

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

## Bridging the gap: Why playing bridge is good for you ... and fun

**Taupo & Turangi Weekender**  
**6 Mar, 2019**

**A recent major study has revealed that playing bridge keeps people smarter, happier and more social into old age. Taupō and Tūrangi Weekender editor Laurilee McMichael tries her hand at a few hands.**

It used to be accepted that as you got older, your brain power faded.

But research in recent years has showed there are a variety of things you can do to stave off that process - learning a new language or playing an instrument, doing the crossword, making new friends are among some of them - and one of the newest discoveries is that the card game bridge can also help.

A recent major study by the University of Stirling, Scotland, has revealed that playing bridge keeps people smarter, happier and more social into old age. The study also indicated that people who play bridge have higher levels of wellbeing than those who don't. In addition, the game and its social environment has the potential to maintain good health, through increased positive cognitive, social and quality of life outcomes.

It's with this in mind that I ventured along to one of Taupo Bridge Club's regular supervised bridge sessions, held every Wednesday afternoon at the bridge club's rooms on Tauhara Rd.

Here, people who are learning bridge or who want to practice or refresh their skills after taking a break can enjoy the game in an informal social environment.

There are some similarities with the card game 500 in that the aim is to win tricks, but in bridge the bidding adds a whole new aspect to the game and as a result it takes a bit of learning - which is where bridge being good for your brain comes in.

"I was never any good at sport. I was in Wellington at the time, and I saw the ad in the paper and thought I'd give it a go. What I like about bridge is you can see where you went wrong. You can see the cards and say, 'if I had played this, then this would have happened'. With golf you have no idea. I never looked back."

Rona says playing bridge is life-long learning and that is why scientists have discovered that it's also good for the brain.

**News from New Zealand...**

# Bridge Apps...

Source: App store Preview Online apple.com



Eight ever, Nine never,  
What does that mean?  
I'm always so clever...  
I will find the queen!



## Audrey Grant's Better Bridge 4+

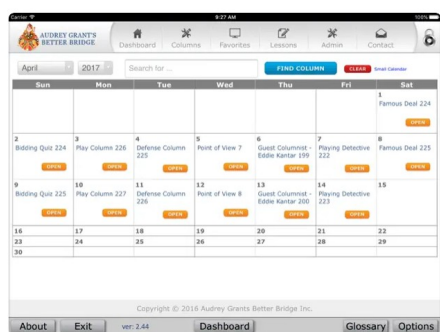
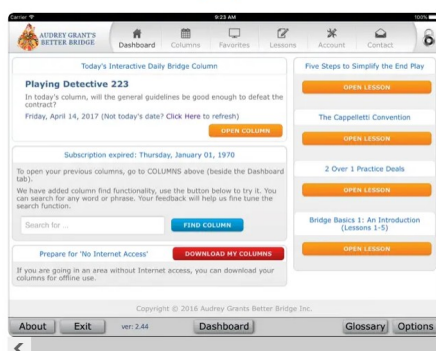
Audrey Grant's Better Bridge Inc.

Designed for iPad

★★★★★ 4.7 • 3.7K Ratings

Free · Offers In-App Purchases

## Screenshots iPad iPhone



Improve your bridge game with instructional material from the game's top teacher. Bridge players can enjoy a free preview of the Interactive Daily Bridge Column.

Improve your bridge game with instructional material from the game's top teacher. Intermediate and experienced bridge players can enjoy a free preview of the Interactive Daily Bridge Column. New players can view a free interactive introduction to the game of bridge.

The Daily Bridge Column includes the following features:

- Interactive deals that you can bid, play, and defend, accompanied by a complete walkthrough that you can view beforehand or after trying the deal.
- Bidding quizzes on various aspects of the game.
- Columns by guest celebrities such as World Champion Eddie Kantar.
- Famous deals, where you have a chance to play the deal and then read the story behind it.

After viewing the trial columns, you can subscribe to the Daily Bridge Column for \$9.99 monthly. As a subscriber, you can access each day's column from your iPad, MAC.

Bridge Basics 1 (iPad Only): An Introduction is the first set of lessons from Learn to Play Bridge with Audrey Grant. It is designed for the absolute beginner. The material is presented in a clear, well-organized format, moving smoothly from one topic to the next. It's based on the most up-to-date information the game has to offer.

It includes the following features:

- A soundtrack accompanies the lesson material, allowing you to focus on the hands and the graphics.
- High-quality graphics explaining the various lesson points.
- Practice deals – you'll play with skilled robots to help you develop good card play techniques.
- Interactive quizzes that let you review what you have learned and track your progress.

