## I/N News especially for you!

Volume 4, Issue 1

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Everything I Counts in Bridge

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Suzi Subeck, Editor
Tom Sucher, President
Tobey Belmont, Vice President
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Bridge or Counting is Everything in Bridge by Jim O'Neil

## DECLARER PLAY: Counting

Good declarer play is simply a matter of counting. And more counting. And still more counting.
In fact, bidding and playing a bridge hand is little more than a series of counting exercises - and understanding how to act on the information we have gained from our counting.
When we remove our cards from the duplicate board, the first thing we do is count them. We count the number of cards in each suit. We count our high-card points. We count our distributional points, perhaps modifying our count as the auction progresses.
When the opening lead is been made, and dummy's cards placed on the table, we continue counting. We count tricks - our sure winners and losers, and our potential winners and losers. We review any clues from the bidding and opening lead - we count, as best we can, the opponents' high card strength and distribution. We develop a plan based on what information we have from counting.
As play progresses, we continue to count. We count the outstanding trumps, as well as the other suits. We count out the opponents' hands in an effort to better reconstruct the opponents' hands. We may modify our plan based on what we have counted.
After the last trick has been played, we count up the number of tricks won and lost, and enter the score on the score slip.

Time for the next hand - and more counting.
Before playing to the first trick:
It is important that we take a moment and think. And count. We shouldn't call for a card from dummy until we know how we are going to play the hand. Many contracts fail because of hasty play at trick one. Others fail because declarer failed to properly count.

## 1) Count our tricks.

We count sure winners and losers. Are there enough sure winners to make the contract? If not, we will need to try and develop more. Do we have too many losers? If so, we will need to try and get of those losers somehow.

There are a number of ways to develop more winners - by finessing, by establishing a long side suit, by trumping. And there are ways to dispose of losers - by taking a quick discard, or by holding up a winner.
2) Review the auction and opening lead for clues.

Every call made by an opponent gives us some information about that opponent's hand. Even a pass tells us something. This information may help us count out the opponents' hands.
As each trick is played, we can get a better idea of the opponents' hands. The more information we have, the better. We may have to guess how to play a particular suit, or which suit to play. It helps to have as much information as possible.
3) Develop a plan.

## Play bigh－low with an even number of cards in a suit and low－bigh with an odd number of cards．It will help partner count the band．

## Upcoming WUMBA

 Tournaments
## Appleton

April 2－4， 2004

## Green Bay

May 21－23， 2004
（Note：NEW Date）
Woodruff－Minocqua
June 9－13， 2004

## La Crosse

August 20－22， 2004

## Marquette

August 27－29， 2004

## Eau Claire

October 8－10， 2004
For More Information， contact

Unit President
Charleen Guinther 920－337－9762
or

## Unit Vice President

Glenna Shannahan 608－271－2392

（Everything Counts，continued from page 1）
Based on the count－our count of winners and losers，and our count of the opponents＇hands－we plan the play of the hand．We should try to anticipate bad breaks，and come up with a plan that will cover as many contingencies as possible．

There may be several ways of developing extra tricks；our count of the opponents＇hands may help us decide which line of play is best．
4）Play．
Now，and only now，is it time to play to the first trick．
Counting Winners and Losers
When dummy comes down，we count our winners．Are there enough tricks to make the contract？If not，（and this is usually the case）we must look for ways to develop more tricks．Extra tricks are usually won by establishing a long suit，or by finessing against an opponent＇s honors．In a suit contract，extra tricks can often be won by trumping losers in the shorter trump hand．

We also count our losers．Can the defenders take enough tricks to defeat us if we let them in？If so，we must try to find a way to set up tricks without letting them in．
Here is an example：
1）

```
    North (dummy):
    - KJ65 ヤ 63 • J42 * AQ97
    South (declarer):
- AQ4 • A2 • KQT85 \& JT5
```

