and playing for the drop with nine..



Concentration is important at all levels of the game!

## Madison Regional

Alliant Energy Center  
1919 Alliant Energy Way

INTERMEDIATE / NOVICE EVENTS  
(for those under 300 Master Points)

Trophies Prizes

Single session pair games at 10am, 3 pm  
and 7 pm each day  
Tuesday through Saturday, August 7-11

Swiss Teams on Sunday August 12  
(play through) 11am  
Stratification: 0-5/20/50/100/200/300  
Entry Fees 2 for 1 on Tue. and Wed. (0-100)

(Partnership desk open 1 hour before game time.)

Chair: Nancy Grimes  
608-655-1086  
mangrimes@home.com  
Partnerships: Penny Ericson  
608-839-8252

## Partnership Agreements - Writing them down by Stan Fuhrmann

In Matthew and Pamela Granovetter's book, *Forgive Me, Partner*, Larry Cohen has a chapter about partnership agreements. Put in a nutshell, he recommends that you write down your agreements, including the obvious.

After reading this chapter, I began creating my own system notes for my most regular partnership. Both my partner and I are interested in building up our system, most of it derived by cutting and pasting from various other sources.

We started with a Kaplan-Sheinwold based system (5-card majors, weak NT), but have heavily modified it with ideas from Marty Bergen, Jeff Rubens, Marshall Miles and some of our own. I suspect that both Kaplan and Sheinwold would object to our calling our system K/S after these extensive modifications, but at least it gives our opponents some idea of what we are playing.

After six months, I discovered that putting everything into a single document was not practical. Some areas require less modification than others and should be stored separately to facilitate updating.

At present, we have completed documentation (approximately 80-100 pages) on:

- Constructive Bidding
- Competitive Bidding
- Roman Key Card Kickback
- Jacoby 2NT
- Coping with Interference
- Leads and Carding
- Continuations after 2♣/1♦
- Reminders about Uncommon Auctions (a 1 page cheat sheet we review before a session)
- A few miscellaneous documents

Notes save on arguments and misunderstandings in any partnership.

## Basic Bridge - Playing a NT hand by Kaye Miller

The purpose of this column is to develop fundamental principals of play. After reading the article, try to apply these principles to the example hand at the end of the story.

The play of no trump can present problems even to the most experienced player. Declarer must work to establish tricks in his long suits. How does one go about this successfully?

First, choose a suit with both honors and length, then go about knocking out the opponents' high cards to cash your winners.

Second, realize that in order to knock out the opponent' strength, you will have to relinquish the lead. At the same time, you must attempt to set up your suits before they can set up theirs.

Third, take finesses if necessary to set up your suits without giving up the lead.

Fourth, once you have eliminated the opponents' high cards in your suits, even your small cards may be winners.

Fifth, cash your winners in the short hand first so you can end in the long hand to take all your tricks. Never block your entries to your long suits. Leaving winners stranded will defeat the contract. Pay careful attention to your entries back and forth.

Sixth, when necessary, take care to duck a trick early if it helps you keep control. Eddie Kantar emphasizes the need to lose a trick early by ducking one around in a suit that is headed by both the ace and king with 7 or 8 cards between the two hands... as in Axx opposite Kxxx.

### Always Count Your Tricks as well as the Number of Cards Remaining in a Played Suit!

By counting the number of cards left in a suit, you will know if your

(Continued on page 3)

(Basic Bridge, Continued from page 2)  
small cards become good.

**Timing is Everything!**

The opponents will attack your weakest suit. Hold up playing your winner there until you are forced to take it. This prevents the opponents from running the suit for their own cause.

**Finessing is Important BUT...**

While finessing missing honors can provide you with extra winners while avoiding excess losers, you must be careful to identify the "threat" hand. The threat hand is the one that can hurt you most by gaining an entry. If you have a two-way finesse, be sure to finesse into the safe hand. For example, say you hold ♠Kxx in your hand opposite ♠xxx in dummy. If you allow RHO (right hand opponent) an entry, he can lead through your Kxx and possibly defeat your contract. LHO (left hand opponent) can only give you a trick by leading the suit.

Having read this article, see if you can apply the principles to the following no-trump games from the 1987 North American Collegiate Championships:

South	West	North	East
		1♦	2♠
3NT	Pass	Pass	Pass

Hand 1 ♠ 52  
♥ AKJ  
♦ QJT974  
♣ K2

♠ 73  
♥ 7543  
♦ A3  
♣ J9863

♠ KQ9864  
♥ 9862  
♦ K2  
♣ T

♠ AJT  
♥ QT  
♦ 865  
♣ AQ754

The opening lead is the ♠7.

(analyses by Suzi Subeck):

You have three heart tricks, two spade tricks, and three club tricks off the top. You need to set up a trick in diamonds. To do that, you must knock out the ace and king of diamonds. How can you stop the opponents from running their spades in the process? You MUST duck the first spade. RHO will continue the suit, but you have the upper hand. You win the second spade and lead toward the diamonds in dummy. If LHO wins his ace, he cannot clear the spades since he has no more. If RHO wins the king, he can clear the spade but he cannot get back in to run them. East can make an excellent defensive play and defeat 3NT by playing a low spade (not the king or queen) at trick one.

