

I/N News ... especially for you!

First Tournament Experience by Kyle Rockoff

Northwestern University's bridge club took a trip down to the "Stars of Tomorrow" I/N tournament in Glenview, IL with a group of our new players.

In particular, I decided to spend the first session kibitzing a close friend of mine for his first hand ever at a real duplicate tournament, outside of our general club meetings.

While I knew nothing would prepare him for his first session at a real duplicate game, what I wasn't aware of as his coach, was how hard it would be for me to watch him play it!

What I didn't know, was that I was in for a wild ride for the very first hand in his tournament career!

Come join me along for the ride. As South, you pick up the following hand:

Inside This Issue:

First
Tournament
Experience 1

Bergen Tips 6

Tournament
Schedules
Throughout

Rank
Changes 8

Introduction
to Declarer
Play 8

South	
♠	KJ54
♥	AK2
♦	AKJ3
♣	A5

The auction started with a P-(P)-? to my friend Daniel, sitting South. Daniel had two reasonable options to choose from-- a normal strong 2♣, or a natural 3NT. Your call?

Whoops! Completely missing an extra Ace in his hand, he innocently starts this misadventure off with 1♦. The auction proceeded as follows:

W	N	E	S
	P	P	1♦
2♥	3♣	P	?

Wow we accidentally opened this thing 1♦, and bam, we hit partner with a maximum passed hand! Things were looking well-- we could have opened this 3NT, and now it was looking like 6♣, 6NT, maybe even a grand was on the table. What's your call?

W	N	E	S
	P	P	1♦
2♥	3♣	P	3♣

Whoops! Insufficient bid. Flustered, Daniel corrected his bid to 3NT, which was passed out. It's a hard hand to bid for his first tournament. Luckily, given the I/N field he was playing in, he still had a great chance of getting an above average board.

But the fun was just beginning--

North	
♠	A8
♥	7
♦	Q954
♣	QJ10982
South	
♠	KJ54
♥	AK2
♦	AKJ3
♣	A5

78th ANNUAL Minocqua-Lakeland Bridge Sectional

The Friendly Northwoods Tournament
JUNE 7 - 10, 2018
Woodruff Town Hall
Hwy 47 (1418 - 1st Avenue), Woodruff, WI 54568

Thursday, June 7		Friday, June 8		Saturday, June 9		Sunday, June 10	
1:30 p.m.	Stratified 299er Pairs Stratified Open Pair/Team	9:00 a.m.	Stratified 299er Pairs Stratified Open Pair/Team	9:00 a.m.	Stratified 299er Pairs Stratified Open Pair/Team	9:00 a.m. & TBA	2 Single Session Swiss Teams Lunch Included
7:00 p.m.	Stratified 299er Pairs Stratified Open Pair/Team	1:30 p.m.	Stratified 299er Pairs Stratified Open Pair/Team	1:30 p.m.	Stratified 299er Pairs Stratified Open Pair/Team	7:00 p.m.	Stratified 299er Pairs Short Match: Swiss

♠ Pairs choose their partners for all pair/team games.

0-5 ACBL Members play FREE FREE Parking FREE Hospitality Smoke FREE

Sanction: # 1806067

For more information:
Chair: Lee Schulte • lschulte@northwoodsbridge.com • (715) 356-4143
Partnership: JoAnne Zickert (715) 356-6303
WUMBA (Unit #149) website: www.acbl-wumba.org

Accommodations: Ask for Bridge Rate
Quality Inn • 1-715-358-2588
AmericInn • 1-715-356-3730

STRATIFICATIONS
299er: 0-100; 100-200; 200-300
Open: 0-1000; 1000-3000; 3000+

Plan your play.

Trick 1: On a lead of the Q♥s, Daniel successfully wins the first trick in his hand, deciding to win with the K♥s from AK.

Looking at the hand, we have 12 cold tricks. AK of ♦s, AK of ♥s, AKQJ ♦s, and QJ10982 of ♣s across the Ace and small, that can be set up to take 12 or 13 tricks depending on if we can correctly pick up the K♣s.

With an 8 card club fit, the only thing to do in the hand is to take the simple club finesse. To make things simple for Daniel, the club suit in dummy literally was set up like an Audrey Grant beginning bridge hand, with the solid connected club suit in dummy!

So... how did things go down?

<div><div>D</div><div>5</div></div>	North	W	N	E	S
	♠ A8		P	P	1♦
	♥ 7	2♥	3♣	P	3NT
	♦ Q954	P	P	P	
	♣ QJ10982				
West		East			
♠ 9763		♠ Q102			
♥ QJ8653		♥ 1094			
♦ 106		♦ 872			
♣ K		♣ 7643			
	South				
	♠ KJ54				
	♥ AK2				
	♦ AKJ3				
	♣ A5				
					</



After winning Trick 1, Daniel cashed his A of diamonds, then the K of diamonds, then Q of diamonds to land in dummy. After getting there, Daniel correctly realized he needed to take a finesse.

So, he led a low spade, taking a practice finesse to the Jack, which held!