South is declarer in 3NT．（Assume the auction has gone 1NT－3NT）How should declarer plan the play if West leads a）the Spade Ten？b）the Heart Four？
We count our winners． 4 Spades， 1 Heart and 1 Club add up to 6 tricks．We need to find a way to get 3 more． We count our losers．On a Spade lead，we have only 1 quick loser－the Ace of Diamonds．On a Heart lead， we have many more losers－the Ace of Diamonds plus several（at least 4）Hearts．
There are two possible ways of developing the extra 3 tricks we need．First，we can attack Diamonds．After the Ace is knocked out，we can take 4 tricks in the suit－a total of 10 tricks．A second possibility is to take the club finesse．If the Club K is in the West hand we can take 4 Club tricks－with our Heart trick and 4 Spade tricks，this will give us the 9 tricks we need．
Which is best？That depends on the opening lead．If the opening lead was a Spade，the Diamond suit is a sure thing．We can keep leading Diamonds until the opponents win the Ace，then win any return and take the rest of our Diamonds．If instead we were to try the Club finesse，we could be set if the East wins the King and switches to hearts．We can now only take 4 Spades， 1 Heart and 3 Clubs．

If，however，the opening lead was a Heart，we cannot afford to go after Diamonds．We need to count or quick losers as well．If we lead Diamonds，the opponents will be able to win the Ace and cash at least 4 Heart tricks to set us．Our only chance is the club finesse．If it works，we will have our 9 tricks．If it loses，we will probably down 2 or more，but it is our only chance to make the contract．The full hand might be：

$$
\begin{aligned}
& \text { North } \\
& \text { ヘ - KJ65 } \\
& \text { - - } 63 \\
& \text { - J42 } \\
& \text { * - AQ97 } \\
& \text { East } \\
& \text { A - } 73 \\
& \text { - KJ985 } \\
& \text { - - } 973 \\
& \text { - }-843 \text { or K43 } \\
& \text { - }-\mathrm{AQ} 4 \\
& \text { - - A2 } \\
& \text { - - KQT85 } \\
& \text { - - JT5 }
\end{aligned}
$$

Playing Notrump is generally simpler than playing in a suit contract．There are extra（continued on page 3）
considerations that come with a trump suit－whether to draw trumps or ruff losers，the possibility of winners being ruffed away，overruffs and trump promotions－are not present in a Notrump contract．Play in Notrump is usually a race－the declarer tries to set up and take enough tricks for his contract while the defenders try to set up and take enough tricks to defeat the contract．
Another example：
2）
North（dummy）：
ヘ－ $65 \boldsymbol{\bullet}$－KT3 •－A642 \＆－A962
South（declarer）：
ヘ－Q94 •－AQJ92 •－K5 \＆－K75
South is declarer in 4 Hearts．How should declarer plan the play after West leads The Jack of Diamonds？
A count of winners gives us 9－5 Hearts， 2 Clubs and 2 Diamonds．A count of losers gives us at least 3 and probably 4 －looking at the South hand，we see 2 Spade losers and one club loser，with a probable 3 rd spade loser．

How can we get that $10^{\text {th }}$ trick？There are several possibilities．First，East might Have both the A and K of Spades．By leading Spades twice toward the closed hand（that is，declarer＇s hand），we can then get a spade trick for our $10^{\text {th }}$ trick－one way to avoid our $4^{\text {th }}$ loser．Another way is to attack Clubs．If Clubs divide 3－3， dummy＇s last club will be our $10^{\text {th }}$ winner－after drawing trumps we can go to dummy and discard a Spade on that good Club．
By far the best way is to try to trump a Spade in dummy．Because there are only 2 spades in dummy，we can trump our third spade．The spade ruff will be our $10^{\text {th }}$ winner．No matter where the A－K of Spades are，or how Clubs divide，the ruff in dummy will provide us with an almost sure way of making the contract．
The full hand could be：

|  | North |  |
| :---: | :---: | :---: |
|  | A－ 65 |  |
|  | －－KT3 |  |
|  | －－A642 |  |
| West | ＊－A962 | East |
| ヘ－AT872 |  | ヘ－KJ3 |
| － 76 |  | －－ 854 |
| －－JT83 |  | －－Q97 |
| ＊－J4 | South | ＊－QT83 |
|  | －－Q94 |  |
|  | －－AQJ92 |  |
|  | －K5 |  |
|  | ＊－K75 |  |

Managing the play in a suit contract can be a little more complex than in Notrump．A trump suit offers extra security and more possibilities for avoiding losers．It is important to count both winners and losers．A good way to count losers is to focus on one hand－usually the long trump hand and／or the stronger hand．

Counting using clues from the auction
Every call we make tells partner something about our hand．And every call we make gives the opponents that information as well．It is important that declarer take whatever information is available from the opponents＇ bidding，or lack thereof，and use that information to figure out where the outstanding cards are．
On many hands，the opponents＇will have remained silent．Little，if any，inferences can be taken from their bidding．Sometimes，though，even a pass can be revealing．


Gotta race right down to the local club for the evening session！

We plan to come in first and want to finish in time！


Partner said we are going to be in the overalls tonight!