Hand 2 ♠ KQ  
♥ KJ32  
♦ K6542  
♣ A7

♠ T542  
♥ A98754  
♦ T9  
♣ T

♠ AJ763  
♥ Q  
♦ Q83  
♣ J986

♠ 98  
♥ T6  
♦ AJ7  
♣ KQ5432

Now declarer cannot afford to duck the trick!

South	West	North	East
		1NT	Pass
3NT	Pass	Pass	Pass

The opening lead is the ♠6.

Here you cannot afford to duck even one trick. You win the spade in your hand and you are at the crossroads. If clubs split three-two or better, you are home free with nine tricks. You must be careful to preserve your entries in case this fails so you can try the diamond finesse. Therefore, you play a small club from hand to the king and a small club back to your ace. When Righty shows out, you fall back on the diamond finesse, leading a

small diamond to the jack, cashing the club queen, cashing the diamond ace and returning to hand with a another diamond. In all, you will collect five diamonds, three clubs and one spade to make your contract.

Hand 3 ♠ A762  
♥ T8  
♦ T954  
♣ 543

♠ K9  
♥ AKQ  
♦ QJ87  
♣ QT82

♠ JT8  
♥ J54  
♦ A62  
♣ AJ97

♠ Q543  
♥ 97632  
♦ K4  
♣ K6

South	West	North	East
		Pass	Pass
Pass	1NT	Pass	3NT
Pass	Pass	Pass	

The opening lead is the ♠2.

The first trick goes 2-J-Q-K. You now have two spades, three hearts, one diamond and one club off the top. Knocking out a minor suit king is necessary to collect nine tricks. Which minor should you finesse? Clearly clubs is 100%. You don't even need the suit to split three-three because your spots are so good.

Again, the defenders can defeat your contract by ducking at trick one and holding you to one spade trick. You will then lose three spade tricks and both minor suit kings.



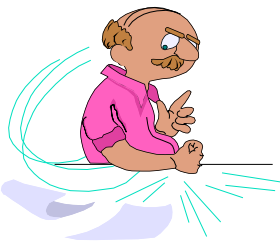
I love bridge!



You can never read too much about the game.

*"This three no-trump is the sort of contract that Lloyd's of London would insure"*  
Edgar Kaplan

# Negative Doubles by Wes Enri



I should have finessed Lefty!

The "negative double" has become a standard feature of modern bidding, and enjoys the status of the most useful convention ever invented.

Negative doubles are used in this very common bidding situation: Partner opens the bidding with one of a suit. The opponents make a direct suit overcall. Penalty doubles are rarely of any use in this situation, so using a double at this juncture as a "negative" or take-out call is much more effective. This allows responder to begin accurately describing his shape and strength, not only when the negative double is employed, but when it was available and not used.

When responder makes a negative double, he promises:

If there is one unbid major - 4 cards in that major and either 4 cards in the other unbid suit (or) a comfortable descriptive rebid if opener "supports" that other suit.

If there are two unbid major suits - 4 cards in each major suit or one major suit and comfortable rebid if opener bids the other major.

If both majors have been bid, responder promises 4 cards in each minor suit. Strength requirements for the double are governed by the level of the overcall.

If opener can make his rebid at the level of one or two, the equivalent of 7 points are sufficient. If opener will have to act at the 3 level, about 9 points are sufficient.

If opener will have to act at the 4 level, 11 points are needed.



Bridge is played around the world.

The partnership must establish the level where doubling an opponent's preemptive jump overcall will cease to be the "negative" take-out double and become the traditional positive or penalty double.

If you are just starting to use negative doubles, I recommend that after a 2 spade overcall or less,

double should be negative; 3 clubs or more, penalty. When you become more comfortable with the convention, you may want to increase the level through which negative doubles are employed to 3 spades or more.

Negative doubles are most useful in describing hands that have insufficient strength or length to bid a new suit. If after a one-suit overcall, responder does bid a new suit, he promises the equivalent of 7+ points at the one level, 10+ points at the two level, game forcing at the three level or more, and strongly implies a 5+ card suit (opener should freely raise with 3 card support).

**WARNING:** Do not back yourself into a corner. If you make a negative double with only one of the unbid suits, you must have a second option if opener rebids in the wrong unbid suit. Remember, you always pass with modest values if it is too dangerous to call.

## Examples

North	East	South	West
1♦	1♠	?	

♠xxx ♥AQxx ♦xx ♣xxxx

Classic negative double

♠xxx ♥AQxxx ♦xx ♣xx

Double and then "rebid" hearts.

♠AQx ♥KQxx ♦xxx ♣xxx

Double. If opener does not bid hearts, then rebid 2NT.

♠xxx ♥AQxx ♦Kxxx ♣xx

Double. If opener bids clubs, then go back to diamonds.

