

I/N News ... especially for you!

Volume 6, Issue 2
Summer, 2006

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Rules to Bid By... from BridgeHands

Inside this issue:

Rules to Bid By 1

Rule of 15 - Also known as "Pearson Points" or "Casino Count", this refers to a secondary hand evaluation methodology when a hand does not have sufficient strength to open bidding using a traditional point count.

The Rule of 15 is typically used by the player in the fourth (passout) seat. The player counts traditional High Card Points (HCP) and adds 1 point for each **Spade**. If the cumulative value is 15 or greater, the player should open the hand for bidding.

High Card Points	Minimum Spades needed to open the bidding	Sum
10	5	10+5 = 15
11	4	11+4 = 15
12	3	12+3 = 15

Tournament Results 2

Rule of 20 - Refers to a secondary hand evaluation methodology when a hand does not have sufficient strength to open bidding using a traditional point count.

A player may open the bidding when the High Card Point (HCP) sum added to the number of cards held in the two longest suits totals 20 or more.

Note: the player's honors should be in the long suit/s, *not* side suits (i.e., no defensive tricks)

HCP in 2 longest suits	Combined number of cards in 2 longest suits	Sum
9	11	9+11 = 20
10	10	10+10 = 20
11	9	11+09 = 20
12	8	12+08 = 20

Ms. Information 3

What's the Difference? 3

Signaling 4

Tournament Schedules Throughout

Stars of Tomorrow 299er Silver Point Sectional Darien Sportsplex, 451 Plainfield Rd, Darien

Saturday, April 29

10:00 Compact Knockout, Sessions 1 & 2, Stratified 299er Pairs (0-100, 100-200, 200-300)

Stratified 49er Pairs (0-5, 5-20, 20-50)

3:00 Compact Knockout, Sessions 3 & 4

"Double Win" Stratified 299er Pairs, (0-100, 100-200, 200-300)

"Double Win" 49er Pairs (0-5, 5-20, 20-50)

Sunday, April 30

11:00 Stratified Swiss Teams, (0-100, 100-200, 200-300) Playthrough



For information or partners, call Jackie Addis 603-515-0101, jackieaddis@comcast.net

Tournament Results:

March Madness Regional, Lake Geneva

Tuesday Afternoon 299er Pairs (5.5 tables)

2.26 1 1 Tara Mufich, Rockford IL; Renee McNitt
1.70 2 2 Steve Spitzer - Dennis Price, Burlington
1.27 3 Karen Sarsfield; Nona Rathsack, Park Ridge
0.95 4 Jill Lauer - Virginia Grace, Lake Forest IL

Friday Afternoon 299er Pairs (9 tables)

2.68 1 Phyllis Goldman - Eugene Goldman, Northbrook IL
2.01 2 Sharon Gierahn, Franksville WI; Jennifer Musson, Racine WI
1.90 3 1 Linda Scheible - Michael Scheible, Kenosha WI
1.43 4 2 Marva Anderson, Burr Ridge IL; Jane Norman, Indianhead Park IL
1.07 5 3 Diane Boger, Buffalo Grove IL; Barbara Chasnoff, Park Ridge IL
0.80 4 Claire Murvihill, Chicago IL; James Murvihill, Chicago Heights IL
1.37 1 Terri Martin, Oswego IL; Carol Alsip, Naperville IL
1.03 2 Martha Kemp - Mary Stockmal, Hinsdale IL

Sunday Afternoon 299er Swiss (6 tables)

2.64 1 Lonnie Webb - Eunice Webb - Eleanor Seaman, ; Chuck Chang, Evanston IL
1.98 2 1 1 Susan Lambe, Glenview IL; Patricia Matkov, Evanston IL; Marilyn Richards, Wilmette IL; Sue McDonald, Winnetka IL
1.34 2 Katy Gross - Barbara Bebee, Lake Forest IL; Christine Ryan, Lake Bluff IL; Marcy Levin, Highland Park IL

Sunday Evening 299er Swiss (5 tables)

2.47 1 Lonnie Webb - Eunice Webb - Eleanor Seaman, ; Chuck Chang, Evanston IL
1.85 2 1 Susan Lambe, Glenview IL; Patricia Matkov, Evanston IL; Marilyn Richards, Wilmette IL; Sue McDonald, Winnetka IL

Springtime Sectional, Appleton, WI

199er Pairs (9.5 tables)

2.02 1 1 1 Sheila Hallada, Appleton WI; Helen Fieweger, Sherwood WI
1.52 2 2 2 Richard Garrow - James Zinkel, Manitowoc WI
1.14 3 3 Michael French, Fond Du Lac WI; James Hyde, Appleton WI
0.85 4 4 3 Betty Conte - John Hebbring, Waupaca WI
0.64 5 5 4 Elaine Mortenson - Kay Olm, Ripon WI
0.51 6 Agnes Long, Menasha WI; Maggie Guernsey, Appleton WI

199er Pairs (6 tables)

1.52 1 1 Sharon Donahue - Elizabeth Evert, Wausau WI
1.14 2 2 Loren Gies, Skandia MI; Edward Casey, Watersmeet MI
0.98 3 3 1 Betty Conte - John Hebbring, Waupaca WI
0.64 4 Elizabeth Miller - Colleen Roberts, Marquette MI
0.54 4 Carol Williams, Oshkosh WI; Carol Konrad, Neshkoro WI
0.74 2 Patricia Harvey, Appleton WI; Arnold Miller, Waupaca WI

199er Pairs (5.5 tables)

1.52 1 Robert Allen - David Lading, Appleton WI
1.28 2 1 Thomas Christopher - Sheryl Burkel, Wausau WI
0.96 3 2 1 Betty Conte - John Hebbring, Waupaca WI
0.72 4 3 Sharon Donahue - Elizabeth Evert, Wausau WI
0.60 4 2 Joan Wasserberg - Gene Wasserberg, Waupaca WI