## Going for plus scores usually yields the best outcome in any event... but if you bave to take a minus, keep it as small as possible.

3) 

$$
\begin{aligned}
& \text { North (dummy): } \\
& \boldsymbol{\wedge}-\mathrm{Q} 765 \quad-863 \bullet-\mathrm{AJ} 2 \boldsymbol{\bullet}-\mathrm{KJ} 3 \\
& \text { South (declarer): } \\
& \text { - - AKJ843 •-J2 - KQ5 \& - } 97
\end{aligned}
$$

South is declarer in a $4 \uparrow$ contract. West cashes the King and Ace of Hearts, and leads a third Heart to East's Queen, which South ruffs. Declarer now draws trumps in 2 rounds, West discarding a small Heart on the second round. How should declarer plan the play if:

| a) the auction was: |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| West | North | East | South |  |
| $1 \vee$ | pass | pass | 2^* | *=13-16, good suit |
| pass | 4^ | all pass |  |  |
| b) the auction was: |  |  |  |  |
| West | North | East | South |  |
| pass | pass | pass | $1 \wedge$ |  |
| pass | 3** | pass | $4 \wedge$ | *=limit raise |

A count of winners gives us 6 in Spades and 3 in Diamonds - one trick short of our contract. A count of losers gives us 4 potential losers -2 Hearts and 1 Club for sure, with another potential Club loser.
After ruffing the third Heart and drawing trumps, the hands will be:
North (dummy): $\boldsymbol{\wedge}-\mathrm{Q} 7 \boldsymbol{\bullet}$-none $\bullet$ - AJ2 $\boldsymbol{\&}-\mathrm{KJ} 3$
South (declarer): - J843 $\boldsymbol{\bullet}$ - none - KQ5 \& - 97
Three rounds of Diamonds can be cashed, but the hand will come down to a guess in the Club suit. We will have to lead a Club toward dummy, and guess whether to play the Jack or King if West plays a small club. If West has the Queen, and East the Ace, we must play the Jack. If West has the Ace and East the Queen, we must play the King. (If West has the A-Q, either will do; if East has the A-Q, neither play will work.)
Is it a pure guess? Not if we remember the auction.
In the first case, West opened $1 \bullet$, and East passed. West told us he has an opening Hand; East told us he did not have enough to respond to an opening bid. If West does not The Ace of clubs, he would have at most 9 points - the A-K of Hearts and the Queen of Clubs - not enough to open a 1 bid. Furthermore, East would have 6 points - the $\vee \mathrm{Q}$ and $\boldsymbol{A}$ - easily enough to respond to West's bid. Therefore, West must hold the Club Ace. In this case, we must play the King. East's pass was very revealing.
In the second case, West did not open. With the A-K of Hearts and another Ace besides, it is very likely that he would have opened. Even if he did not open, he might have doubled or overcalled at his next turn. East almost surely has the Ace of Clubs. Our only hope is that he does not have the Queen as well. We should play the Jack and hope that this forces the Ace. In this case, West's passes were very revealing. The full hand:

$$
\begin{aligned}
& \text { North } \\
& \text { ヘ - Q765 } \\
& \text { • - } 863 \\
& \text { - - AJ2 } \\
& \text { * - KJ3 East } \\
& \boldsymbol{\wedge} \text { - T9 } \\
& \text { • - QT9 } \\
& \text { - - } 9863 \\
& \text { * - QT54 or AT54 } \\
& \text { - - AKJ843 } \\
& \text { - } \mathrm{J} 2 \\
& \text { - - KQ5 } \\
& \text { * - } 97
\end{aligned}
$$

It is not always possible to figure out the location of all the high cards. Sometimes the play comes down to a pure guess. But an educated guess is better than a pure $50-50$ guess. And a sure thing (continued on page 5)
is better than any kind of guess.
Sometimes we will be misled by the opponents' bidding or lack thereof. Not everyone bids as well as we do - sometimes an opponent will bid when we would have passed, or vice-versa.