♠xxx ♥AQxxxx ♦Ax ♣xx

Bid two hearts right away.

♠xxx ♥KQxx ♦Axx ♣AJx

Double. If opener bids hearts or NT, raise to game; otherwise cuebid.

♠AQxx ♥Qxxx ♦xx ♣xx

1NT. No second option, so make the solid 1NT bid.

♠xx ♥KQJT8x ♦xx ♣xxx

Double. Too weak to bid two hearts but good enough to double and rebid two hearts.

**Note:** A rebiddable suit is playable opposite a small doubleton.

♠xxxx ♥Kxxx ♦Ax ♣xxx

Pass. No second option.

♠xxx ♥Q6532 ♦Jx ♣Axx

Pass. Heart suit is not rebiddable. No second option.

North	East	South	West
1♦	2♣	?	

♠xx ♥Axxx ♦Kxxx ♣xxx

Double. Correct to three diamonds if opener bids spades.

♠AQJxx ♥xx ♦xx ♣xxxx

Double. Correct to two spades if opener bids two hearts.

♠AQJxxx ♥xx ♦Qxx ♣xx

Bid two spades right away.

♠xxx ♥Axxx ♦Kxx ♣AJT

Double. Correct to 3NT if opener bids spades.

♠Qx ♥KJxxx ♦Jxx ♣xxx

Pass. Not enough to double and then bid three hearts if opener bids two spades.

(Continued on page 5)

**Penalizing Opponents**

What do you do when you have a "real" penalty double of right hand opponent's overcall? If the overcall is at the one or two level, Pass!

Opener is compelled to reopen the bidding if he is short in the enemy suit even if he has a minimum hand. Opener will strain to reopen with a double, giving you the opportunity to sit it for penalties. If you play negative doubles through the three level, you cannot pass with game going values after a three level overcall because opener is not required to reopen with minimum values.

North	East	South	West
1♠	2♦	?	
♠x ♥Axx ♦KJTxx ♣xxxx			

Pass and wait for a reopening double.

North	East	South	West
1♠	3♦	?	

♠x ♥Axx ♦KQ9xx ♣Axxxx

3NT. You are too strong to risk defending 3♦ undoubled. RATS!

♠x ♥Axx ♦KQxx ♣xxxxx

Pass and hope for a double.

**Further Action by Opener**

After a negative double, opener should strive to bid a new suit. In most cases, opener will make the same rebid as they would if responder had bid one of the unbid major. With minimum values, make a simple "raise" of responder's suit if you can. Rebid your suit or NT whichever is more descriptive if you can't. These are not forcing bids and if responder corrects to either your first suit or

bids a long suit of his own, these bids are not forward going.

With invitational values, about 16-18 points, opener must jump "raise" responder's implied suit or jump rebid their own suit - strongly encouraging but not forcing. With maximum values, opener must either bid a known playable game or cuebid to explore which game (or slam) is preferred.

North	East	South	West
1♣	1♠	Dble	Pass
?			

♠xx ♥KJxx ♦Kxx ♣AQxx

Bid 2♥. This is not a reverse, just a minimum raise.

♠xxx ♥xx ♦AQx ♣AQxxx

2♣. The best descriptive bid.

♠xx ♥AKxx ♦Ax ♣AKxxx

4♥. Game-going strength.

♠xx ♥Ax ♦Axx ♣AKJxx

3♣. A jump rebid.

♠AQx ♥Axx ♦Kxx ♣KQxx

2NT. The best descriptive call.

♠xxx ♥x ♦AQxx ♣AQxxx

2♦. Not a reverse, just "support."

♠xx ♥AQxx ♦xx ♣AKQxx

3♥. A jump raise.

♠KJx ♥xx ♦AQx ♣Kxxxx

1NT. The best descriptive call.

♠xx ♥AK ♦Kxx ♣AKQxxx

2♠. Game strength. Location unknown.

Playing negative doubles, opener

must be very careful in auctions that begin one of a suit - suit overcall - pass - pass. If the overcall is at the one or two level, opener can never pass if he holds 0-2 cards in the enemy suit, even with the most minimum of opening hands to cater to responder's possible penalty pass (and to aggressively contest the part score).

If opener possesses tolerance (3 cards) in the unbid suits or significant extra values, he should reopen with a double. Reopening in a suit shows minimum values and a one or two suited hand. Reopening NT is natural and very powerful.

North	East	South	West
1♠	2♦	Pass	Pass
?			

♠Axxxx ♥Axx ♦xx ♣KJx

Double, and pass all responses.

♠AQJxxx ♥xx ♦xx ♣AJx

2♠. A minimum descriptive bid.

♠AKxxx ♥A ♦xx ♣AJxxx

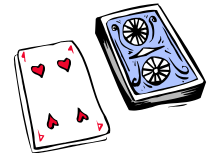
Double and correct hearts to clubs, showing extras.

♠Axxxx ♥xx ♦Qxx ♣AQx

Pass. Too many diamonds. Too weak.

♠KQJxxx ♥AJxxx ♦x ♣x

3♥. Great playing hand with little defense.