199er Pairs (5 tables)

1.43 1 Carol Konrad, Neshkoro WI; R Kirschner, Madison WI
1.07 2 Robert Allen - David Lading, Appleton WI
1.19 3 1 1 Patricia Harvey, Appleton WI; Joan Ryan, Waupaca WI
0.89 4 2 Thomas Christopher - Sheryl Burkel, Wausau WI
0.74 3 2 Cyann Martin, Neenah WI; Shirley Adams, Appleton WI

Friday Morning 199er Pairs (13 tables)

1.62 1 Mary Spyers Duran, Shorewood WI; Joanne Behling, Wauwatosa WI
1.22 2 Mary Lou Findley, Hartland WI; Judith Goetz, Milwaukee WI
1.04 3/4 1/2 1 Marlene Nievin - Paula Meisner, Racine WI



(Continued on page 12)

What's the Difference? from a Square's Guide to Bridge

What's the difference between leading a side-suit card in a trump contract followed by ruffing it, and leading the trump, sluffing that very same side-suit card? And is it important?

We will start with the obvious, answering the first question and then move into the not-so-easy-to-answer second question. The difference, of course, is that when you lead a side-suit card to ruff, everyone holding that suit is obliged to play a card from that suit, while if you lead a trump, sluffing that card, those holding trump are obliged to follow suit.

And is it important? Yes on some hands, and no on others. For instance, if you're ruffing out a 5-1 suit in hopes of developing a winner out of the 5th card, on a (hoped-for) 4-3 split of the defensive holding, then of course it makes a big difference that the opposition is obliged to follow suit, allowing you to exhaust their holding if the split is indeed 4-3.

In the other direction, if you have a rather modest 5-3 trump suit, you don't want to ruff out that suit with trump you'll probably need to keep control of the hand, especially on a 4-1 trump break.

And then there's the third case which prompted me to take up this topic, and that's where declarer has a long and powerful trump suit and a void in the closed hand and a three-card holding in his void suit in dummy, and he goes to dummy to ruff a card in the three-card holding. It doesn't really matter whether you ruff those cards with that long trump suit or run the long trump suit sluffing cards from that suit.

Oh, yes, qualifications always seem necessary. I should say it *probably* doesn't matter. If declarer has just used up a valuable entry, then it matters for that reason. He might wish he had that entry later.

On the other hand, if declarer has A Q low, low and all the entries he needs, he just might drop a twice-guarded K if he ruffs out the two low cards.

The bottom line is that there *might* be a difference and a declarer would do well to take this difference into account, and hold off shortening his trump suit or using up entries *unless* he has a positive reason that he can articulate for doing so. Voluntarily ruffing a side-suit in a long, powerful trump suit doesn't add to your trump winners. Can it add up to a side-suit winner?

ABA/ACBL Sectional, 1420 E. 87th St., Chicago

Saturday, June 3

1:00 Stratified Open Pairs

6:30 Stratified Open Pairs

Sunday, June 4

11:00 Playthrough, Stratiflighted Swiss Teams,

A - 3000+; AX 0-3000

Stratified B/C/D Swiss Teams,

B 750-2000; C 750-300; D 300-0

Tournament Chairmen:

Frank Chadwell, CCBA, 773-883-0083, fchadwell@sbhic.com

Rita Mitchell, ABA, 773-548-7744



Dear Ms. Information...

Our opponents for round four had been sitting N/S at table #3 for three rounds when my partner and I approached the table. We sat E/W as N maintained her position in that direction. We assumed - wrongly - that N/S was stationary.

After the bidding was concluded by E/W, South now said we were sitting in the wrong direction.

How should we proceed? North encouraged us to play it out, which we did - E/W down three.

I then called the (acting) director (not an ACBL member). HE ruled that since everyone is responsible for correct positioning of boards and seating we would have to accept the score.

I argued (to no avail) that if ALL are responsible for direction of boards and proper seating, then we ALL should share in the error and all should get an average board.

Should we have asked to see the written law by which he ruled?

Sincerely, Karen A. Krueger

Dear Karen,

You and your opponents would never get rewarded an average board in the event of a mistake. An average board is never considered a punishment. Both sides could be assigned their score or average minus whichever is worse.

Assuming you were all at the correct table and just sat the wrong directions to play this board, there is no reason for any adjustment, and no one need be held culpable for the error that occurred.

In a situation where one pair simply goes to the wrong table to play a board, or worse, two wrong pairs show up to play, it is much more serious... and much more difficult to correct. The reason for this is that one or the other of the pairs would likely be supposed to play the board later in the event, or worse, might already have played it and not remembered doing so. Now others in the field have to be "rerouted" to have a chance to play the hand and restore any kind of equity to the situation.

The director's ruling was correct. It was clearly fair to let the result stand since no one else in the field was impacted by it

Ms. Information

Marquette Sectional, Masonic Building, Upper Michigan

August 24, 1:30 & 7:30pm, Stratified 99er Pairs – Prizes

August 25, 1:30pm, Stratified 99er Pairs – Prizes

August 26, 1:30pm, Stratified 99er Pairs – Prizes

August 27, 9:00am, Stratified 99er Swiss Teams

Chair: Denise Hoffman (906) 226-3108 d-

hoffman@chartermi.net Partners: Theresa Fowler (906) 225-

Defensive Play - Signals by Jim O'Neil

Defense is perhaps the most difficult part of the game of bridge. It can be made easier by the use of defensive "signals". The size of the card we play - "high" or "low" can send a message to Partner, perhaps helping him find the right defense. Signals can show partner 1) whether or not we have a useful holding in a suit, or 2) how many cards (an even number or an odd number) we have in that suit, or sometimes 3) which suit we would like Partner to lead.