Continuing on with his winners Daniel cashes his Jack of diamonds, then plays a spade to the A, getting ready to unblock his King.

On the board with no entries back, Daniel prepares to make his final stand.

Calling for a **low** club from QJ10982, Daniel thinks for a long time, finally deciding to play the Ace of clubs from his hand, brilliantly dropping the stiff King offside!

Not sure how to continue things from there, Daniel cashed the K of spades, his Ace of hearts, and then dealt the finishing blow by exiting his hand with the 5 of clubs, to which his opponents finally conceded.

Ecstatic with victory, Daniel exclaimed: "Wow, I made 13 tricks!" 😊, taking an above average board!

And that's the story of my friend's first tournament bridge hand! Being his first tournament, I expected Daniel to go through several mistakes through the length of the day such as getting an opening bid wrong, missing slam, making an illegal and insufficient bid, winning K from AK in the closed hand, cashing winners of the top too early in the hand, mismanaging entries, taking a practice finesse, and forgetting to take a real finesse.

I just wasn't expecting it all to happen in the first hand! 😊😊😊😊😊😊

The day finished on a positive note, with Daniel and all of our new pairs taking home some masterpoints, finishing above 50%, and saying they had a good time!

It just shows anything can happen at a player's first tournament! Just hopefully, next time, they can go a little easier on their club leader 😊.

MADISON WI 0-750 Non-Life Master REGIONAL

October 12-14, 2018

Fitchburg Community Center
5510 Lacy Rd, Fitchburg WI



GOLD RUSH PAIRS! KNOCKOUTS! SWISS TEAMS!

GUEST LECTURES

Fri & Sat 1:45pm

LET'S EAT!

- Free coffee and tea all day
- Yummy goodies every day
- Subs/Wraps for purchase Fri & Sat
- Map to 35 nearby restaurants

STRATIFICATION

A: 300-750 B: 100-300 C: 0-100

CHAIR

Glenna Shannahan
gkshannahan@gmail.com

ONLINE PARTNERSHIP

Madison750NLM@gmail.com

ENTRY

\$12 for ACBL members
\$16 for unpaid ACBL members

HOST HOTEL

Wyndham Hotel (608) 274-7200
2969 Cahill Main, Madison WI
\$99 Bridge Tournament Rate

FRIDAY, OCTOBER 12

10:00 am Gold Rush Pairs
Compact Knockout
2:30 pm Gold Rush Pairs
Compact Knockout
Swiss Teams

SATURDAY, OCTOBER 13

10:00 am Gold Rush Pairs
Compact Knockout
2:30 pm Gold Rush Pairs
Compact Knockout
Swiss Teams

SUNDAY, OCTOBER 14

10:00 am Single Session
Swiss Teams
2:30 pm Single Session
Swiss Teams

FRIDAY & SATURDAY NIGHT FUN

7:00 pm Open Game
Bridge Club of Madison

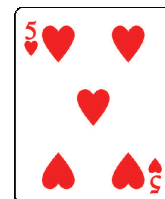


POINTS AWARDED: Players finishing in the overalls in a 2-session pair event will be awarded 25% gold points & 75% red points. 1st place in top strata of 2-session events & winner of top compact KO will receive 25% gold & 75% red points. All other point awards will be 100% red.

**A Great Chance
to Earn Gold Points!!**

We played four hearts
At fever pace...
So fast, I trumped
My partner's ace!

I said,
"Sorry... I was rushed"
But he was still
Completely crushed!



Don't you be
A silly chump
Be sure you
know
Which suit is
trump!



Summer's End Split Regional Bridge Tournament August 20-26, 2018 - Eau Claire, Wisconsin



Eagles Banquet Hall and Conference Center
2588 Hallie Rd, Lake Hallie, Wis
(Just northeast of Eau Claire--see back of flyer for map)



REGIONAL CHAMPIONSHIP EVENTS ARE SHOWN IN BLOCKED CAPS

Monday, 8/20 7:00 PM MON-TUES KOs (see note 1), #1/3 Side Pairs, Series A Tuesday, 8/21 9:30 AM TUES OPEN SWISS, #1/2 MON-TUE KOs, #2/3 Side Pairs, Series A 2:00 PM TUES OPEN SWISS, #2/2 MON-TUES KOs, #3/3 Side Pairs, Series A 7:00 PM TUES-WED COMPACT KOs, #1/2 Side Pairs, Series A Wednesday, 8/22 9:30 AM WED A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series B 2:00 PM WED A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series B 7:00 PM TUES-WED COMPACT KOs, #2/2 Wednesday Side Swiss Thursday, 8/23 9:30 AM THUR A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series B 2:00 PM THUR A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series B 7:00 PM Thursday Side Swiss	Friday, 8/24 9:30 AM A/X IMP PAIRS, #1/2 RISING STARS KOs (see note 2), #1/3 Side Pairs, Series C 2:00 PM A/X IMP PAIRS, #2/2 RISING STARS KOs, #2/3 Side Pairs, Series C 7:00 PM RISING STARS KOs, #3/3 Jim Nikstad "B-is-Enough" Swiss (see note 3) Saturday, 8/25 9:30 AM SAT A/X & GOLD RUSH PAIRS, #1/2 Side Pairs, Series C 2:00 PM SAT A/X & GOLD RUSH PAIRS, #2/2 Side Pairs, Series C 7:00 PM Saturday Side Swiss Sunday, 8/26 9:30 AM SUNDAY OPEN SWISS & TBA (Free lunch with paid Sunday entry) Entry fees \$13 per session with these exceptions: * ACBL youth entries \$7 with valid student ID * Non & Unpaid ACBL add \$4/event surcharge \$8 lunches are available daily at the playing site Sanction #1808090, Flyer Version 2.0
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NOTES:

- MON-TUES KOs may either be bracketed or handicapped. Midchart conventions are allowable in bracketed Flight A KOs provided pairs carry two copies of ACBL-approved written defenses to their table. General Convention Chart is otherwise in force.
- RISING STARS KOs is a restricted event in which masterpoint sums of the entered teams may not exceed 3000.
- B-IS-ENOUGH SWISS forms teams which sum to "B-or-less": "3s" being 2000+ / "2s" 750+ to 2000 / "1s" 0 to 750
- Stratification, where applicable, will be based on pair/team masterpoint averages, as follows:
A/X PAIRS: A = 5000+ / X 2000+ to 5000 / Y 0-2000
GOLD RUSH PAIRS: A = 500+ to 750 / B 200+ to 500 / C 0 to 200
CHARITY PAIRS, SIDE PAIRS, OPEN SWISS, SIDE SWISS: A 2000+ / B 750+ to 2000 / C 0 to 750
- Side Pairs pay gold points to first-place finishers who enter two or more sessions within a named side series.
- The Partnership Desk opens 45 minutes prior to game times. For best pairings email eac@eagles.chair@gmail.com 12+ hours in advance of game times, describing partnership or team needs.

\$99.95 Holiday Inn Express "bridge rate w/ breakfast" is guaranteed thru Aug 1st--even after that date our bridge rate may still be available (ask when phoning: 715-723-4654). Hotel Address: 12858 26th Ave, Chippewa Falls (5 min. from playing site).

MARQUETTE SECTIONAL BRIDGE TOURNAMENT

OCTOBER 5-7 2018

Marquette Township Community Center

1000 Commerce Drive, Marquette, Michigan, 49855

Friday, Oct. 5 (All times Eastern Daylight Time)	
1:30 p.m.	Stratified 299er Pair/Team -- Register by Team
	Stratified Pair/Team -- Register by Team
7:00 p.m.	Stratified 299er Pair/Team -- Register by Pair
	Stratified Pair/Team -- Register by Pair
Saturday, Oct. 6	
9:00 a.m.	Stratified 299er Pair/Team -- Register by Team
	Stratified Pair/Team -- Register by Team
1:30 p.m.	Stratified 299er Pair/Team -- Register by Pair
	Stratified Pair/Team -- Register by Pair
7:00 p.m.	299er Short Match Swiss
	Short Match Swiss
Sunday, Oct. 7	
9:00 a.m.	Stratified 299er Swiss (3 team minimum, 2 single sessions, lunch provided for a charge)
	Stratified Swiss (2 single sessions, lunch provided for a charge)
Stratification:	Open games: A = 3000+, B = 1000 - 3000, C = 0 - 1000 299ers: A = 200 - 300, B = 100 - 200, C = 0 - 100
Entry Fees:	\$9 for ACBL members, per session; \$6 for 299ers, per session Additional \$3 for Non- & Unpaid ACBL members, per session
Tournament Chair:	Duane K. Fowler dkfowler62@gmail.com (906) 225 - 1907
Partnership Chair:	Cerona Stevens ckayes@sbcbglobal.net (906) 249-3529, (906) 341 - 1324 No partnership service Sunday p.m.
Note:	Local chat game Thurs., Oct. 4, 1:00 pm, Westwood Mall, Marquette

I/N News ... especially for you!

Waukesha SummerFest Sectional

July 18 thru 21, 2018

Saint John Neumann's Parish Hall

2400 W State Road 59 - Waukesha, WI (enter from rear, lower level)

Wednesday July 18th 9:30 a.m. 299ers Pair Game

1:30 p.m. 299ers Pair Game

Thursday July 19th 9:30 a.m. 299ers Pair Game

1:30 p.m. 299ers Pair Game

Friday July 20th 9:30 a.m. 299ers Pair Game

1:30 p.m. 299ers Pair Game

Saturday July 21st 10:00 a.m. Stratified Swiss Team Game

(2 Sessions playthrough) Team Averaging

FREE - PIZZA LUNCH

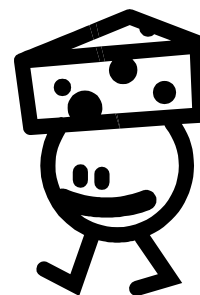
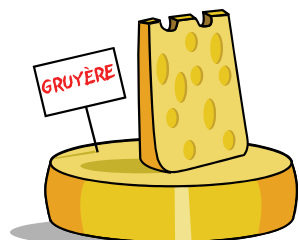
TOURNAMENT CHAIR NEWCOMER EVENTS Sharon May (262-389-7975) psmay03@yahoo.com 0-300 Masterpoints