Count your cards ... Be sure you are playing with a full deck!

*"Four hearts is a very good bid --- but on some other hand."  
Edgar Kaplan*



100 honors do not matter in duplicate bridge.

**District 13 Regional**  
**Grand Geneva Resort & Spa,**  
**Lake Geneva, April 23-29, '01**  
**Marilyn Charlson 262-646-2246**

**Special I/N Schedule:** 0-5 play free all week; Tuesday-Saturday:  
 Single session 199er games at 9, 1:30, 7:30; Sunday 0-199er Swiss Teams: 2 separate sessions (more points!)

# Reading a Recap Sheet



Bridge is not a matter of life and death ... it is far more important than that!

Checking your scores can be one of the most exciting moments of tournament bridge - shouting happily when you've topped your section or slumping with disappointment when you've not done well. For new players, reading the recap sheet can be a matter of trial and error.

Take a look at this recap sheet. The top line identifies the event: the Cardinals Stratified Open Pairs. These are first session results ("1 of 2") for the East-West pairs in Section F.

The next line indicates that the event was played August 18 and gives information about the Sanction number and event code.

The third line shows that the event was played in Phoenix at the Regional Tournament and that a

Mitchell movement was used.

Next we learn that average for this session is 156 and top on a board is 12. The MP limits for each strata (A=1250+, B=300-1250, C=0-300) are listed along with the tournament name: Diamondbacks Regional.

The next line shows that all 14 pairs are eligible for Strata A ranking, 7 for Strata B and none for Strata C. Each competing pair is listed with their Strata ranking - whether they are A, B, or C players. Their session rank is listed along with their matchpoint score, percentage score and session awards. The final list shows their assignment for the next session.

Look at pair 3: they are an A pair who scored 191.50 to rank first in A. Their session award is 2.80 gold

points. They are directed to play the second session in Section H. They will remain pair 3 and they will play North-South.

The usual practice is to play one direction the first session and the other direction the second session. Sometimes a pair requests a stationary North-South because of a physical handicap and another pair may be asked to play East-West both sessions.

Look at pair 6: they are a B pair who were third in A and first in B. Their session award is 1.55 gold points and they are directed to play the second session in Section H. They will remain pair 6 and will play North-South.

## Second Session

Let's see how our pairs finished.

*(Continued on page 7)*

*"When in doubt, put the opponents on lead. Why should you be the one to make the mistake?"*  
Edgar Kaplan

Event:	Cardinals	Stratified	Pairs	Session:	Tues Aft	1 of 2	Section	F	E/W			
Date:	8/18/98	Sanction:	R980847	17:45	Event	Code	1802					
City:	Phoenix	Rating:	Regional	Mvmt:	Mitchell							
Av: 156	Top: 12	MP Limit	None/	1250/	300	Tourn:	Diamond	backs	Regional			
Pairs in Strata A	=14	Pairs in B	=7	Pairs in C	=0							
Number	Name	Name	Flt	Rank A	Rank B	Rank C	Session Score	Pct (%)	Session Awards	Section	Table	Dir.
1	James Smith	Robert Jones	B				130.00	44.56		F	1	E/W
2	Carmen Smith	Linda Green	B				155.00	49.68		H	2	N/S
3	Charlotte Player	Gary Player	A	1			191.50	61.38	2.80 Gold	H	3	N/S
4	Brent Smith	Donna Smith	B				129.50	41.51		F	4	E/W
5	Tony Jones	Paul Edwards	A	6			161.5	51.76	0.47 Red	H	5	N/S
6	Susan Morley	Wayne Masters	B	3	1		173.00	55.45	1.55 Gold	H	6	N/S



Cruise bridge is fun too!

(Recap, Continued from page 6)  
 the recap sheet for the second session lists a pair's combined matchpoint score and overall and/or session rankings and awards.

Note that "carryover" listed on the evening recap is simply each pair's afternoon score.

Pair 3 earned a section third in the second session to finish sixth

overall in Strata A. Their masterpoint reward? Look at the last column marked "Final Awards" - they won 6.00 gold points.

Now let's check pair 6. They earned a section top in A and B in the second session. Their overall ranking: 9/10 in A and second in B. Second overall in B pays 5.33

gold points.

The overall award is higher than their two section awards, and they receive the greater award (not both.)



Thumbs up!  
 We won the novice game!