Counting during the play
As play progresses, it is important for declarer to keep a count of just about everything - outstanding high cards and low cards, trumps and cards in side suits, who showed out of what suit and when. Declarer should try to accumulate as much information as is available in order to form a plan.

An example:
4)

$$
\begin{aligned}
& \text { North (dummy): } \\
& \boldsymbol{\wedge}-\text { Q765 } \bullet-863 \bullet-\text { K62 } \boldsymbol{\bullet}-\text { KJ3 } \\
& \text { South (declarer): } \\
& \boldsymbol{\wedge} \text { - AKJ84 } \bullet-\text { J2 - QJ5 } \boldsymbol{\star} \text { - AT7 }
\end{aligned}
$$

South is declarer in 4 Spades after East opened $2 \boldsymbol{v}$ (weak, 6-11 hcp).
West leads the Ace of Hearts and another Heart. East wins the Queen and continues with the King. Declarer ruffs high (West discarding a club), and draws trumps, finding East with 3 and West with 1. (West discards a club and a diamond). Declarer now leads a diamond. West wins the Ace and exits a diamond. Declarer takes his 2 diamonds, East and West both following to all three rounds.
With 4 tricks remaining, the hand looks like:
North (dummy): $\boldsymbol{\wedge}-5 \vee$-none $\bullet$ - none $\boldsymbol{*}$ - KJ3
South (declarer): $\boldsymbol{\wedge}-8 \boldsymbol{\vee}$-none $\boldsymbol{\wedge}$-none $\boldsymbol{\otimes}$ - AT7
Declarer needs the rest of the tricks, and must guess how to play the club suit. What is declarer's best play?
If we have been counting high-card points, we have noted that East has 5 points in Hearts, and none in Spades or Diamonds. If East has $6+$ points, he must also have the Club Queen. So it seems right to lead a Club to the King and finesse the Ten.

However, if we have been counting the suits as they have been played, we know that this is not the right play. East is known to have started with 6 Hearts (West showed out on the 3 rd round), 3 Spades (East followed 3 times), and 3 Diamonds (West discarded one, then both opponents followed 3 times). So East started with 1 Club. That Club may be the Queen, but the point is, East only has one Club. Declarer should cash the Ace of Clubs, dropping East's Club (whatever it is). Now Declarer can safely finesse the Jack.
The hand might be:

$$
\text { West } \quad \therefore-\mathrm{KJ} 3
$$

$$
\boldsymbol{n}-2
$$

$$
\bullet-\mathrm{A} 7
$$

$$
\bullet \text { - A974 }
$$

$$
\therefore \text { - Q98652 }
$$

Not the first time in history an opponent has stretched by a point. If declarer was counting, he was not deceived.


$$
\begin{aligned}
& \text { North } \\
& \text { - - Q765 } \\
& \text { - - } 863 \\
& \text { - K K } 62 \\
& \text { East } \\
& \text { A - T93 } \\
& \text { - - KQT954 } \\
& \text { - T83 } \\
& \text { South } \\
& \stackrel{\circ}{\boldsymbol{\circ}}-4 \\
& \text { ヘ - AKJ84 } \\
& \text { • - J2 } \\
& \text { - QJ5 } \\
& \text { \& - AT7 }
\end{aligned}
$$

## District 13 Memorial Day Sectional <br> to Benefit the 2006 <br> Chicago NABC <br> Grand Geneva <br> Resort and Spa <br> Lake Geneva, Wisconsin <br> On Route 50, one-balf mile east of Route 12. Call 262/248-8811 or 800/558-3417 for <br> reservation information.