After viewing the first free lesson, you can purchase the entire set of Bridge Basics 1: An Introduction for \$34.99.

There are several Bridge Apps on the market. These Apps give you a chance to practice your skills solo.

You don't need a partner or teammates to hone your game! All of these Apps are fun and useful, but like everything else, you must determine which would be best for you.

### Information

Seller Audrey Grant's Better Bridge Inc.

Size 191.2 MB

Compatibility

iPhone

Requires iOS 9.0 or later.

iPad

Requires iPadOS 9.0 or later.

iPod touch

Requires iOS 9.0 or later.

Mac

Requires macOS 11.0 or later and a Mac with Apple M1 chip or later.

Languages English

Age Rating 4+

Price Free

# Learn the Basics of Bridge – A How-to Guide for Older Adults

## An entertaining and beloved card game

One of the most entertaining and beloved card games of all time, Bridge, is the perfect game for all seasons, all genders and all ages. It can be an especially good choice for older adults living in retirement communities because finding a foursome for a game is easy! Playing Bridge is not only fun, but also challenging and can help keep seniors keep their brains sharp and their social skills intact. Many seniors enjoyed playing bridge years ago, but even those who have never played the game before can learn. There is no one way to learn Bridge, but here are several options to consider.

## Join a Bridge club

Like many games, Bridge is played with a foursome, which may be difficult for bridge lovers who cannot find four people to play. For this reason, many who love bridge, will be willing to teach anyone willing to learn. A good place to start is by finding a local Bridge group or club, either in the senior living community or in the greater local area. Many Bridge clubs offer classes and are willing to help mentor new learners to help expand their organizations. According to the American Contract Bridge League, there are more than 3,000 bridge clubs across the United States and they provide an online tool to help newcomers find one near them. (ACBL.org)

The American Contract Bridge league also offers free software programs “Learn to Play Bridge I” for beginners and “Learn to Play Bridge II” for those who have mastered the basics of the game.

## Meet up with Meetup

One of the many benefits provided by the internet is the ability to locate people with shared interests nearby. When it comes to learning Bridge, the Meetup website offers a great way to get together with other Bridge newbies and learn the game with others who are also just beginning or start your own meeting. The Meetup Bridge Beginners site helps people join a local group and offers links to events for all Bridge enthusiasts including beginners and intermediate level players.

## Try YouTube

The depot for all things, YouTube has a wide variety of videos about Bridge in general and specifically how to play the game. For example, the video, How to Play Bridge (Complete Tutorial) take the game one step at a time from dealing the cards, to the objective, to bidding, game play, scorekeeping, rules, strategy, and an example. The video is only about 15 minutes long and can be watched over and over again to help new players understand the intricacies of Bridge before they take it on live with other players. The video from gathertogathergames.com also provides a link to a written overview of the game. Check out YouTube for many more Bridge-for-beginners videos from a range of experts. Don't miss the videos that feature expert, Gavin Wolpert. Gavin is not only a great teacher, but entertaining and thought provoking. Several newbies have commented on his talent in producing these lessons.

*(continued on page 4)*

(continued from page 3)

## Take lessons

Like anything new, Bridge has a learning curve and new players can only benefit from taking a lesson or two from experts. The website, [bridgelesson.com](http://bridgelesson.com), offers lessons from beginners to advanced level for a small fee. Another possibility is [60secondbridge.com](http://60secondbridge.com), which offers online lessons and requires registration but also offers a free trial. Learn Bridge Online also offers lessons from experts from around the world, with sessions spread over several weeks. Fees are charged for lessons.

Also helpful is [ateacherfirst.com](http://ateacherfirst.com) that offers a long list of topics for free, an inexpensive Pocket Guide for Beginner Bridge, as well as password-protected content.

One more to consider is [bridgebears.com](http://bridgebears.com), a site run by a retired teacher with more than 50 years of Bridge-playing experience. This website offers a simple step-by-step process for beginners as well as more advanced players. For an expansive list of online lesson options, try [coursef.com](http://coursef.com).