Event:	Cardinals	Stratified	Pairs	Session:	Tues Eve	2 of 2	Section	F	E/W
Date:	8/18/98	Sanction:	R980847	17:45	Event	Code	1802		
City:	Phoenix	Rating:	Regional	Mvmt:	Mitchell				
Av: 156	Top: 12	MP Limit	None/	1250/	300	Tourn:	Diamond	backs	Regional
Pairs in Strata A	=14	Pairs in B	=7	Pairs in C	=0				

Overall Session

Number	Name	Name	Flt	Overall Rank A	Overall Rank B	Overall Rank C	Total	Carry-over	Rank A	Rank B	Score	Final Award
1	John Nelson	Sharon Casey	B		6		328.50	161.00	5	3	167.50	1.68 Gold
2	Carmen Smith	Linda Green	B				308.50	155.00			153.50	
3	Charlotte Player	Gary Player	A	6			364.50	191.50	3		173.00	6.00 Gold
4	Terry Brown	Karen Brown	B				312.50	168.00			144.50	1.09 Red
5	Tony Jones	Paul Edwards	A				319.50	161.50			158.00	0.47 Red
6	Susan Morley	Wayne Masters	B	9/10	2		351.50	173.00	1	1	178.5	5.33 Gold

*"He may bid and he may not. I believe that covers all the possibilities."*

*Edgar Kaplan*



Bridge is not "monkey business" you know!

# The Power of Trumps by Audrey Grant



My partner is so good, he pulls tricks out of thin air!

An advantage of playing in a trump contract is the tremendous power of the trump suit. Even an ace in another suit can fall to the lowliest trump.

Trumping the opponents' winners at times does nothing more than stop them from taking tricks in a suit (the way they would have been able to do in a no-trump contract). At other times, trumping actually creates winners. Another way of looking at it is that trumping eliminates losers.

Let's look at the difference. Hearts are trump.

Dummy	Declarer
♥432	♥AKQJT
♣432	♣5

First, let's count our losers. There are no heart losers and one club loser. If we consider our winners, we have five. If the opponents try to take tricks in clubs, we will lose the first trick but trump the next. We have gained nothing, in a way, since we still have one loser, which we originally counted.

Change the example. Hearts are still trump.

♥432	♥AKQJT
♣5	♣432

This time, we have no heart losers, but three club losers. Again, however, when the opponents start to take tricks in clubs, we can trump the second round. What has changed? This time we have gained since we have eliminated one of our losers.

Another way of looking at it is that we have gained a trick. We have the five hearts we started with plus a heart from the dummy - the one we used to trump the club. If we play another club, we get the value of another heart from the dummy.

The key is to trump in the hand with fewer trumps - usually the dummy.

In general, we eliminate a loser by trumping in dummy but do not eliminate a loser by trumping in our own hand. To take best advantage of the trumps to gain tricks, we want to look for a pattern. We want a side suit that has more cards in declarer's hand than in the dummy.

Look at the following examples. Which patterns provide an opportunity to trump losers in the dummy? (Declarer is on the right and Dummy is on the left.)

♣8	♣A42
----	------

Since there are more cards in declarer's hand than in the dummy, there is the opportunity to trump two losers.

♣T987	♣AK
-------	-----

There are more cards in the dummy than there are in declarer's hand, so there is no opportunity to trump in the dummy.

♣42	♣QJ
-----	-----

With an equal number of cards in declarer's hand and dummy, there is no opportunity to trump losers in that suit.

♣VOID	♣965
-------	------

This is a very attractive pattern. Declarer could trump three losers in the dummy here.

♣AK6	♣5
------	----

In the final example, there is no opportunity to trump losers in the dummy, which has more cards in the suit than declarer.

The next thing we need to do is manage our trumps effectively. We need to have enough trumps in the

dummy so that we can trump our losers. We have to know how many trumps we are going to need. Consider the following examples.

How many trumps does declarer need to keep in dummy to take care of the losers in his hand? (Again, Declarer is on the right and Dummy is on the left.)

♣K4	♣A85
-----	------

Declarer can take the first two tricks with the ace and king, so he needs only one trump in the dummy to take care of the third round of the suit.

♣VOID	♣T53
-------	------

This time declarer needs three trumps to handle the losers in his hand.

♣A	♣754
----	------

The ace will take care of one round of the suit. Declarer will need two trumps to handle the other losers.

♣Q2	♣AK4
-----	------

No trumps are needed here, although there are more cards in declarer's hand than in dummy. Declarer has enough high cards in the suit to take care of the losers, winning the first trick with the queen, followed by a small one to the ace and king in hand.

♣QJ	♣542
-----	------

This time the first two tricks will be lost and we need one trump in the dummy to handle the third round of the suit.

Sometimes we have to create the opportunity to trump losers in the dummy and we have to give up the lead once or twice before the conditions are right. Consider this

*(Continued on page 9)*

*"If you are a good enough player, you can get away with making mistakes because no one will believe it."*

*Edgar Kaplan*



Bridge is my passion and I'm not "lion!"



(Trumps, Continued from page 8)  
side suit:

Dummy            Declarer  
♣6                    ♣975

We would like to trump our losers in dummy but cannot do so immediately since dummy is not void in the suit. We have to concede a trick to the opponents. When we regain the lead, dummy will be void and the opportunity will be there to trump both losers. One more example:

Dummy            Declarer  
♣T8                   ♣743

This time we still can trump a loser in dummy because the suit is unevenly divided. The pattern we are looking for is here - more cards in declarer's hand than in dummy. We will have to give up the lead twice before the conditions are right to trump the remaining loser.