There are three basic types of signals:

Attitude Signals

The most important signal we can use is the "Attitude Signal". It is generally used when Partner leads a suit, or when we are discarding. We can tell partner whether or not we are interested in the suit by the size of the card we play. A high card is an encouraging signal - it tells partner we have something in the suit, or that we would like the suit continued. We may have a high honor, or may have shortness and can get a ruff - We want partner to lead that suit. A low card is discouraging - it tells partner we have no interest in the suit and that he should consider leading a different suit.

Count Signals

Another important signal is the "Count Signal". Count signals are most often used when Declarer leads a suit, or when playing to partner's lead or discarding when our attitude is already known. Playing high, then low in the same suit shows an even number of cards in that suit; playing low, then high shows an odd number of cards. This will help partner get an accurate count on the hand.

Suit Preference Signals

Once our attitude and count are known, or are not relevant, we can use the "Suit Preference Signal". Suit preference signals are often used when leading a suit, or when following suit or discarding. A high card indicates interest in the higher-ranking of the two possible suits; a low card indicates interest in the lower ranking. It is important not to confuse Suit Preference signals with Attitude or Count signals.

Attitude Signals

When partner leads a suit, as Third-hand we must often play a high card to win the trick or help promote a winner in our hand or Partner's hand.

However, if the card led by Partner and/or the card played by Dummy are higher than any cards we have in that suit, we cannot win the trick, nor can we help promote a winner in that suit. In this case, the card we play can send a message - a "signal" to Partner. When Partner leads a suit, we can let him know whether or not we think he should continue the suit should he retain or regain the lead. We can do this by signaling "attitude", that is whether or not we would like the suit continued. The play of a high card is "encouraging" - it suggests we have some useful holding in the suit, or some reason to want the suit continued. The play of a low card is "discouraging" - it suggests we have nothing useful in the suit, that we would prefer that Partner switch to some other suit.

Without attitude signals, we would have often have problems finding the right defense. Situations like this are quite common:

1) Dummy
You A65 Partner
KQ9 (5 played) x played
(K led) Declarer
3 played

Should we continue the suit, or switch? The situation could be:

Dummy
You A65 Partner
KQ9 (5 played) 1. J872
(K led) Declarer 2. T742
1. T43
2. J83

In the first case, we can safely continue the suit; Declarer gets only 1 trick in the suit - the Ace. But in the second case, continuing the suit would allow Declarer to get a second trick in the suit - he will be able to win a trick with his Jack as well.

With no help from Partner, we have no idea which is right.

Let's switch places with Partner, and see if we can help him out:

1A) Dummy
Partner A65 You
K led J872

Partner is leading from King-Queen. If Declarer plays small from Dummy, Partner might switch to another suit, fearing declarer has Jack-small-small. Whether Dummy plays the Ace or small, we would like him to continue the suit; we should play the Eight, the highest card that we can afford.

1B) Dummy
Partner A65 You
K led T732

This time we do not want Partner to continue the suit if he is missing the Jack. We should play the Deuce, warning Partner that we have no help for him in the suit. Of course, if Partner has King-Queen-Jack, he can continue the suit anyway. Our signal is not a command; it is only a message. Another situation:

2) Dummy
You Q65 Partner
KT74 (Q played) x played
(4 led) Declarer
3 played

Surely Declarer has the Ace, as Partner would have played the Ace if he held it. But where is the Jack? If partner has the Jack, we can safely continue the suit; if not, continuing the suit would give Declarer an extra trick.

Dummy
You Q65 Partner
KT74 (Q played) 1. J82
(4 led) Declarer 2. 832
1. A93
2. AJ3

(continued on page 5)

In the first case, we can safely continue the suit; Declarer gets only 2 tricks in the suit - the Queen and Ace. But in the second case,

(Continued from page 4)

continuing the suit would allow Declarer to get a third trick in the suit - he will be able to win a trick with his Jack as well. With no help from Partner, we have no idea which is right.

2A) Dummy
Partner Q65 You
4 led (Q played) J82

Whatever holding Partner has, the Jack is likely to be a helpful card; we should play the Eight to encourage partner to continue the suit, unless we have some reason to want Partner to switch to another suit. Partner will know we have some useful card (but not the Ace or King, as we would have played it).

2B) Dummy
Partner Q65 You
4 led (Q played) 832

We have no help for partner. We should play the Deuce to discourage.

3) Dummy
Partner A53 You
4 led (A played) K862

With a useful card in the suit, we would like to encourage Partner to continue the suit if he can get in. We should play the Eight, unless we have some reason to want a switch.

4) Dummy
Partner K53 You
4 led (K played) Q862

Again, we should play the Eight to encourage Partner to continue the suit. Of course, we could play the Six, rather than the Eight, on hands #3 and #4. Partner might read our Six as encouraging. But Partner may fear that Declarer is concealing the Deuce, and read our Six as discouraging. The Eight will be much easier for him to read. Whatever the layout, playing the Eight will not cost a trick. When playing high-low, we should play the highest card that will not cost a trick.

When signaling, it is important to signal as unambiguously as possible.

5) Dummy
Partner 9864 You
K led (4 played) Q753

We should encourage with the Seven. The Five may be a little more difficult for partner to interpret. Playing the Seven won't cost a trick.

6) Dummy
Partner 9764 You
K led (4 played) QT32

The Ten could be an important card. We cannot afford to signal with it. We must play the Three, and hope partner can read this as encouraging.

A common attitude situation occurs when a Defender needs to know whether he can give Partner a ruff. Suppose we are defending against a suit contract, and this is a side suit:

7) Dummy
You Q65 Partner

AKT73 (5 played) x played
(K led) Declarer
3 played

Should we continue the suit? If Partner has a doubleton, and Declarer has three, we can give Partner a ruff; if Declarer has two and Partner three, we are setting up a fast discard for Declarer.

Dummy
You Q65 Partner
AKT73 (5 played) 1. 82
(K led) Declarer 2. 842
1. J94
2. J9

In the first case, we should continue with the Ace and another, and partner can ruff one of Declarer's winners. In the second case, we probably should switch; if we continue, we give Declarer a fast discard.