## Read all about it

Many seniors who are not internet savvy, may prefer to learn the basics of bridge the old fashioned way, in a book! Here are a few of the top rated books on Bridge to choose from:

- The Times Beginner's Guide to Bridge, by Andrew Robson provides a step-by-step process with illustrations.
- Bridge for Beginners, by Game Nest, presents the basics, as well as tips, strategies and concepts.
- A Taste of Bridge, by Jeff Bayone, is a series of six lessons designed to get new players started on a life-long love of the game.
- Gary Brown's Learn to Play Bridge: A Modern Approach to Standard Bidding with 5-Card Majors, by Gary Brown, is the winner of the American Bridge Teachers Association Book of the Year Award and is perfect for every level of learner, even those who have no experience with card games.
- Bridge: Beginner to Intermediate (Puzzle Power), by Mark Horton, was a runner-up in the beginner/novice category of the American Bridge Teachers Association 2020 Book of the Year Awards and offers beginners an easy way to get started on learning the game and all its complexities.

More award-winning Bridge books can be found on the American Bridge Teachers Association's website. ([ABTAhome.com](http://ABTAhome.com))

There is a world of resources online today. Take advantage of the material to improve your game.

You will better enjoy playing and your partner will appreciate it too!!

# Should you double a slam with two aces by Andy Robson

To bid and make a Small Slam, only one trick can be lost. But a defender holding two aces should not necessarily double a Small Slam - the opponents are likely to have a void somewhere so one of your aces may not win a trick. That said, you have to feel sympathy for this week's East who, holding no less than three aces, watched his opponents bid and make a Small Slam. Here is the hand:

South Deals	♠ K 7 5 4 2		
None Vul	♥ K 7 6		
	♦ —		
	♣ K Q J 7 6		
♠ Q J 10 8		♠ A 9 6 3	
♥ 3		♥ 9 8	
♦ Q 9 5 3 2		♦ A J 7 4	
♣ 9 8 5		♣ A 3 2	
	♠ —		
	♥ A Q J 10 5 4 2		
	♦ K 10 8 6		
	♣ 10 4		
<i>West North East South</i>			
		4 ♥	
Pass	6 ♥	Dbl	Pass
Pass	Pass		

Andrew Robson is a highly accomplished bridge professional, writer and teacher. From his home in the United Kingdom, Robson is the bridge columnist for The Times and Country Life. Andy was born on January 5, 1964 in Chester, United Kingdom



West led ♠ Q and dummy and East played low, declarer trumping. Correctly resisting the temptation to trump ♦s, declarer realised that by far the easiest route to 12 tricks was to draw trumps then - assuming trumps split 2-1 - establish ♣s by knocking out ♣ A. He cashed ♥ Q and ♥ J then led ♣ 10. East ducked his ♣ A, then won ♣ 4 to dummy's ♣ J. He had no sensible return so simply exited with ♣ 3. Declarer was able to enjoy dummy's three established ♣s discarding ♦ 1086 from hand, trump ♠ 4, trump ♦ K with ♥ K, then table his remaining cards, all trumps.

Last week we saw that it was a mistake to double a Slam if you would be unhappy should the opponents remove themselves to an alternative contract. This week we see that holding two - even three - aces is not a good enough reason to double.

**ANDREW'S TIP: Do not double a freely bid Small Slam on the basis of holding two - even three - aces.**

More Robson on page 6...

# When not to make a penalty double by Andy Robson

When the opponents have reached a contract that you do not think they will make, it might seem sensible to double, thereby scoring more points. But it is not quite so simple - what if they then run to an alternative contract?

South Deals	♠ A J 10 9		
N-S Vul	♥ A 6 5 3		
	♦ J 8 4 2		
	♣ 7		
♠ 7 4 3			♠ K 8 6 5 2
♥ 7			♥ Q J 10 8
♦ 7 6 5 3			♦ —
♣ K J 9 8 3			♣ Q 10 6 2
	♠ Q		
	♥ K 9 4 2		
	♦ A K Q 10 9		
	♣ A 5 4		
West North East South			
		1 ♦	
Pass	1 ♥	Pass	4 ♥
Pass	4 NT	Pass	5 ♥
Pass	6 ♥	Dbf	Pass
Pass	7 ♦	Dbf	Pass
Pass	Pass		

North bid aggressively to Small Slam via the Blackwood 4 NT convention which asked partner how many aces they possessed (5 ♥ showed two). But when East doubled 6 ♥, North reassessed. It was clear East's ♥s were strong enough to defeat 6 ♥ so North tried the effect of making ♦s trumps - even though it meant bidding a Grand Slam. East doubled again - perhaps less confidently - and West led ♥ 7.