To trump losers in the dummy requires careful planning. Here is what we are looking for:

More side-suit cards in our hand than we have in dummy.

Enough trumps in dummy to trump our losers.

## Letters to the Editor

### How and Why I Play ...

When I was a teenager I used to watch my mom and dad play bridge. They both taught me the game. During my senior year at college I roomed with four roommates who all played bridge. We never took the card table down and would often play bridge during the many breaks from the studying. The five of us also ran a duplicate bridge club at St. Lawrence University.

For the next 20+ years I played bridge once or twice a year, usually with my parents. Several years ago during my annual visit I started to play with my mother at her club in Fort Myers. We played against people who played 3-4 times a week and we usually were in the top three of our section.

About a year and a half ago I made the big step during a visit from my Mom. We went to a Friday night game at the Milwaukee Bridge Center. We came in last that night but we went back several times and did much better. We also played in several Monday games in Oconomowoc and the bridge bug had bitten me again.

It has been necessary to learn the current way of playing bridge, but by reading, taking some excellent lessons from Wes, and by learning from my mistakes, I have gradually developed the confidence to compete. I have also been fortunate to have several patient bridge partners and many life masters who have been very helpful along the way.

One of my biggest thrills at the bridge table has been our first place finish in the knockouts at the Sectional in Dousman recently. We started out in a three-way competition and just beat out one opponent by one point. During the next two rounds we all played very steady bridge and we beat our opponents easily. This victory increased my masterpoint total by

almost 10%. Thanks to my teammates, Evy Schneider, Sandy Tuff and Dave Secondino.

Phil Simon

### From Sandi Tuff ...

The questions I was asked were these:

Why did I come back to bridge after a fifteen year hiatus?

How did I feel after my team's win in the Dousman knockouts?

In answer to the first question, simply put, nothing else piques my interest or quenches the competitive side of my personality as a game of bridge (duplicate please!)

Also, it has been a true pleasure to meet so many interesting and wonderful people of all ages, from all walks of life. Where else could one meet so many intelligent and colorful characters but at the bridge table!

This was my first experience playing in the knockouts and I loved every minute. It was exhilarating to get through every round, compare scores, and find out whether we were still alive or dead! By 11:30 p.m. and the end of our last round, I felt as though I could have played all night. We, my teammates and I, were thrilled to win, of course. But I think we also found renewed respect for each other because we really supported each other throughout the entire match and we played as a team rather than as four individuals, each trying to shine. Thanks to my partner, Dave Secondino, and to my teammates, Phil Simon and Evie Schneider. It was a great time and I can't wait to play in the knockouts again.

### Looking Back and Looking Ahead...

My aunt and uncle taught me to play bridge many years ago. It wasn't until I joined the

(Continued on page 10)



Time to ruff out my losers. I just finished Audrey Grant's article on page 8 and I know how!

"No double...  
No trouble"

Edgar Kaplan

## Labor Day Sectional

August 31-September 3, 2001  
Darien Sportsplex  
75th & Plainfield, Darien  
Kay Hathaway 847-998-9642  
Gerry Szymanski 630-963-2482

### Friday, August 31

10:30am Future Master Stratified Pairs  
7:30pm Future Master Pairs

### Saturday, September 1

1:30pm Future Master Stratified Pairs  
7:30pm Future Master Stratified Pairs

### Sunday, September 2

1:30pm Stratified 199er Pairs  
7:30pm Stratified 199er Pairs

### Monday, September 3

11:00a.m. Flight C Stratified Swiss  
Teams



Bridge "suits" me fine!



Bridge is for everyone.

*(Letters, Continued from page 9)*  
 Oconomowoc Club that I started playing duplicate.

It was rumored that the tournaments were only for experts and that the players were mean and crabby to beginners.

About two years ago, I started playing in a few tournaments. I found the "experts" were very friendly and helpful. It was also fun and exciting - especially when we won!

Now I look forward to more fun tournaments.

Ev Schneider (78 years old!)

## Duplicate Bridge Mechanics & Etiquette by Cynthia Rummel

I have heard so many complaints and criticisms from both new and old players about each other that I decided to try to resolve some of these - and put in a few of my own (note that when I say "new" players, I mean new to duplicate.) The new player must learn that the duplicate player really does not hate her; she is concentrating on her game. The novice is scared and will make mistakes, therefore, the "old" player must lean over backwards to be helpful and especially, lenient.

No matter what your level of expertise, you should be able to play confidently against the best players if you adhere to the following:

Think of North/South as the hosts and East/West as the guests at the table.

Only North may handle the boards. She is responsible for them.

East/West should check the score.

Count your cards before you look at them; then, after they are arranged, doublecheck to be sure you see them all.

It is a good idea to put the high cards in the middle and low cards on the outside so no one can see them inadvertently.

NEVER rest your hand on the table with your cards unfolded. Always sit back and hold your cards close to your body. If you must lean forward to see the dummy, close your hand first.

When you play a card, put it on the table and remove your hand so everyone can see it. Try very hard to avoid "snapping" your cards. This is considered rude.