PARTNERSHIP CHAIR

0-5 ACBL members play FREE all week

Strata for all 299ers Events 0-50, 50-100, 100-300

Sales Tax included in price on all games



Milwaukee Split Regional, August 21-26, 2018

CROWNE PLAZA HOTEL: 6401 South 13th Street – Milwaukee WI

Directions: I-94 to Exit 319 (College Avenue)

East one block to 13th Street - Then south one block to hotel

Room Rate: \$105 if reservation made by July 21, 2018

Phone: 414-764-5300 - BE SURE TO ASK FOR THE BRIDGE RATE

TUES – 21st 9:30 AM 2:00 PM 7:30PM

Choice Gold Rush Pairs Choice Gold Rush Pairs Choice Gold Rush Pairs

WED – 22nd 9:30 AM 2:00PM 7:30 PM

Choice Gold Rush Pairs Choice Gold Rush Pairs Choice Gold Rush Pairs

THURS -23rd 9:30 AM 2:00 PM 7:30 PM

Gold Rush Swiss Teams 1/2 Gold Rush Swiss Teams 2/2

FRI – 24th 9:30 AM 2:00 PM 7:30 PM

Choice Gold Rush Pairs Choice Gold Rush Pairs Choice Gold Rush Pairs

SAT -25th 9:30 AM 2:00 PM 7:30 PM

Choice Gold Rush Pairs Choice Gold Rush Pairs Choice Gold Rush Pairs

SUN -26th 10 AM

Stratified Swiss Teams Two Session Playthrough (LUNCH AVAILABLE TO PURCHASE)

A: 3000+; B: 1500-3000; C: 0-1500

ACBL MEMBERS WITH 0-5 MASTERPOINTS PLAY FREE

YOU MUST BE AN ACBL MEMBER TO PLAY IN THE TOURNAMENT

A TEMPORARY ONE-MONTH MEMBERSHIP MAY BE PURCHASED FOR \$7.99

Tournament Chair: Yvette Neary – 414-526-9035 Email: yneary@gmail.com

Partnership: Mardi Mattison – 262-518-0037 Email: mmattison@wi.rr.com

I/N Chair: Judy Burzynski - 262-542-7529 Email: burzynski@dcim.com



Always think about how many trumps the opponents have and how they are likely to divide.

When to lead a trump: RHO opens a major, his partner never supports him, opener bids a second suit, which becomes trump. Dummy is probably short in declarer's first suit so you should be eager to lead a trump.

Two of the most important principles of The Law of Total Tricks are: With 10 trumps, be eager to compete to the four level. When in doubt, bid 4 spades over 4 hearts.

Consider whether to draw trumps first. Unless you're 100 percent sure, don't do it.

Count not only your losers but also your winners (fast and slow). If you're short on winners, ask yourself where you're most likely to score the needed tricks (if possible). This technique will almost always tell you whether you need to draw trump or wait.

If the Rule of 11 contradicts the cards in view, you can be sure partner has led top of nothing rather than 4th best.

If the defenders are not likely to ruff anything, postponing the drawing of trumps is not a problem.

When partner opens 1NT, do not get carried away when you have a flat 16 HCP. A raise to 4NT is enough.

Every player has heard, "When in doubt, lead trump." Obviously, if your other suits are "unleadable," you would lead a trump but the above statement is not very helpful. I much prefer the following guideline: The best time to lead a trump is when you are NOT in doubt."

Even when you're not taking a finesse, it often matters which hand leads the suit.

After partner overcalls at the one level, a new suit should not be forcing.

Play the honor from the short side first applies to the declarer AND the defenders.

Applying the Rule of 11 after a fourth-best lead will frequently tell you a great deal about the hand.

If the thought of being passed out in 1 heart or 1 spade would make you ill, open 2 clubs.

If your partner invites a notrump slam with a leap to 4NT, you're welcome to bid a suit.

Because a player who preempts at the 4- or 5-level always has a very long strong suit, I recommend playing negative doubles at high levels. Personally, I play negative doubles through 5 diamonds.

If the opponents have the balance of power and a fit, your only hope may be to lead a short suit.

If partner doubles their slam, assume he has a void and try to "find" it.

If RHO bids or doubles after partner's Jacoby transfer, you don't have to bid.

Two things to try to memorize: The opening lead and dummy's distribution and honor cards.

Lead an honor for a finesse only if you are eager to see it covered.

Honors in partner's short suit(s) are usually not worth much.

Because of your limited resources, making a partscore can often be more difficult than bringing home game or slam.

Bergen Tips...

Continued on page 7

The 10 is an honor card. Make sure you treat it with respect. If you have two accompanied tens in suits that are at least 3 cards long, you should add a point to the value of the hand.

If an opponent jumps to slam without bidding 4NT, he is likely to have a void.

Setting up 5-card suits is one of the keys to good declarer play.