South won ♥ K, cashed ♣ A, trumped ♣ 4 with ♦ 2, led ♦ 4 to ♦ 9 (noting East discard - ♠ 5), trumped ♣ 5 with ♦ 8, and overtook ♦ J with ♦ Q to draw West's remaining trumps (North discarding ♥ 65 to leave ♠ AJ109 and ♥ A). He then led ♠ Q to ♠ A and ran ♠ J - a "ruffing finesse". East covered with ♠ K (South would have discarded ♥ 2 if East had played low), so declarer trumped, crossed to ♥ A and enjoyed ♠ 109. He had actually made his doubled Grand Slam! East was left to rue his double of 6 ♥ - he should have passed and quietly defeated the 6 ♥ contract with his two trump tricks.

**ANDREW'S TIP: Do not double a contract unless you will be happy if they run to an alternative contract.**

# Give Me a Hand!

Dealer North. EW Vul.

♠ 8 6 5 3		
♥ A K 7 2		
♦ A K J 10		
♣ 5		
♠ J 10	♠ 9 7 2	
♥ Q 10 4 3	♥ J 8 6	
♦ 8 6 3	♦ Q 9 5	
♣ Q J 8 4	♣ K 10 6 3	
♠ A K Q 4		
♥ 9 5		
♦ 7 4 2		
♣ A 9 7 2		

West	North	East	South
—	1♦	Pass	1♠
Pass	4♣ <sup>1</sup>	Pass	5♣
Pass	5♦	Pass	6♠
Pass	Pass	Pass	

1. Splinter, agreeing spades

West led the jack of trumps and declarer was slightly disappointed by the rather threadbare dummy: four clubs was a bit of an overbid. However, that was in the past and his job was to make twelve tricks, not to complain about the auction.

Declarer saw that he needed trumps to be 3-2 and to have some luck in the red suits to make his contract. However, there were real transportation difficulties between the two hands. If the diamond finesse was successful, only one club ruff was needed, but if it were offside, two club ruffs would be necessary. Furthermore, if declarer took a diamond finesse at trick two and it lost he would no longer have the entries to take two club ruffs.

Declarer then considered the question, "What if I gave up on the diamond finesse?" The only issue was that while he could ruff two clubs, his only entry back to hand after the second ruff would be with a heart ruff.

After some thought, declarer decided the second approach was more appealing. He took the first trick with queen of trumps, then cashed ace of clubs and ruffed a club. The next card he called for surprised everyone at the table, particularly East: it was dummy's ten of diamonds. East took this with the queen and

exited with a trump. After winning this in hand with the king declarer ruffed another club. There was only one way back to hand, in hearts, so declarer cashed the ace-king of hearts and ruffed a heart. As that passed off successfully, declarer drew the last trump with the ace while throwing dummy's remaining heart. This left dummy with just the three high diamonds to cash.

Dealer West. EW Vul.

♠ K 2		
♥ K 10 9		
♦ K J 6 2		
♣ K 8 6 5		
♠ A J 9 6 4	♠ 8 7	
♥ A 7	♥ 8 5 4 3 2	
♦ A 10 9 7	♦ 5	
♣ J 3	♣ 10 9 7 4 2	
♠ Q 10 5 3		
♥ Q J 6		
♦ Q 8 4 3		
♣ A Q		

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

West led a fourth-highest the six of spades against three notrump. As only 14 high-card points were in the defensive hands, declarer saw that it was all but certain that West held all three of the missing aces. Declarer was about to play low from dummy when he saw that if he did so, West would grab the first round of diamonds to play the ace-jack of spades and he would have only eight tricks before he had to lead a heart. Then West would take the ace of hearts immediately and cash two spade winners for a one-trick set.

So, declarer called for dummy's king of spades. He then crossed to hand to lead a low diamond towards dummy. As the cards lay, if West rose with the ace and played on spades declarer would be safe as he would still have a spade stopper when the time came to develop a trick in hearts.

In practice, West played a low diamond on the first round and dummy's jack won the trick. Dummy's king of hearts came next. West took this with his ace and returned a heart to declarer's queen. Next, declarer

Continued on page 8



cashed the ace of clubs and then led a second low diamond to dummy's king. The 4=1 diamond break was a disappointment but not a real problem. Declarer just cashed the king of clubs and the jack of hearts for his seventh and eighth tricks. All that remained was to lead a low diamond from hand. West took the ten and ace of diamonds but then had to give declarer his ninth trick by leading away from his ace of spades.