7A) Dummy
Partner Q65 You
K led (5 played) 82
Encourage with the Eight.

7B) Dummy
Partner Q65 You
K led (5 played) 842
Discourage with the Deuce.

8) Dummy
Partner 653 You
K led (3 played) 82

Again, encourage with the Eight. We can ruff the third round if necessary. With 8-4-2, we would discourage with the Deuce.

9) Dummy
Partner AJ3 You
K led (A played) 82

Once again, we encourage with the Eight. On the third round, we can ruff one of Declarer's winners. With 8-4-2, we would discourage with the Deuce.

A high card suggests, that for some reason, we would like partner to continue the suit. It does not necessarily promise an honor or a doubleton. Suppose we are defending a Notrump contract:

10) Dummy
Partner J98 You
2 led (8 played) 6543

Assuming Partner has led fourth-best, partner has 4 cards in the suit, and Declarer has a doubleton (probably 2 honors, since partner does not have a sequence.) Wherever the honors are, it is safe for Partner to continue the suit; we can set up at least 2 tricks if Partner continues the suit - if Partner has Ace-King or Ace-Queen, he can cash 3 tricks in the suit. We know the situation, but Partner does not. We should encourage with the Six. Partner will know we want the suit continued; he can also infer that we do not have an honor - else we would have played it. If we had only 3 cards in the suit, we would discourage with the Three.

(Continued from page 5)

	<u>Dummy</u>	
<u>Partner</u>	J98	<u>You</u>
AQ72	(8 played)	1. 6543
(2 led)	<u>Declarer</u>	2. 543
	1. KT	
	2. KT6	
	(T won)	

Looking at it from Partner's perspective: if we have four cards in the suit, Partner can cash out when he gets in; if we have only three, he should lead some other suit and hope we can get in to lead this suit through Declarer. Do not confuse this attitude signal with a count signal. When partner leads, our first duty is to show attitude. We might play high even with an odd number, if we wanted the suit continued. Again, suppose we are defending a Notrump contract, and that this time Partner has promised 5 cards in the suit:

11)	<u>Dummy</u>	
<u>Partner</u>	J98	<u>You</u>
6 led	(8 played)	543

Again, Declarer should have a doubleton containing 2 honors, and wherever the honors are, it is safe for Partner to continue the suit; we can set up at least 3 tricks if Partner continues the suit - if Partner has Ace-King or Ace-Queen, he can cash 4 tricks in the suit. We know the situation, but Partner does not. We should encourage with the Five. With only a doubleton, we would discourage.

	<u>Dummy</u>	
<u>Partner</u>	J98	<u>You</u>
AQ962	(8 played)	1. 543
(6 led)	<u>Declarer</u>	2. 53
	1. KT	
	2. KT4	
	(T won)	

Looking at it from Partner's perspective again: if we have three cards in the suit, Partner can cash out when he gets in; if we have only two, he should lead some other suit and hope we can get in to lead this suit through Declarer. In each of the previous examples, we have only examined one suit. In practice, we must consider the entire hand. There are times we might encourage, even with nothing useful, because we cannot stand a switch. And there are times we might discourage, even with a useful holding, because we do want a switch.

12)	<u>Declarer</u>	<u>Dummy</u>
	1♣	1♥
	4♥	all pass

Partner leads the ♠K, and Declarer plays small from Dummy.

<u>Dummy</u>		<u>You</u>
♠ - QJ3		♠ - 962
♥ - K764		♥ - QJT3
♦ - AK		♦ - T87
♣ - AQT3		♣ - 842

Where can we get 4 tricks? We have 2 sure trump tricks, and the Partner should be able to cash 2 Spades. (If Declarer has a singleton Spade, Partner has 6 to the Ace-King; he probably would have bid 1 or 2 Spades over 1 Heart.) It doesn't appear that we will get any tricks in Diamonds or Clubs, so we might as well let partner cash his 2 Spade tricks and we will wait for our 2 trump tricks. But will Partner know to cash a second spade? He can't know we have 2 trump tricks. If we play the Deuce at trick 1, Partner may decide to switch to a Club. We should play the Nine of Spades at Trick 1. This tells Partner we want him to continue Spades. Although we have no useful holding in the suit, we think it is imperative that he continue Spades. He will probably assume we have a doubleton, and may be surprised when we follow to the third round of Spades, but we will have defeated the contract. So what if Partner does the right thing for the wrong reason? All that matters is that he does the right thing.

	<u>Dummy</u>	
	♠ - QJ3	
	♥ - K764	
	♦ - AK	
<u>Partner</u>	♣ - AQT3	<u>You</u>
♠ - AKT84		♠ - 962
♥ - 8		♥ - QJT9
♦ - J964		♦ - T87
♣ - 976	<u>Declarer</u>	♣ - 842
	♠ - 75	
	♥ - A532	
	♦ - Q532	
	♣ - KJ5	

For all partner knows, declarer might have something like: ♠ - xx ♥ - Axxxx, ♦ - QJxx, ♣ - Jx. If this were the case, Partner would need to lead a club through Dummy's AQ before Declarer could discard a club on the 3rd spade. On this hand, if Partner switches to anything at Trick 2, Declarer can pitch a Spade on the fourth club as we ruff with one of our natural trump tricks. Declarer will make his contract unless Partner continues with the Ace of Spades at trick 2.

13) Declarer Dummy

1♣	1♥	
2NT	4♥	all pass

Partner leads the King of spades, and Declarer plays small from Dummy.