In general, make aggressive leads against a slam contract in a suit.

Remember "The worst analysts and the biggest talkers are often the one and same."

Setting up 5-card suits is one of the keys to success.

It makes sense to me is to agree that If RHO opens 1C, it is okay to overcall 1NT without a club stopper. No one rushes to lead clubs just because his partner opens 1C.

At matchpoints, regardless of vulnerability, you don't need to be super-aggressive in bidding game.

The worst distributions are 5-3-3-2, 6-3-2-2, and 7-2-2-2.

Bidding can be defined as an exchange of relevant information. You don't have to talk about every suit in your hand.

When on lead against a partscore in a suit contract, seriously consider leading trumps.

When playing matchpoints, overtricks can be crucial. This is especially true if you're in a normal contract that other players rate to reach. When the risk is minimal, declarer should even be willing to risk his contract in search of overtricks.

Strive to play slams in a suit contract.

After partner supports you, add 1 point for a side suit with 4+ cards. When partner has good support, sometimes partner can ruff it. Sometimes partner will have enough length in the suit that it will eventually be a winner.

When you have a sure trump trick, don't use it for ruffs.

The only time you can give a signal is when you're free to do so because you are not involved in competing for the trick.

The best time to preempt is when the opponents have the balance of power. When your RHO passes, the opponents are less likely to have the majority of the strength. In second seat, you should NOT preempt with a questionable hand.

5-3-3-2 hands are not worth much if your 5-card suit is trump. Having no long or short outside suits is a liability in a suit contract.

The fact that dummy still has the ace is not a valid reason to avoid returning partner's lead.

When dummy is known to have a short suit, it is usually best to lead a trump.

After a limit raise, opener should not consider slam without a singleton or void.

Never say anything to your partner unless you would want him to say the same to you. If you are unsure, don't.

Dummy has made a splinter bid. A trump lead may stop declarer from ruffing all of his losers in dummy's short suit.

Many players are so eager to win tricks that they forget that it's usually correct to "lose your losers early."

"One advantage of bad bidding is that you get practice at playing atrocious contracts." Alfred Sheinwold

Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive. The newsletters are available online only at the District 13 website.

To access the site and find the newsletters, go to:

<http://acbl-district13.org/ArticlesAndNewsletters.htm>

Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.

District 13 Rank Advancements:

Neil	Aaronson	Junior Master
Shari	Cohen	Junior Master
Barbara	Comiskey	Junior Master
Stephen	Contro	Junior Master
Robert	Diebold	Junior Master
Victoria	Ebeling	Junior Master
Peter	Feldmann	Junior Master
Sarik	Goyal	Junior Master
David	Junge	Junior Master
Thomas	Karstens	Junior Master
Lu	Patterson	Junior Master
Margo	Pearson	Junior Master
Robert	Scholl	Junior Master
Diane	Sprenger	Junior Master
Nina	Whitsel	Junior Master
John	Brewer	Club Master
David	Crow	Club Master
Janet	Fischer	Club Master
Karen	Goodyear	Club Master
Jeanne	Hergert	Club Master
Nancy	Keenan	Club Master
Sheila	Nagan	Club Master
Gloria	Perconte	Club Master
Jim	Skaggs	Club Master
Pankaj	Bhargava	Sectional Master
Gary	Biederer	Sectional Master
Jodi	Biederer	Sectional Master
Suzanne	Broyles	Sectional Master
David	Donaldson	Sectional Master
Warren	Erikson	Sectional Master
Sally	Feder	Sectional Master
Eldad	Ginossar	Sectional Master
Joanne	Jacobs	Sectional Master
Karen	Kramer	Sectional Master
Karen	Prieur	Sectional Master
Kathy	Rand	Sectional Master
Brian	Ruggiero	Sectional Master
Judith	Shufrit	Sectional Master
Juwanna	Walton	Sectional Master
Vincent	DeConti	Regional Master
Kenneth	East	Regional Master
Sharon	Gerecke	Regional Master
Sharon	Petersen	Regional Master
Luke	Robison	Regional Master
Robert	Salita	Regional Master
Simone	Birndorf	NABC Master
Susan	Doyle	NABC Master
Donald	Ferris	NABC Master
Shelley	Pilon	NABC Master

Congratulations... Well Done!

LESSON 3: Introduction to Declarer's Play

Sure Tricks at Notrump

The game of bridge revolves around the bidding for and the taking of tricks. Here we are not worried about the bidding, just the taking.

The most important single move that you must make before playing out a hand is to count your tricks. That seems easy enough, doesn't it?

Lets take a simple example:

DUMMY

♠ A 4 3

YOU

♠ K 5 2

Whenever you play a bridge hand as declarer, you get to see all of your partner's cards before you play. Your partner's hand is called the dummy, and that term has nothing to do with the way he may have bid his hand.

So what you do after the opponent on your left makes an opening lead is to look at one suit at a time; look, for example, at your spades and at dummy's spades and count the number of sure tricks you have in that suit. Then you go through the same process in each suit and come up with a figure. That is a very important figure. It tells you how many tricks you can take at a moment's notice. Remember that term, sure tricks, because we are going to work with it for a while.