**Dealer South. Both Vul.**

			♠ 8 6
			♥ 6 3
			♦ J 10 9 5
			♣ J 8 6 5 2
♠ J 9 4 2		♠ —	
♥ 9 2		♥ J 10 8 7 4	
♦ Q 4 3		♦ A K 7 6	
♣ A K 7 3		♣ Q 10 9 4	
		♠ A K Q 10 7 5 3	
		♥ A K Q 5	
		♦ 8 2	
		♣ —	
West	North	East	South
—	—	—	2♣
Pass	2♦	Pass	2♠
Pass	3♣ <sup>1</sup>	Pass	3♥
Pass	3♠	Pass	4♠
Pass	Pass	Pass	

1. Double negative

West led the ace of clubs. Declarer ruffed, then played the ace of trumps. East's discard was a nasty shock and now declarer had to try and ruff a heart in dummy. He cashed the ace and king of hearts and then led the five. West ruffed this with the nine of trumps then crossed to East's hand with a diamond to the king. After ruffing the heart continuation with the jack of trumps, West exited with a diamond to East's ace to set four spades by one trick.

As ever, North was not sympathetic to declarer's cries of bad luck. "You should have discarded a diamond at trick one. Your aim should have been to surrender the two diamond losers early. If the defenders played a club at trick two, you should pitch a second diamond. If an unlikely heart shift came at trick two, you should win, cash the ace of trumps and, seeing the suit was 4=0, play a second diamond. If instead, the defenders continue with two rounds of diamonds, they would be doing your work for you in getting rid of those pesky diamonds. After gaining the lead at trick three, you would cash the ace of trumps and when East showed out, play the ace, king and five of hearts. Then it would not matter whether West ruffed in with the nine of trumps or discarded: if he trumped the five of hearts with the nine he would no longer have an entry

to East's hand to obtain a second heart ruff. All you would lose would be a trump and two diamonds."

"As the cards lay you could have recovered at trick three by playing a diamond," North continued. "However that risks going down when hearts are 4-3 and diamonds are 2=5 and East can play a diamond winner on the third round of the suit. That layout would see the defenders make either two trumps or a trump and a heart."

**Dealer West. Both Vul.**

			♠ 8 3
			♥ A Q 7 6
			♦ 9 7 5 4 2
			♣ Q 7
♠ K 7		♠ 4	
♥ 9 5 3		♥ K J 10 8 4	
♦ K Q J 10		♦ 8 6 3	
♣ A 9 4 3		♣ K 10 8 5	
		♠ A Q J 10 9 6 5 2	
		♥ 2	
		♦ A	
		♣ J 6 2	
West	North	East	South
1♦	Pass	1♥	4♠
Pass	Pass	Pass	

West led the king of diamonds to declarer's bare ace. Declarer saw that he needed to do one of four things: (i) make a second heart trick, or (ii) make a club trick, or (iii) ruff a club in the dummy, or (iv) play the trumps for no losers. The questions were, (a) which of these alternatives to attempt and (b) how to achieve one of them as safely as possible. As it appeared from the bidding that both the heart and trump finesses might well fail, declarer turned his attention to clubs. Playing a low club from hand would succeed if West had started with ace and king of clubs, but that also seemed an unlikely proposition.

It was then that declarer saw that this was a simple avoidance play problem. He had to keep East off lead when the club ace and king were split to prevent the defence from playing two rounds of trumps. So he crossed to dummy with the ace of hearts and led the seven of clubs from the table. If East had played the ace or king of clubs this would have allowed declarer to develop a club trick. In practice, East played a low club and declarer contributed the jack, which West took with the ace. As West could not lead a trump without sacrificing his trick in the suit, he opted to try and cash a diamond. Declarer ruffed, then played the two of clubs to dummy's queen and East's king. East exited with the expected trump but it was too late. Declarer rose with the ace of trumps and ruffed the six of clubs in dummy. Declarer now claimed, conceding a trick to the king of trumps.



## Playing Card Facts & Trivia

Some interesting facts (or possibly fiction) about playing cards.

It is said that each of the suits on a deck of cards in a card game represents the four major pillars of the economy in the Middle Ages: Hearts represented the Church, Spades represented the military, Clubs represented agriculture, and Diamonds represented the merchant class.