When you play the last card in a suit, do not rearrange your hand. This action gives everyone at the table, including your partner,

information to which they are not entitled.

Play your cards in tempo. Never hesitate when following with a singleton. Do not detach a card until it is your turn to play. When you are the dummy, never anticipate the card to be played. Wait until declarer calls the card to play it.

During the bidding, keep a poker face, even if your partner does something dreadful... and especially, if you yourself make a mistake. Gasping, rolling of eyes, frowning, etc. are all unethical behavior like talking across the table.

If one of your opponents makes a call you do not understand, wait until it is your turn to call, and then ask her PARTNER to explain it. When a player says, "alert" it means that his partner made a call that is not what you think. When a player says, "skip bid" it means he is about to jump the auction at least one extra level and you should wait ten seconds before making a call.

AVOID SLOW PLAY! Wait until after all the boards have been played each round to discuss the hands. When it is your lead, do so before writing down the contract in your score card.

The director is your friend. If there is any question about procedure, call her.

Above all, be friendly and courteous... not only to your opponents, but also to your partner.

I know of several newer players who are reluctant to come to games because of brusque and abrasive behavior. Let's be better!

### 299er Sectional

American Legion Hall  
 1435 Pflingsten Road, Northbrook

#### Saturday, May 5

9:00 Bracketed KO Teams  
 1:30 Bracketed KO Teams, semi-finals  
 Stratified 299er Pairs  
 Stratified 49er Pairs  
 7:30 Bracketed KO Teams, finals  
 "Win an Entry" Stratified 299er Prs

"Win an Entry" Stratified 49er Pairs  
 Winners receive a free two-session entry to another CCBA tournament.

#### Sunday, May 6

11:00 Stratified Swiss Teams  
 Playthru-Lunch and munchies included in entry fee.

Partners are guaranteed at all games except 9:00 Saturday.

Events or strata may be combined if one has insufficient attendance.

For information or partners, call Lavern Wiebe at 630-585-5450 or call the CCBA office at 630-355-5560.

#### Directions to American Legion Hall:

From 294 tollway, exit onto Willow Road East. At the third stoplight turn left onto Pflingsten. Drive 1 mile. Hall is on your right.

From Edens Expressway, exit Willow Road West. Drive about four miles and turn right onto Pflingsten. Site phone: 847-564-9558

*"I don't know what North was thinking of doing, but it is just as well, he didn't."*  
 Edgar Kaplan



My trick! I trumped.



Play bridge for fun  
and keep your mind  
sharp.

## Point Count and Suit Length

This week's lesson is on **Point Count and Suit Length**.

Well, you've just received 13 cards. You can see all of them, can tell how good your suits (spades, hearts, diamonds, and clubs) are. But your partner holds the other 13 cards that your partnership has. You'd like to know what cards she holds so that you'd know just how good your partnership's cards are. But, unlike Go Fish, you can't say, "Got any kings?" You have to tell partner about your hand using bids (next lesson). Partner will tell you about her hand using bids.

The key is to learn as much about partner's hand AND tell partner as much as you can about your hand using these bids so that one of you knows enough to decide, "Where to play the hand?" (What suit will be trumps?) and "How high should we be playing?" (How many tricks can we take?).

But before you can start bidding (describing your hand to your partner), you have to be able to determine (analyze the hand) what, if anything, to say about it (or bid).

In each suit, there are 13 cards. The highest card is the Ace (A) and the lowest card is the 2. The entire order from highest to lowest is: A K Q J T 9 8 7 6 5 4 3 2. Therefore, the most important cards are the A, K, Q, and J. That's not to say the other cards are unimportant. But they're less important. The more AKQs you hold, the more tricks you will be able to take.

Since you can't tell partner, "I hold two kings, two queens and one jack," a method of describing how good your cards are has been developed. Most bridge players use the "Milton Work Point Count" system to come up with a general NUMERICAL description of how good a hand is.

In this point-counting method, EACH Ace is worth four points, EACH King is worth 3 points, EACH Queen is worth 2 points, and EACH Jack is worth 1 point. The higher the total point count, the more tricks you're LIKELY to be able to take. For most players, this is the first step in hand analysis.

This week's lesson is on **Bids**.

Now that you can count the total points your hand is worth (and therefore, have an idea of how many tricks you might be able to take), you need to tell partner about your points and the suits you like, and you want to hear what partner has to say about hers. This is done using bids. This is the **only** way bridge players talk about their hands. The bidding starts with the person who dealt the cards (dealer) and continues in a clockwise rotation. Every person must make a bid when it is their turn until the bidding is over.

One bid is "Pass." It tells everyone (including partner) that you didn't have enough points to be able to afford a different bid in that particular situation. The number of points you need to bid in various situations will be discussed in later lessons. A pass can be made anytime it's your turn to bid. The bidding ends when either all players have passed on their first bid, or three consecutive players have passed.