Friday, May 28 7:30 p.m.
0-199 Stratified Pairs
Saturday, May 29 9:00 a.m.
0-199 Stratified Pairs 1:30 p.m.
0-199 Stratified Pairs 7:30 p.m.
0-199 Stratified Pairs
Sunday, May 30 9:00 a.m.
0-199 Stratified Pairs 1:30 p.m.
0-199 Stratified Pairs 7:30 p.m.
0-199 Stratified Pairs
Monday, May 31
11:00 a.m. Stratified Swiss Teams

199er Stratification:
5/20/50/100/200
For More information, contact:
Marilyn Charlson: 262/646-2246 email:
MMacbob@aol.com or
Tom Sucher: 630/8944048 email:
tsucher@juno.com
Special Event:
Mark Ganzer Bridge Lectures
Beverages and snacks will be provided.
Sunday 5:30 to 7:00
Monday 9:00 to 10:30

## Convention Corner by Suzi Subeck

# It is almost never right 

 to aske for aces (Blackwood) with a void in your hand!For more information on the District 13 Regional (see below), call Marilyn Charlson, tournament chairman: 262-646-2246
MMacbob@aol.com

## or

visit the District 13 website: www.acbl-District13.org
Partners provided 45 minutes before game time.
Betts Wolfe: 262-54203842 bettsw@netwurx.net
Pat Steuhler: 920-699-3464 patst@netwurx.net

If you hold a hand that is $5-5$ or longer in the majors, you overcall 2

- Experts stretch this a bit and may be 5-4 or even $4-4$, but in the beginning, it is best to guarantee at least five hearts and at least five spades. Over this, partner simply takes a preference to his longer (or stronger if both suits are of equal length) major.

If you hold a hand with at least five hearts and a five card or longer minor, you bid $2 \boldsymbol{v}$. Again partner may take a preference to hearts by passing, or he may bid 2NT to ask you to name your minor. $2 \boldsymbol{\wedge}, 3$ and 3* by
responder are natural. He can then pass that, or bid a suit of his own to play.
If you hold a hand with at least five spades and a five card or longer minor, you bid $2 \boldsymbol{A}$. Bidding continues in the same manner as described over the previous $2 \downarrow$ bid.

If you hold a hand that is $5-5$ or longer in the minors, you bid 2NT. Again, partner takes a preference ... this time to his longer minor (again, stronger minor if both suits are of equal length.)

Cappelletti may also be used over 2NT (20-21 HCP) opening bids. Of course, your hand must hold more extreme distribution (6-5 or longer in your described suits) for this to make any sense.

Before you try to play this convention (or any other), be sure to memorize the responses and discuss how you plan to handle opponent interference. It is your responsibility to alert the opponents to these bids and to explain them correctly when asked.

District 13 Regional - April 19-25, 2004
Grand Geneva Resort and Spa, Lake Geneva, WI Call 262-248-8811 or 800-558-3417 for reservations Intermediate \& Newcomer Events
0-5 ACBL members play FREE all week Monday: 7:30 Stratified 2 for 1 299er \& 49er Pairs Free entry for later in the week Tuesday - Friday Single Session Games at 10:00, 3:00, \& 7:30 Stratified 299er \& 49er Pairs

Sat.: 9:00, 1:30, 7:30 Stratified 299er \& 49er Pairs

Sunday: 11:00 \& 2:00
0-299 Swiss Teams: 300/200/100/50
2 separate sessions

## Honor Play ... Part II ... by Stan Subeck

Perhaps the simplest part of honor combination play is declarer's play in fourth seat. Declarer should play the highest of touching honors when winning a trick. This play leaves each defender thinking his partner might hold the unseen honor card(s). This rule applies regardless of declarer's position of play to the trick.

There are a few situations where declarer might choose to break this rule. If declarer is known to hold a lot of high card strength and has a holding like AKQJ, he might want to win the King rather than the Ace. This can give RHO the impression that declarer has only the $K Q J$ or $K Q$ and that the opening leader might have the Ace or even the AJ. Be aware of the opponents lead conventions.
While I do not recommend playing Journalist (J denies - 9 or 10 shows zero or two higher) leads, many people do play this convention. These leads often reveal both opponents' holdings to you. Even though RHO often knows the opening leader's holding, you can still mislead LHO.

Another, more subtle, deviation from the general rule occurs when playing against better opponents and/or opponents who you play against regularly in your local club or at area tournaments, who actually remember your style of play from hand-to-hand or even from day-to-day. When it can't possibly help the defenders to know your holding in a suit, you can "carelessly" win a lower touching honor. This may make an astute opponent think you always win the lowest honor and he may be fooled by your "correct" play in a later hand or even in another suit during the same hand.