Each face card in a deck of playing cards is said to represent a great person from history:

**King of Spades** – David

**King of Hearts** – Charles (possibly Charlemagne, or Charles VII, where Rachel would then be the pseudonym of his mistress, Agnès Sorel)

**King of Diamonds** – Julius Caesar

**King of Clubs** – Alexander the Great

**Queen of Spades** – Pallas

**Queen of Hearts** – Judith

**Queen of Diamonds** – Rachel (either biblical, historical (see Charles above), or mythical as a corruption of the Celtic Ragnel, relating to Lancelot below)

**Queen of Clubs** – Argine (possibly an anagram of regina, which is Latin for queen, or perhaps Argea, wife of Polybus and mother of Argus)

**Knave (Jack) of Spades** – Ogier the Dane/Holger Danske (a knight of Charlemagne)

**Knave (Jack) of Hearts** – La Hire (comrade-in-arms to Joan of Arc, and member of Charles VII's court)

**Knave (Jack) of Diamonds** – Hector

**Knave (Jack) of Clubs** – Judas Maccabeus, or Lancelot

## Calling Card

The King of Hearts is the only king without a mustache and is the only king with a sword through his head, otherwise known as the "Suicide King".

The Face Cards (King, Queen & Jack) are referred to as the "Court".

52 cards represents the 52 weeks in a year

4 suits represents the 4 seasons

13 cards in each suit represents the 13 weeks in each season

12 Royals represent the 12 months

2 red and 2 black suits represent the 4 different solstices

The 4 suits also represent the four natural elements

Hearts = Water

Clubs = Fire

Diamonds = Earth

Spades = Air

An interesting fact about playing cards is that specially constructed decks were sent to American soldiers who were being held in German camps during World War II. The United States Playing Card Company collaborated with the government in the production of these cards. What made these cards so unique was, once they became wet, they peeled apart. Inside, the prisoners found parts of maps that would lead them to freedom.

# Card Games Word Search

J	Y	M	P	T	S	E	D	A	P	S	V	G	D
E	M	N	P	I	B	O	B	E	L	O	T	E	R
G	M	I	I	G	N	I	L	F	F	U	H	S	N
C	U	M	N	K	B	O	S	I	T	F	T	D	E
G	R	N	S	Z	L	L	C	B	T	A	E	F	P
O	N	I	S	S	A	C	T	H	R	A	R	S	E
F	I	H	A	P	C	T	W	A	L	I	I	O	O
I	G	I	J	R	K	L	C	E	U	E	D	R	T
S	I	A	R	B	J	C	R	I	B	B	A	G	E
H	C	D	E	H	A	N	D	S	E	F	O	B	E
K	A	J	B	B	C	U	T	T	I	N	G	C	L
W	U	H	A	W	K	C	I	R	T	S	I	H	W
O	B	O	L	D	M	A	I	D	J	P	G	I	B
Y	R	E	K	O	P	D	X	T	W	K	C	G	I

BACCARAT  
BELOTE  
BLACKJACK  
BRIDGE  
CASSINO  
CRIBBAGE

CUTTING  
DAIHINMIN  
DEALER  
GIN RUMMY  
GO FISH  
HAND

KLABERJASS  
OLD MAID  
PINOCHLE  
POKER  
SHUFFLING  
SLAPJACK

SOLITAIRE  
SPADES  
TAROT  
TOEPEN  
TRICK  
WHIST

Card games are said to have appeared as far back as 9th century China and it seems every country has its favorite version. They are great way to socialize for both young and old. See if you can find these card game words, no peeking!



I love to play cards... but I want to win!  
Come into my den... let the card play begin!

# Winter Wonder Sectional December 2,3,4, 2022

Bridge Club of Madison | 2818 Todd Drive

## Friday December 2

10:00 499er Pair/Team Game  
Open Pair/Team Game  
2:00 499er Pair/Team Game  
Open Pair/Team Game

## Saturday December 3

10:00 499er Pair/Team Game  
Open Pair/Team Game  
2:00 499er Pair/Team Game  
Open Pair/Team Game

## Sunday December 4

10:00 Open Swiss Team Game  
499er Swiss Team Game  
TBA Open Swiss Team Game  
499er Swiss Team Game



**Stratifications** by Director  
**Pair Team** entries may be purchased  
**Lunches** available for order \$7 Fri, Sat, Sun  
**Entry Fees**  
\$9 per session Fri & Sat  
\$19 for Swiss Team event Sunday

## ACBL WUMBA SECTIONAL

We will follow ACBL guidelines for proof of vaccination.  
No fee for ACBL members with less than 5 master points!