Another bid consists of two parts: a number ranging from 1 to 7 (the level of the bid), and a suit (clubs, diamonds, hearts, spades, or no-trump). The level refers to the number of tricks, over six tricks (which is book), your side can take. The suits are given a ranking (from lowest to highest) of Clubs, Diamonds, Hearts, Spades, and No-Trump. Thus, 1 is suggesting that your side can take seven (6+1) tricks with spades as the trump suit. (Trumps and taking tricks are a later lesson.)

There are some limitations on when you can bid with these bids though. If you want to make a bid at the **same** level as the last non-pass, non-double, or non-redouble bid, you must bid it in a higher ranking suit. That is, if someone has already bid 1, you can bid 1 or 1 or 1NT, but NOT 1. Clubs is a lower suit than diamonds. If you want to bid a lower ranking suit, you have to bid it at a higher level. Thus, if someone has already bid 1, you CAN bid 2. (Same level requires a higher ranking suit. Higher level can be in any suit.) The highest 1-level bid is 1NT. Therefore, the highest bid anyone can make is 7NT (highest level, highest ranking suit).

The other two bids are double ("X" will be used for double in these lessons) and redouble ("XX" will be used for this.) Double can be used after your \*opponents\* have made the highest bid with any number of intervening passes. Thus, if the opponent sitting on your left (left-hand opponent: LHO) bids 1, your partner passes, and the opponent sitting on your right (right-hand opponent: RHO) passes, (which might be represented 1-P-P-? where the ? refers to your bid), it is possible to double. If your partner bid 1, and the opponent sitting on your right passes, you CANNOT double. The last bid made was by YOUR partnership.

If your opponents have doubled and there have been no passes or passes up to you, you can make the bid XX. Just as with X, you cannot XX if your side was the last one to bid the double.

(Continued on page 12)

*"If you average South's bidding on this hand (one too many) and on the previous hand (one too few), he comes out just right."*

Edgar Kaplan



You can play bridge  
anywhere in the world.

### **Upcoming Tournaments**

299ers Sectional, May 5-6, Northbrook

ABA/ACBL Joint Sectional, May 12, Chicago

Champaign Regional, May 22-28, Urbana

Oconomowoc Sectional, June 22-24, Oconomowoc

Midsummer Madness, July 9-15, Darien

Labor Day Sectional, Aug 31-Sept 3, Darien

*(Fifth Chair, Continued from page 11)*

As a "rule of thumb," if the partnership holds a total of 37 points, they have enough high cards to bid a grand slam. [This is pretty rare.] If the partnership holds a total of 33 points, they have enough high cards to bid a small slam. [This is still rare, but more common than grand slams.]

If you and partner hold a TOTAL of 29 points, then you both should make sure that a game contract is reached. What are the minimum game contracts? In No trump, 3N just makes game (100 points below the line.) In a major suit contract (either hearts or spades,) four of that suit scores game (120 points below the line.) In a minor suit contract (either clubs or diamonds,) five of that suit just scores game (100 points below the line.) Note that it takes eleven tricks to score a minor suit game, 10 tricks for a major suit game, and 9 tricks for a no trump game.

Because major suit games and no trump games require fewer tricks, they can usually be made with only 26 points total between the hands. Because the total is most often near this number, it is an important one to remember!

If we hold at least 26 points total, we should try to find out if we have the cards in suits to play in either no trump or a major trump suit. [If we do not, then we can try to find out if we have a suit for a minor suit game.]

Usually, no trump contracts require that we can control all the suits (since we can't trump a suit that opponents lead.) Playing the hand in trumps suits can be a little easier, if we have enough trumps between our two hands.

Eight cards means that we hold more than half of the trump cards. With 8 cards between us, the opponents have only five trumps, and we definitely have the advantage. If we hold seven of them, then we also hold more than half. But then the opponents would hold six of them, and we'd have only a slight advantage.

So, if we know by our bids that we hold 26 points and at least 8 hearts in the two hands, we should bid AT LEAST four hearts (game in hearts.) If we have learned that we hold 25 points and at least 8 hearts, we should probably stop before getting to 4♥ (probably 3♥.)

"Where" means, at what level and in what strain.

We should always be trying to tell partner about how many points we have and should always be listening to partner's bids to see how many she has. Once we have an idea, we should be able to estimate the total, and then decide "How High" we should be bidding. With enough for grand slam (37 total), we can bid to the 7-level. With enough for small slam (33 total), we can bid to the 6-level. With enough for game (29 points), we should end up in some kind of game. With 26 total, we should try to determine if we can play in game in a major suit or no trump. With less than 26 total points, we should NOT be bidding game [without a really good reason.]

With 26 points total, if we know that we hold eight major suit cards or more, we know the strain for the game. If we determine that we don't hold eight cards in a major suit, but we can (hopefully) keep the opponents from taking at least one trick in every suit, we can try a no trump game. If we can't prevent opponents from taking tricks in a suit (or even two,) we should probably not bid any game, even though we hold 26 points.

With less than 26 points, the important thing is to try to end the bidding as low as possible BUT, with a decent trump suit, IF POSSIBLE. As we will see, this may not always be possible, but it should be one of our goals.