Now let's go back to our example. In dummy we have the A 4 3 of spades, and in our own hand we have the K 5 2. The ace will take one trick and the king will take another, so we have the two sure spade tricks. This may seem elementary, but you will never learn to play a hand unless you do this.

Counting tricks has its hazards. Let's try this one:

DUMMY

♠ K Q

YOU

♠ A 2

Now how many sure tricks do you have in spades? This answer is two, not three. You see, when you play a card

(Continued on page 9)

(Continued from page 8)

from your hand, you must also take a card from the dummy. Let's say you play the ace; then the queen must be played from dummy. That leaves you with the two in your hand and the king in dummy. In other words, you have two tricks, not three.

The important thing to see is that you can never take more tricks in a suit than there are cards in the longer of the two hands. Look:

DUMMY

♠ A K Q

YOU

♠ J 10

Between you and your dummy you have the ace, king, queen, jack, and ten. But you can only take three tricks. That is because the dummy, which is the longer hand in spades, has only three cards.

Practice counting sure tricks with these examples:

(a)

DUMMY

♠ K Q 3

YOU

♠ A 5 2

(b)

DUMMY

♠ A Q J 8

YOU

♠ K 7

(c)

DUMMY

♠ A J 3

YOU

♠ K Q 5 4

(d)

DUMMY

♠ Q J 10 5 4

YOU

♠ A K 3

Solutions

(a) Three tricks. You can take them in any order you like. You could play the king, then the queen, and then the three to your ace; or you could play the ace, and then a little one to the king, and then the queen. Or

you could play the king, then the three to your ace, and then a little one back to your queen. You see, when you have the same number of cards in both hands (e.g., three cards on each side), you have quite a bit of flexibility. You would have to see all 26 cards before you knew which hand you wanted to end up in. I am merely showing you that you don't always have to play the ace first when taking tricks.

(b) Four tricks. Now this situation and the following ones are a little different because you do not have the same number of cards on both sides. In this case the dummy has four and you only have two. As a general rule, whenever you have a bunch of good tricks in a suit that is unevenly divided, you should play the high card(s) from the short side first. This means playing the king, which will take the eight from dummy, and then leading your seven over to the ace, queen, and jack in dummy. When cards are high it does not matter which one you play first. In this case, when you have played the king and are about to lead the seven over to the dummy, it doesn't matter if you play the jack, queen, or ace; they are all the same. In this little game we are playing, we are always assuming that the opponents have led some other suit and we have taken the trick. Now we are about to play our suit. Sometimes the trick we have taken will have been in dummy. Therefore, if the lead is in the dummy, we must play the eight of spades over to our king and then the seven back to the dummy. But in either case we are playing the high card from the short side first.

(c) Four tricks. If the lead is in the dummy (from the prior play), we should first play the ace, then the jack, and then the three over to our king and queen. Notice that we played the high cards from the short side first. Things would be exactly the same if the lead were in our hand. We would play the four over to the ace (or jack), then the jack, and then the three over to our king and queen. It is conceivable that the opponents might lead this suit themselves, in which case we would still play it the same way.

(d) Five tricks. This time we would play the king and ace (or the ace and king) from our hand and then lead the three over to the queen, jack, and ten in the dummy. Playing the high card or high cards from the short side first allows us to end up on the long side, where we can take the maximum number of tricks.

(Continued on page 10)

(Continued from page 9)

Now let's practice counting our sure tricks in an entire deal:

DUMMY

♠ A 4 3
♥ K 4
♦ 10 8 7 5
♣ A K Q 3

YOU

♠ 7 5 2
♥ A Q 3
♦ A 4 3 2
♣ J 4 2

Let's pretend the final contract was three notrump and West, your left-hand opponent, led the king of spades. How many sure tricks do you have altogether?

You should have come up with nine sure tricks. You have one in spades, three in hearts, one in diamonds, and four in clubs.

Sometimes counting tricks and taking them are two different things. But if you remember about the high card(s) from the short hand, you will not have any trouble. In clubs, you would play the jack first from your own hand and then play a little one over to the ace, king, and queen in dummy. In hearts, you would play the king first and then the four over to the ace and queen in your own hand.

Here are some additional practice deals. Count your sure tricks and see what you come up with:

(a)

DUMMY

♠ A 4 3
♥ K Q
♦ A J 4
♣ A J 7 6 5

YOU

♠ K Q 7
♥ A 7
♦ K Q 10 3 2
♣ K 3 2

(b)

DUMMY

♠ K Q J
♥ Q J 10 9
♦ J 10 9
♣ K Q J

YOU

♠ 10 9 8
♥ K 8 7 6
♦ K Q 8 7
♣ 10 9

Solutions

(a) You should have come up with twelve tricks: three in spades, two in hearts (make sure you see why), five in diamonds (playing the ace and jack first), and two in clubs.