<u>Dummy</u>		<u>You</u>
♠ - QJT3		♠ - 72
♥ - K76		♥ - QJT
♦ - AK3		♦ - JT85
♣ - AJ3		♣ - KT82

We have a doubleton spade, and can ruff the third round, but is

(continued on page 7)

(Continued from page 6)

that what we want to do? If Partner continues Spades, our ruff will be with our natural trump trick. We will also be setting up a good Spade in Dummy for a discard. What we really want Partner to do is to switch to a Club at Trick 2. We should play the Deuce to discourage a continuation. Partner will know we want him to switch. He won't know if we want a switch to Clubs or Diamonds; hopefully he will figure out to switch to Clubs.

	<u>Dummy</u>	
	♠ - QJT3	
	♥ - K76	
	♦ - AK3	
	♣ - AJ3	
<u>Partner</u>		<u>You</u>
♠ - AK84		♠ - 72
♥ - 8		♥ - QJT
♦ - Q7642		♦ - JT85
♣ - 976	<u>Declarer</u>	♣ - KT82
	♠ - 965	
	♥ - A95432	
	♦ - 9	
	♣ - Q54	

If partner were to continue with the Ace of Spades and another Spade, Declarer could make his contract; he would have time to discard one Club on the Diamond King and another on the fourth Spade. We need partner to switch to a Club at trick 2. Our discouraging Deuce only suggests to Partner that we would like him to switch; it does not tell him which suit we would like him to switch to. Looking at Dummy and his own hand, he will probably switch to a Club and we will defeat the contract. Sometimes we get Partner to switch but he switches to the wrong suit. For example, if the hand was the the same except that the Diamond suit were distributed:

	<u>Dummy</u>	
<u>Partner</u>	K63	<u>You</u>
QJ964		T852
	<u>Declarer</u>	
	A	

Partner would probably switch to a Diamond and the contract would make anyway. Another time we may use attitude signals is when discarding. Discarding a high card in a suit indicates interest in that suit - it tends to tell Partner that We would like him to lead that suit. The discard of a low card in a suit says the opposite - we have no interest in the suit, and Partner should lead some other suit.

Here is an example of attitude signals when discarding:

14)	<u>Declarer</u>	<u>Dummy</u>
	1NT (15-17)	2♥ (transfer)
	2♠	2NT
	4♠	all pass

Partner leads the 4 of Hearts. Our 8 forces Declarer's Ace. Declarer leads a trump to Dummy's Queen, which wins, and continues with a low trump. What should we discard?

<u>Dummy</u>	
♠ - QT742	
♥ - T5	
♦ - K76	
♣ - K76	
	<u>You</u>
	♠ - 8
	♥ - J9832
	♦ - T92
	♣ - AQ83

We would like partner to switch to a Club if and when he gets in. We can tell Partner this by discarding a high card in the suit we want led - in this case, the Eight of Clubs - or by discarding a low card in the suit we don't want led - in this case, the 2 of Diamonds. On this hand, we can afford to discard the Club Eight, and that is probably best. On other hands, we might not be able to afford to discard in the suit we want led (if our Clubs were AQ8, for example), or our discard might be misinterpreted (if our Clubs were AQ32).

<u>Dummy</u>	
♠ - QT742	
♥ - T5	
♦ - K76	
♣ - K76	
<u>Partner</u>	<u>You</u>
♠ - A93	♠ - 8
♥ - Q764	♥ - J9832
♦ - JT5	♦ - 942
♣ - JT5	<u>Declarer</u>
	♠ - KJ65
	♥ - AK
	♦ - AQ83
	♣ - 942

When Partner wins the Ace of trump at trick 3, he must switch to a Club to defeat the contract. Without our signal, Partner would have a pure guess. One last comment about attitude signals: Sometimes our holding in a suit is so good - a sequence of honors - that we can afford to signal with an honor. It is standard practice to signal with the *highest* honor in a sequence. We have noted that when Partner leads a low card, and Dummy plays low, we play "lowest from equals" with an honor sequence. But when Partner or Dummy plays a card higher than any honor higher than any card we have, we should do the opposite - play the highest. This may be confusing, but there is a logical reason for it. Now when we play an honor, we are telling partner we have the next lower honor (or a singleton). Partner now has the option of underleading on the next round. This could be important; Partner may need to underlead to unblock the suit, or to put us on lead to lead another suit through Declarer's hand.

15)	<u>Dummy</u>	
<u>Partner</u>	654	<u>You</u>
K led	(4 played)	QJT

We should play the Queen. Partner will know it is safe to underlead his Ace next, if he wants us to be on lead. Perhaps the situation something like: Partner leads the King of Spades against 4 Hearts:

(Continued from page 7)

Dummy

- ♠ - 654
- ♥ - AK74
- ♦ - KQ7

Partner

- ♠ - AK983
- ♥ - 82
- ♦ - 96
- ♣ - AQ86

You

- ♠ - QJT
- ♥ - T96
- ♦ - T83
- ♣ - T972

Declarer

- ♠ - 72
- ♥ - QJ53
- ♦ - AJ542
- ♣ - K5

If given the opportunity, Declarer can draw trumps in 3 rounds and run his Diamonds to discard 2 Clubs from Dummy. He can then ruff a Club in Dummy, losing only 1 Club and 2 Spades. In order to defeat the contract, we must gain the lead in order to lead a Club through Declarer's hand. The only way we will be able to do this is if Partner underleads his Ace at Trick 2. If we do not signal with the Queen, Partner will probably never do this. Of course, if Partner did not need us on lead, he always has the option of cashing the Ace himself.

16) Dummy

- | | | |
|----------------|------------|------------|
| <u>Partner</u> | Q5 | <u>You</u> |
| 6 led | (Q played) | JT9 |

If Declarer had played low, we would play the Nine - the lowest of equals. Here, however, we should signal with the Jack, promising the Ten. Now partner can more accurately read the situation. Situations like this occur frequently: Partner leads the 6 of Spades against 3 Notrump.