## CO-CHAIRS

Diane Vaughan vaughandiane@hotmail.com (608) 238-0851  
Glenna Shannahan gkshannahan@gmail.com

**PARTNERSHIP** Partners guaranteed up to 30 min before game time.  
Bill Higbee whigbee@uwalumni.com (608) 233-1635

## HOST HOTEL: WYNDHAM GARDEN HOTEL

608-274-7200 | 2969 Cahill Main, Madison, WI 53711  
Ask for Bridge Tournament rate \$109

- Free breakfast and high speed internet
- Fitness center, pool, whirlpool
- \$5 coupon for Thirsty Goat

# WUMBA WINTER BRIDGE SECTIONAL

Ripon, WI  
February 3 – 5, 2023  
**ROYAL RIDGES**

(920)748 – 5500  
1 Westgate Drive  
Ripon, WI 54971  
(Highway 23/West Fond du Lac Street)

## SCHEDULE OF EVENTS

DATE	TIME	EVENT(S)
Friday, February 3	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
	6:30 PM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
Saturday, February 4	9:00 AM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs – Non-Lifemaster
Sunday, February 5	7:00 PM	Short Match Swiss (Single Session) Stratified Swiss (Two Separate Events)
	9:00 AM	499er NLM Swiss (3 Team Minimum)

**ACBL COVID PROTOCOLS APPLY – PROOF OF VACCINATION REQUIRED!**

*Fish & Chicken Buffet Served at Royal Ridges between Sessions on Friday*

*Famous Prime Rib Buffet Served Following First Session of Swiss on Sunday*

Stratified Pairs: 3000+/1000 – 3000/0 – 1000

**Pairs Select Their Own Teammates for ALL Pair-Teams Friday & Saturday!**  
**Entry Fees \$10 Per Session** **ACBL Members with 0 – 5 Masterpoints Play for Free!**

499er/Non-LifeMaster Events: Stratified by the Director

Sanction Number – 2302334

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## Milwaukee Holiday Sectional December 27 ~ 30, 2022



GOOD HOPE SCHOOL – ROOM #26  
(FOLLOW SIGNS TO 4 ACES BRIDGE CLUB)  
2315 W. GOOD HOPE ROAD – GLENDALE WI

## DIRECTIONS

FROM I-43: EXIT #80 GOOD HOPE ROAD WEST FOR 1 1/4 MILES  
TURN LEFT JUST BEFORE THE TENNIS COURTS ON THE SOUTH SIDE  
FROM I-41: EXIT #47 GOOD HOPE ROAD EAST FOR 5.5 MILES  
TURN RIGHT JUST AFTER THE TENNIS COURTS ON THE SOUTH SIDE



WE WILL FOLLOW ACBL AND LOCAL REGULATIONS REGARDING COVID PROTOCOLS

## TUESDAY, DECEMBER 27

10:00 AM Single Stratified Pair/Teams  
Stratified 299er Pairs (1 session)  
2:30 PM Single Stratified Pair/Teams  
Stratified 299er Pairs (1 session)

## WEDNESDAY, DECEMBER 28

10:00 AM Single Stratified Pair/Teams  
Stratified 299er Pairs  
2:30 PM Single Stratified Pair/Teams  
Stratified 299er Pairs (1 session)

## THURSDAY, DECEMBER 29

10:00 AM Single Stratified Pair/Teams  
Stratified 299er Pairs (1 session)  
2:30 PM Single Stratified Pair/Teams  
Stratified 299er Pairs (1 session)

## FRIDAY, DECEMBER 30

10:00 AM Single Stratified Pair/Teams  
Stratified 299er Pairs  
2:30 PM Single Stratified Pair/Team  
Stratified 299er Pairs (1 session)

TOURNAMENT CHAIR: Yvette Neary

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Strata: Open Games: 0/750/750-2500/2500+  
299er Games: 0/50/50—100/100-300



I love playing bridge.  
It keeps me awake.  
Now end-play or  
squeeze?  
Which route should I  
take?

# Convention of the Day...

## Jacoby Transfers by Karen Walker

### Jacoby Transfers

Invented by world champion Oswald Jacoby, the Jacoby Transfer is a popular convention that can improve your notrump bidding. To use this convention, you and your partner agree to change the meanings of your 2D and 2H responses after you open 1NT.

Responder uses one of these artificial bids to describe any hand (of any strength) that has a 5-card or longer major suit. His 2D or 2H response shows 5+ cards in the **next higher** suit -- 2D shows a heart suit, 2H shows a spade suit. It also "transfers" the actual bid of the real suit to the 1NT opener, who is required to bid the suit responder is promising -- a 2D response forces the 1NT opener to bid 2H; a 2H response forces a 2S bid.