(b) You have zero sure tricks. That's right, not one. In order to take tricks in any one of these suits, you must first get rid of the opponent's ace. Until you get rid of that ace, you do not have a sure trick. The definition of a sure trick is a trick that you can take without giving up the lead. When you must give up the lead to take a trick, you are establishing tricks, which leads us to a new topic.

Summary: Key Pointers About Sure Tricks

- (1) The first step in playing a bridge hand as declarer is to count your sure tricks.
- (2) A sure trick is a trick that can be taken without giving up the lead.
- (3) You can never take more tricks in a suit than there are cards in the longer hand. (If both you and your dummy have two cards in one suit, the most tricks you can take in that suit is two.)

(4) When taking sure tricks, play the high cards(s) from the short side first. This will allow you to end up on the long side, where you can cash the rest of the tricks in the suit.

Establishing Tricks

In most of the deals that you play, you never seem to have enough sure tricks to make your contract. Let's say

(Continued on page 11)

(Continued from page 10)

you are playing three notrump. You need nine tricks to fulfill your contract, and you usually count up only five or six sure tricks. What are you going to do? Well, there is another method of getting tricks, but it involves a little work. You have to establish, or make, tricks for yourself. Study this diagram:

DUMMY

♠ K Q J

YOU

♠ 4 3 2

If this is your spade suit, you do not have a sure trick in spades. But if you were to play the king (or the queen or jack) from dummy and drive out the ace, you could establish two spade tricks for yourself. This method of establishing tricks, driving out the opponents' aces and kings, is the most common method of obtaining tricks in bridge.

You may be wondering what would happen if the opponents did not take their ace; actually, it would turn out the same. Let's say you lead the king and everyone plays low. Well, you've taken one trick already. Now you lead the queen. If everyone plays low again, you have taken two tricks in the suit, and that is all you ever had coming in the first place.

When it comes to establishing tricks, you follow the same general rule that you did when you were taking your sure tricks. Play the high card(s) from the short side first. For example:

DUMMY

♠ Q J 10 3

YOU

♠ K 2

Let's say you wish to establish some spade tricks for yourself. You should lead the king from your own hand. If the opponent takes it with the ace, you will still have the deuce, and the next time it is your lead you can take the queen, jack, and ten. In other words, you should get three tricks from this suit.

Now let's practice counting tricks in suits that we must establish. How many tricks can you establish in each of the following suits, and which card do you play first?

(a)

DUMMY

♠ K Q 7

YOU

♠ J 3

(b)

DUMMY

♠ Q 5

YOU

♠ K J 10 9 3

(c)

DUMMY

♠ 4 3 2

YOU

♠ Q J 10

(d)

DUMMY

♠ A 3

YOU

♠ Q J 10 9

Solutions

(a) Two tricks. You should play the jack first. If the lead is in the North hand, lead the seven to the jack.

(b) Four tricks. You should play the queen first. If the lead is in the South hand, you should lead the three to the queen.

(c) One trick. You can lead from either hand because you have the same number of cards on both sides. The queen will drive out the king, the jack will drive out the ace, and the ten will be an established trick.

(d) Three tricks. You should lead the ace and then the three. If you live right, the king might fall under the ace, and then you will get four tricks--but don't count on it. They have too many cards in the suit.

You are now ready to make a little progress. Your next step in planning the play of a contract is to count the sure tricks you have and see how many more tricks you can establish.



Madison's Summer Madness
July 13, 14 & 15, 2018 WJMB Sectional

Friday July 13
9:00 499er Pair/Team Game
Open Pair/Team Game
1:30 499er Pair/Team Game
Open Pair/Team Game
6:30 499er Fast Pair Game
Open Swiss Team

Saturday July 14
9:30 499er Pair/Team Game
Open Pair/Team Game
2:00 499er Pair/Team Game
Open Pair/Team Game

Sunday July 15
9:30 Open and 499er
Single Session Swiss Teams
1:30 Open and 499er
Single Session Swiss Teams

FREE 499er Chalk Talks, 12:45-1:15
Glenna Shannahan on Friday
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(Continued on page 12)

(Continued from page 11)

The important thing to remember is to keep the two counts separate until you have actually established some tricks. Once you establish some tricks, you can add the tricks you have established to your sure trick count. Take a look at this layout:

DUMMY

♠ A 4 3
♥ K Q J 10
♦ K 5 2
♣ 9 8 7

YOU

♠ K 5
♥ 5 4 3 2
♦ A Q J 9
♣ A K Q

Let's say you are playing a contract of six notrump. You must always ask yourself how many tricks you need to make your contract. In this case you need twelve (six plus your bid). The opponents lead the queen of spades. Now, after realizing how many tricks you need, which is really the first step, you must add up your sure tricks. So let's do that. You have two in spades, four in diamonds, and three in clubs. A total of nine. Notice that you did not count even one sure trick in hearts, simply because you cannot take a trick in that suit until you drive out the ace.

Well, you have nine sure tricks and you must establish at least three more tricks in hearts to make your contract. That's easy enough. You simply win the spade with your king and lead a heart. Let's assume that the opponents take it with their ace. Your sure trick count has just changed. You now have twelve sure tricks instead of nine, because you can add those extra three heart tricks to your total once the ace has been removed.