Dummy

- ♠ - Q5
- ♥ - KJ65
- ♦ - AJ87

Partner

- ♠ - K8763
- ♥ - T8
- ♦ - 6543
- ♣ - AK

You

- ♠ - JT9
- ♥ - Q974
- ♦ - QT2
- ♣ - 862

Declarer

- ♠ - A42
- ♥ - A32
- ♦ - K9
- ♣ - QT943

If we do not play the Jack, Partner may be afraid to lead another Spade; fearing that Declarer has something like A-J-4-2, he may switch to a red suit, allowing Declarer to make his contract. Partner must continue Spades when he wins the first Club (and he must continue with a low Spade, to avoid blocking the suit). If we play the Jack, promising the Ten, it is much easier for Partner to figure this out.

Count Signals

When Partner leads a suit, it is important to show attitude. Partner will often need to know whether to continue the suit when next he is on lead. There are other reasons he may need to know if we have a useful card in the suit - for example, if he needs to find a discard. Count signals are most often used when Declarer leads a suit. (If Declarer is attacking it is probably not one we should be attacking). Count signals may also be used when Partner leads a suit, or when discarding, but only when our attitude is already known. Playing high, then low in the same suit shows an even number of cards in that suit; playing low, then high shows an odd number of cards. This will help partner get an accurate count on the hand. This can be very important on hands such as this one:

- 17) Declarer Dummy
 1NT (15-17) 3NT

We lead the 6 of Spades. Declarer plays small from Dummy, Partner wins the King and returns the 3 to Dummy's Ace. Declarer now starts the Diamonds. When should we win our Ace?

Dummy

- ♠ - A5
- ♥ - 654
- ♦ - KQJ82
- ♣ - 752

You

- ♠ - QT76
- ♥ - QT8
- ♦ - A74
- ♣ - T83

Declarer can take a lot of Diamond tricks if we let him. But Declarer has no longer has a side entry to those Diamonds, as we have knocked the Spade Ace at Trick 2. We would like to hold off the Ace of Diamonds as long as necessary. It may be necessary to hold off our Ace until the third round:

- 17A) Dummy
 ♠ - A5
 ♥ - 654
 ♦ - KQJ82

You

- ♠ - QT76
- ♥ - QT8
- ♦ - A74
- ♣ - T83

Partner

- ♠ - K863
- ♥ - J972
- ♦ - T3
- ♣ - QJ3

Declarer

- ♠ - J74
- ♥ - AK3
- ♦ - 965
- ♣ - AK94

If we take our Ace of Diamonds on the first or second round, Declarer can get 4 Diamond tricks and make his contract. If we wait until the third round, declarer gets only 2 Diamond tricks, and will be a trick short. But if Declarer had only 2 Diamonds, we could win the second Diamond. We could hold off the Ace of diamonds until the third round, just to be sure. →

(continued from page 8)

But then, 2 Diamond tricks might be enough for Declarer to make his contract:

17B)	<u>Dummy</u>	
	♠ - A5	
	♥ - 654	
	♦ - KQJ82	
<u>You</u>	♣ - 752	<u>Partner</u>
	♠ - QT76	♠ - K863
	♥ - QT8	♥ - KJ932
	♦ - A74	♦ - T53
	♣ - T83	♣ - 96
	<u>Declarer</u>	
	♠ - J74	
	♥ - A73	
	♦ - 96	
	♣ - AKQJ4	

Here Declarer has 7 tricks outside of Diamonds; to let him have a second Diamond trick would allow him to make the contract. To defeat the contract, we must win the second Diamond. How can we know which to do?

To know which is right, we must rely on a count signal from partner. In the first example, Partner, with Ten-Three, should play the Ten on the first Diamond to show an even number. Now we can assume that Partner started with 2 Diamonds, and Declarer has 3. (Partner cannot have 4 Diamonds - that would give Declarer a singleton; Partner could have a singleton, and Declarer 4, but in that case it will do us no good to hold up.) If Declarer has 3 Diamonds, we must hold up until the third round of Diamonds. In the second example, Partner, with Ten-Five-Three, should play the Three on the first Diamond to show an odd number. Now we can assume that Partner started with 3 Diamonds, and Declarer has 2. (Again, Partner could have a singleton, and Declarer 4, but then it will do us no good to hold up.) If Declarer has 2 Diamonds, we can safely win the second round of Diamonds.

Sometimes count signals allow Partner to discard properly:

18)	<u>Declarer</u>	<u>Dummy</u>
	2NT (20-21)	6NT all pass
		<u>Dummy</u>
		♠ - AQ7
		♥ - AK5
		♦ - 854
<u>You</u>		♣ - J532
		♠ - JT3
		♥ - 864
		♦ - KT32
		♣ - Q74

We lead the Ten of Spades. Declarer wins in Dummy with the Queen, and leads a Diamond to his Queen. We win the King and lead another Spade. Declarer wins the King and takes Ace of Spades, and the Ace, King, Queen and Jack of Hearts. Partner

follows suit to every trick. On the last Heart, we must find a discard. If Declarer has 4 Diamonds and 2 Clubs, we must discard a Club:

18A)	<u>Dummy</u>	
	♠ - AQ7	
	♥ - AK5	
	♦ - 854	
<u>You</u>	♣ - J532	<u>Partner</u>
	♠ - JT3	♠ - 9832
	♥ - 864	♥ - T97
	♦ - KT32	♦ - 92
	♣ - Q74	♣ - T986
	<u>Declarer</u>	
	♠ - K65	
	♥ - QJ32	
	♦ - AQJ6	
	♣ - AK	

But if Declarer has 3 Diamonds and 3 Clubs, we must Discard a Diamond:

18B)	<u>Dummy</u>	
	♠ - AQ7	
	♥ - AK5	
	♦ - 854	
<u>You</u>	♣ - J532	<u>Partner</u>
	♠ - JT3	♠ - 9832
	♥ - 864	♥ - T97
	♦ - KT32	♦ - 962
	♣ - Q74	♣ - T96
	<u>Declarer</u>	
	♠ - K65	
	♥ - QJ32	
	♦ - AQJ	
	♣ - AK8	

First of all, we know Declarer has every outstanding face card - the Spade King, the Heart Queen-Jack, the Diamond Ace-Queen-Jack and the Club Ace-King. But we have no idea if he is 3-4-4-2 or 3-4-3-3.