Declarer's position when leading from touching honors is completely different from a
defender's
does not information Rather, h information from the defenders. If declarer is leading an honor combination where the opponents hold a winner (e.g. KQJ) and he wants an opponent to take the trick, he should lead his highest honor.

Analogously, declarer should lead a lower honor when he wants his opponent to duck the trick. It is generally best to play the second or third best honor when trying to make the opponents duck. Playing anything lower will reveal your entire holding in the suit to both opponents.
Interestingly, these same rules apply when declarer is splitting honors in second or third seat. As an example, assume you hold KQJ9 of a suit and RHO leads the suit. If you play the King, LHO will win the Ace and may well continue the suit thinking you have guessed wrong from King-Jack doubleton. For example, if you are worried about a ruff from RHO, you should play the Jack, hoping LHO discontinues the suit, thinking you have the King-Jack and made the correct guess.
As a final note, it is important to plan ahead so that you can make the best play from the honor combinations you hold. You must be careful not to mislead the opponents by hesitating before splitting honors, thus causing the opponents to think you had a problem when you did not.
(The final installment of Honor Play will deal with defenders' 2nd and 4th hand honor play. It will be included in the June online-only edition or the $\mathbf{I} / \mathbf{N}$

## Newsletter.)

## Mark Ganzer Seminar Info for the April 2004 District 13 Regional

Tuesday, April 20-2:2002:45
Blest be the ties that bind: Strengthening your partnership skills
Wednesday, April 21 -2:00-2:45
Bidding around: Winning decisions in competitive auctions

Friday, April 23-2:002:45
The defense never rests: Signal for success

You don't want to miss these lectures. They are scheduled between sessions to give you the opportunity to play both the 10:00 and 3:00 sessions and still be able to attend the seminars.

Mark is a highly respected bridge teacher as well as an excellent speaker.


Hula Hoops exercise the body while bridge exercises the mind.

## Tournament Results...

Central States Regional - Lake Geneva - October, 2003


(Continued on page 9)
(Results, Continued from page 8)



Don't try to hit a home run on every hand... Just keep the ball in play!

## Bidding is just like speaking a foreign language between partners.

Communication is the key.

Volume 4, Issue I

(Continued on page 11)
(Results, Continued from page 10)


I'll tell Dad... Mom's gonna be late again... She's playing a slam and she can't decide which way to finesse the queen of trump.

(Continued on page 12)

The District 13 I/N Newsletter, April, 2004
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Email: stansubeck@prodigy.net
2625 Corinth Road, Olympia Fields, Illinois 60461
Voice: 708-481-6819; Fax: 708-481-6851
Upcoming Tournaments
Appleton Sectional, April 2-4
District 13 Regional, Lake Geneva, April 19-25
Green Bay Sectional, May 21-23
District 13 Memoral Day Sectional, Lake Geneva, May 28-31
Woodruff, June 9-13
LaCrosse Sectional, August 20-22
Marquette Sectional, August 27-29
Eau Claire Sectional, October 8-10

## (Results, Continued from page 11)




Why do they always bid the making grand on two finesses against me?

## Three Tips on Handling The Cards by Suzi Subeck

The first lesson in bridge is to "breast your cards." You never want an opponent to be able to see your hand. Hold your cards as close to your chest as possible to avoid this unnecessary misery. Someone once accurately assessed, "One peek is worth a thousand finesses!"
The second lesson in bridge is to count every hand face down to be sure you hold exactly 13 cards. This small inconvenience will prevent serious problems from occurring later in the deal. If you do not hold 13 cards, the director can remove the board before anyone has looked at his hand, and compare it to the hand records, therein correcting the discrepancy before the start of bidding.
The third lesson happens during play situations. Always place your cards face up, flat on the table with nothing obstructing the view of any player. Leave them there, face up, until the winner of the trick turns his card face down; then you do the same. After the cards are faced down, they may not be turned face up again. (Of course, you may ask the opponents about turning up the last trick only, but technically, they are not obligated to permit this.) You don't want to make a habit of missing the plays. It is much better to concentrate and train yourself to remember the cards that have been played.