Now for the most important point in the whole lesson. When playing a bridge hand that does not have enough sure tricks, you must establish extra tricks. Establishing extra tricks should be the first thing you do. You establish the extra tricks you need before you take your sure tricks. Then, when you have established enough tricks to make your contract, you take all of your tricks at once.

Rules are not much good unless you know their reasons. So we are going to go back to our six notrump contract. For the first time we are going to look at all four hands.

DUMMY

♠ A 4 3
♥ K Q J 10
♦ K 5 2
♣ 9 8 7

WEST

♠ Q J 10
♥ A
♦ 10 8 7 6 4
♣ J 4 3 2

EAST

♠ 9 8 7 6 2
♥ 9 8 7 6
♦ 3
♣ 10 6 5

YOU

♠ K 5
♥ 5 4 3 2
♦ A Q J 9
♣ A K Q

For the time being don't worry about why West led the queen of spades. Presently you are worried about taking twelve tricks.

Notice that after you take the first trick with the king of spades, you still have control (that is, you can take the next trick) in all suits except hearts, where you will soon be establishing your tricks.

What if you were to take your club tricks before knocking out the ace of hearts? Watch closely what would happen so that you never make this error--in fact, this is the most common error beginners make--of taking sure tricks too quickly.

If you were to take your three club tricks before playing hearts, West would still have the jack of clubs. It would be the only club left. Then, when you led a heart, West would take it with his ace and then would be able to take the next trick with his jack of clubs because you had surrendered control of the club suit by taking your sure tricks too quickly.

The same thing would happen in diamonds. If, after winning the first trick with the king of spades, you were to take four tricks in diamonds, West would still have one diamond. Then, when you played a heart, West would take that trick with the ace of hearts and the next trick with the ten of diamonds. In neither case would you make your contract, because you would have lost two tricks, while you can afford to lose only one in a contract of six.

Therefore, it is important that you see that by taking

(Continued on page 13)

(Continued from page 12)

your sure tricks too quickly, you give up control in the suit, and--even worse--you establish tricks for your opponents.

Establish first: Take your sure tricks after you have established.

Now you are going to practice counting your sure tricks, seeing if you have tricks that can be established (and, if so, how many), and, finally, determining which suit you should play first.

(a)

DUMMY

♠ K Q 10 3

♥ A 4 3

♦ 7 6 5

♣ K Q 2

YOU

♠ J 5

♥ K 5 2

♦ A 8 4 3

♣ A J 10 9

Contract: Three notrump

Opening lead: Queen of hearts

(b)

DUMMY

♠ A K 5

♥ 3 2

♦ A 7 6 5

♣ 5 4 3 2

YOU

♠ Q 7

♥ Q J 10 9

♦ K 4 3 2

♣ A K 6

Contract: Three notrump

Opening lead: Jack of spades

In each exercise: How many sure tricks do you count? How many more can you establish? Which suit should you play first? Which card should you play in that suit?

Solutions

(a) You have seven sure tricks and you can establish three more in spades. You should play spades first (after taking the first trick with the king of hearts) and you should lead the jack. If it takes the trick, you continue with spades until one of your opponents plays the ace. You will eventually wind up with ten tricks. Once you have driven out the ace of spades,

you will have established enough tricks to make your contract. Then you can take all of your tricks at once.

(b) You have seven sure tricks and you can establish two more in hearts. Therefore, you should play hearts first. After taking the first trick in your hand (high card from the short side), you can begin by playing any heart. For concealment, declarer usually plays his highest equal, or highest in a sequence, first. So you would first lead the queen of hearts. In this case you must give up the lead twice in hearts in order to establish two tricks of your own in the suit. Assume that the queen loses to the king or ace and that a spade is returned. You take this in the dummy and lead another heart, establishing your hearts before taking any of your sure tricks.

Summary: Key Pointers About Establishing Tricks

- (1) When playing a hand as declarer, know how many tricks you must take to fulfill your contract.
- (2) Count your sure tricks and, if you do not have enough, look for suits that can be established (usually suits that are missing the ace or the king). Once you lose a trick to the high card, the rest of your cards in that suit will be good.
- (3) Do your establishing early. Establish first and then take your sure tricks.
- (4) If you take your sure tricks too soon, you may find that when you start establishing, the opponents will by that time have good tricks established in the suits in which you hastily cashed your sure tricks.
- (5) Don't be afraid to give up the lead. On most hands you must give up the lead two or three times.
- (6) When playing equal cards (such as the jack, ten, and nine), declarer should usually play his highest equal first. This applies to both establishing and taking. By doing this, you make it harder for the opponents to know what is going on. If you have the ace, king, and queen of spades and you play the queen, naturally it will take the trick, but your opponents will know that you still have the king and ace. However, if you play the ace first, the opponents will not know who has the king and queen.

When playing equal cards from the dummy, it doesn't matter which one you play first, because the opponents can see the dummy. However, just to stay in practice, you should take the highest equal from dummy also.

This article is an adapted excerpt from "Introduction to Declarer's Play" by Eddie Kantar.