How can we be sure which? This is a typical situation where we must rely on a count signal from Partner. Partner must show us his count in the Diamond suit.

In the first example, with 9-2, Partner can play the Nine when Declarer first leads a Diamond to show an even number of Diamonds. We can now figure out that Partner has 2 Diamonds, and that Declarer has 4. Declarer will have only 2 Clubs. We discard a Club and hang on to that precious fourth Diamond.

In the second example, with 9-6-2, Partner plays the Deuce on the first Diamond trick to show an odd number. Now we know partner has 3 Diamonds and Declarer has 3 Diamonds.

So Declarer will have 3 Clubs. We must discard a Diamond and keep the Club.

(continued from page 9)

Suit Preference Signals

When our attitude and/or count are known, or are not relevant, we can use the "Suit Preference Signal" to help partner find the right defense. Suit preference signals are most often used when leading a suit; they are also common when following suit or discarding after our attitude is known. A high card indicates interest in the higher-ranking of the two possible suits; a low card indicates interest in the lower ranking. Attitude and Count signals usually take preference over Suit Preference signals. It is important not to confuse them.

The most common situation where Suit Preference signals are used is when leading a suit we cannot want returned. Or a suit Partner cannot return, as when giving him a ruff:

19)	<u>Declarer</u>	<u>Dummy</u>	
	1♥	2NT (Jacoby)	
	3♥	4♥	all pass

We lead the 3 of Spades against 4 Hearts.

	<u>Dummy</u>
	♠ - QT7
	♥ - KQ53
	♦ - K76
<u>You</u>	♣ - K76
♠ - 3	
♥ - 964	
♦ - JT52	
♣ - JT542	

Partner wins the Ace and returns a Spade for us to ruff. What do we do at trick 3?

	<u>Dummy</u>	
	♠ - QT7	
	♥ - KQ53	
	♦ - K76	
<u>You</u>	♣ - K76	<u>Partner</u>
♠ - 3		♠ - A9642
♥ - 964		♥ - 2
♦ - JT52		♦ - 9843
♣ - JT542	<u>Declarer</u>	♣ - A93
	♠ - KJ85	
	♥ - AJT87	
	♦ - AQ	
	♣ - Q8	

On winning the second trick with a ruff, we will have to decide how to continue. On this hand, we must lead a Club to Partner's Ace for a second ruff in order to beat the contract. If Partner has the Diamond Ace instead of the club Ace, we would have to lead a Diamond. How are we to know?

Partner must help us out with a Suit Preference signal at Trick 2.

He can let us know which of the two other suits (Diamonds or Clubs) he "prefers". On this hand, Partner should return a low Spade - the Two - to say he prefers the lower-ranking of the two possible suits - Clubs. Had Partner held the Diamond Ace instead of the Club Ace, he should return a high Spade - the Nine - to say he prefers the higher-ranking of the two possible suits - Diamonds.

Suit Preference signals can also be used when Partner leads a suit, if attitude is known, or not important.

21)	<u>Dummy</u>	<u>Declarer</u>
	1NT (15-17)	3♥
	4♥	4NT
	5♦	5♥

Partner leads the Ace of Spades against 5 Hearts. In order to defeat the contract, we must get our 2 Aces and a Spade ruff.

	<u>Dummy</u>	
	♠ - KQJ8	
	♥ - AQ6	
	♦ - Q83	
<u>Partner</u>	♣ - Q83	<u>You</u>
♠ - A		♠ - T9432
♥ - T5		♥ - 8
♦ - J7652		♦ - KT94
♣ - J7652	<u>Declarer</u>	♣ - A94
	♠ - 765	
	♥ - KJ97432	
	♦ - A	
	♣ - KT	

If Partner leads a Club at Trick 2, we can win our Ace and give him a Spade ruff. If he does not, Declarer can make an overtrick. How is Partner to know? We can give him a Suit Preference signal at Trick 1.

While our play at Trick 1 is normally an attitude signal, one look at Dummy makes it obvious that we cannot want a Spade continuation. Whatever our Spade holding, Partner will know we don't want him to lead another Spade, even if he had one. Since our attitude is known, our signal should be suit preference. We should play a low Spade - the Two - at Trick 1 to indicate interest in the lower-ranking of the two possible suits - Clubs. Had we held the Diamond Ace instead of the Club Ace, we would play a high Spade - the Ten - to say we prefers the higher-ranking of the two possible suits - Diamonds.

Another time we can use suit preference signals is when following suit to Declarer's lead, provided our count has already been shown, or is known, or there is no need to show count.

22)	<u>Declarer</u>	<u>Dummy</u>
	1♣	1♦
	1♥	2♠*
	2NT	3NT

(continued on page 11)

(continued from page 10)

Partner leads the Jack of Hearts. Declarer wins in his hand with the Ace, and starts playing Diamonds. He leads the 3 to his Ace, and continues with the King, showing out on the second round. How can we defeat this contract?

Dummy

- ♠ - Q76
- ♥ - K5
- ♦ - AK542
- ♣ - Q76

You

- ♠ - AKJ2
- ♥ - 4
- ♦ - 9876
- ♣ - JT85

Declarer has no points in Diamonds or Spades. He must have the Ace-Queen of Hearts and the Ace-King of Clubs to justify his opening bid. So he will have 3 Heart tricks, 3 Club tricks and can set up a third Diamond trick for 9 tricks. Our only hope is that we can get 2 Diamond tricks and 3 Spade tricks before Declarer can set up his ninth trick. In order for this to happen, Partner must lead a Spade when he is in with the third Diamond. How can we get partner to switch to a Spade?

Dummy

- ♠ - Q76
- ♥ - K5
- ♦ - AK542
- ♣ - Q76

Partner

- ♠ - 94
- ♥ - JT9832
- ♦ - QJT
- ♣ - 94

You

- ♠ - AKJ2
- ♥ - 4
- ♦ - 9876
- ♣ - JT85

Declarer

- ♠ - T853
- ♥ - AQ76
- ♦ - 3
- ♣ - AK32

We have had no chance to signal - we must play the Heart Four at Trick 1. (Partner will be able to read it as a singleton.) We will not be able to make any discards before Partner gets in with a Diamond. How, then can we send partner the message that we need a Spade lead from him? It will have to be in the way we play our Diamonds. It is unlikely that we need to show count in the Diamond suit; if we play our Diamonds from the top down - 9, 8, 7, 6 - maybe Partner will read it as suit preference for the higher ranking suit. If our Clubs and Spades were reversed, we would play our Diamonds from the bottom up - 6, 7, 8, 9 (or, if we feel we must show count first: 9, 6, 7, 8) - and hope partner could read this as suit preference for the lower ranking suit. With no preference, we might play them in some other order - 9 (count), 7, 8, 6. This kind of suit preference signal can be very subtle. Even very good players cannot always read these kinds of plays.

Labor Day Sectional, Weber Leisure Center, 9300 Weber Park Place, Skokie

0-299er "I/N" Schedule

0-20/20-50/50-100, 100-200, 200-299

Weber Leisure Center

9300 Weber Park Place, Skokie IL 60077

An alcohol and smoke free facility.

Chairman Kay Hathaway, 847-998-9642

or email kaylhath@aol.com

Friday, September 1

10:30 "I/N" Stratified Pairs

3:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Saturday, September 2

1:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Sunday, September 3

1:30 "I/N" Stratified Pairs

7:30 "I/N" Stratified Pairs

Monday, September 4

11:00 299er Stratified Swiss Teams

(Stratified 0-100/100-200/200-300)



**Bob Charlson Memorial Summer Fun Sectional
Tommy Thompson Youth Center
State Fair Park, Milwaukee, WI**



Friday, June 16

9:30, 2:00, 7:00 Stratified 199er Pairs

Saturday, June 17

9:30, 2:00, 7:00 Stratified 199er Pairs

Sunday, June 18

Stratified 199er Swiss Teams

Tournament Chair: Lynette Koski, 262-547-6895

Partnerships: Marilyn Charlson, 262-646-2246

The Friendly Northwoods Vacation Tournament

JUNE 7 THRU JUNE 11, 2006

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The District 13 I/N Newsletter , Summer, 2006

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Upcoming Tournaments

Start of Tomorrow, Darien, April 29 – 30

ABA/ACBL Sectional, Chicago, June 3-4

Minoqua Sectional, Minoqua, June 7-11

Bob Charlson Memorial Sectional, Milwaukee, 6/16 - 6/18

Marquette Sectional, Marquette, Aug 24-27

Labor Day Sectional, Skokie, Sept 1-4

Fall Fest Sectional, Milwaukee, Oct 6 - Oct 8

Milwaukee Regional, Lake Geneva, Dec 26 - Dec 30

(Continued from page 2)

1.04 3/4 1/2 Maripat Shaw, Shorewood WI; Roslyn Krause, Milwaukee WI

0.67 5 3 Charles Divine, Mequon WI; Charles Lerner, Shorewood WI

0.74 2 Patricia Diel - Norman Hyman, Milwaukee WI

Friday Afternoon 199er Pairs (13 tables)

1.62 1 Sharon Gierahn, Franksville WI; Jennifer Musson, Racine WI

1.22 2 Mary Lou Findley, Hartland WI; Judith Goetz, Milwaukee WI

1.19 3 1 1 Kurt Litscher - Janet Litscher, Greendale WI

0.89 4 2 2 Aaron Feldman, Milwaukee WI; Stan Lieberman, Mequon WI

0.67 5 3 3 Marlene Nievin - Paula Meisner, Racine WI

Saturday Morning 199er Pairs (8 pairs)

1.33 1 Judith Goetz - Beatrice Boyd, Milwaukee WI

1.00 2 Nancy Meylor, Pewaukee WI; Joanne Behling, Wauwatosa WI

0.75 3 Jim Mulbrandon, Verona WI; David Raitt, Madison WI

Saturday Afternoon 199er Pairs (12 pairs)

1.52 1 Irene Bolton, US; Jennifer Musson, Racine WI

1.14 2 Barb Dettmering, Pewaukee WI; Myrna Hollander, Milwaukee WI

1.19 3 1 1 Marlene Backus, ; Dianne Kiehl, Muskego WI

0.89 4 2 2 James Karolewicz - Kathy Karolewicz, Mequon WI

0.67 3 Jim Mulbrandon, Verona WI; David Raitt, Madison WI

Future Masters Swiss (5 teams)

1.51 1 Amy Utter - Douglas Utter, Hartford WI; Judie Hlavka - Dee Becker, Racine WI

1.09 2/3 1/2 James Karolewicz - Kathy Karolewicz, Mequon WI; Kurt Litscher - Janet Litscher, Greendale WI

1.09 2/3 1/2 Stan Lieberman, Mequon WI; Aaron Feldman, Milwaukee WI; Dianne Kiehl, Muskego WI; Marlene Backus

Future Masters Swiss II (5 teams)

1.51 1 1 1 Irene Bolton, US; Barbara Loporchio, Waukesha WI; Joanne Behling, Wauwatosa WI; Nancy Meylor, Pewaukee WI

1.13 2 Stan Lieberman, Mequon WI; Aaron Feldman, Milwaukee WI; Dianne Kiehl, Muskego WI; Marlene Backus



Check out the new
2006 Chicago Summer NABC website at:
<http://www.geocities.com/thesubecks@sbcglobal.net/>