The Jacoby transfer saves bidding space and gives responder an easier, more accurate way to show his strength later in the auction. It also makes the 1NT opener declarer, which can be an advantage. A disadvantage is that gives up the ability to sign off in 2D. Summarized here is one of the simplest transfer systems for those who play a 1NT opening of 15-17 points (If you play 16-18, you can adjust responder's recommended point ranges down by 1 point.)

### Responder's First Bid

After partner opens 1NT, responder's bids and their meanings are:

- **2C = Stayman**, asking for a 4-card major.
- **2D = Transfer to 2H**, showing 5+ hearts and any strength. The 1NT opener must bid 2H.
- **2H = Transfer to 2S**, showing 5+ spades and any strength. The 1NT opener must bid 2S.
- **2S = Minor Suit "Stayman"**, asking partner for a **4-card minor**. You can use 2S to show any hand with both minors, but it's most valuable use is by either a very weak hand or a very strong, slam-invitational hand. With intermediate strength and both minors, you'll usually want to play 3NT, so asking about opener's minor-suit length won't be as helpful.

**After responder's 2S**, the 1NT opener bids 3C or 3D if he has at least a 4-card suit. Responder can then pass with the weak hand or bid on with a strong hand.

**If opener has no 4-card minor**, he rebids 2NT. Responder can then show a weak hand by bidding 3C (asking partner to pass or "correct" to 3D). To show a stronger, slam-invitational hand, responder can "cuebid" 3H or 3S to show a singleton.

- **2NT** = Invitational to 3NT, showing about 8-9 points with no 4-card or 5-card major.
- **3C, 3D** = Invitational to 3NT, showing 6-8 points and a long, broken suit. Opener accepts if he has "fillers" in your suit, fast outside tricks and/or a maximum opening.
- **3H, 3S** = If you're using Jacoby transfers, you won't need these bids to show a long suit. You can assign special meanings to them -- for example, they might show 5-5 in the majors (3H to show an invitational hand; 3S for a forcing-to-game hand).

### Responder's Rebids

If partner opens 1NT, use the Jacoby Transfer with **any hand** that has a 5+-card major suit. After partner bids your suit, choose a rebid that describes your hand further.

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Here are the meanings of your second bids after the auction:

**1NT by partner -- 2D (transfer) by you -- 2H by partner -- \_\_\_\_\_**

- **Pass** = Weak hand (0-7 points).
- **2NT** = Invitational to 4H **or** 3NT, exactly 5 cards in your suit.
- **3NT** = Game values for 4H **or** 3NT, exactly 5 cards in your suit.
- **3H** = Invitational to 4H, 6 or more cards in your suit.
- **4H** = Game values, 6 or more cards in your suit.
- **New suit** = Forcing to game, showing a second suit.

### Opener's Rebids

If responder transfers and then rebids notrump or a new suit, opener must decide whether to play in notrump or in partner's suit. Always choose partner's major if you have 3+-card support. If partner's rebid was invitational, you must also show your strength by choosing the right level. If responder transfers and rebids 2NT (invitational), you should:

- **Pass** with a minimum opening (15 points) and 2-card support for partner's suit.
- **Bid 3H** with 15 points and 3-card support.
- **Bid 3NT** with 16-17 points and 2-card support.
- **Bid 4H** with 16-17 points and 3-card support.

### Over 2NT Openings

You can also use transfers after partner opens 2NT (3D to show 5+ hearts, 3H to show 5+ spades). After the transfer, responder can:

- Pass with a weak hand (0-4 points);
- Raise to 4 of the major with game values (4-5+ points) and a 6+-card suit;
- Rebid 3NT with game values and a 5-card suit; **or**
- Bid a new suit to show a strong, two-suited hand.



Karen Walker is a National Champion who lives in Champaign, Illinois. She is the editor of the D8 newsletter and the chairman of the annual Champaign Regional. Karen serves on the ACBL Disciplinary Committee, writes a regular column for the ACBL monthly bulletin, and is a great volunteer in the organization.

**Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive.**

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**Newsletters at this address go back to 2001.**

**You can read them, print them, and enjoy them from there.**



Me: Did you see Mabel Monday?  
That frumpy old dress?  
Pard: Wish you'd watch your hand more  
And Mabel much less!

Your first step as declarer is deciding on an overall plan for making your contract. To develop and carry out that plan, you need basic knowledge about the different techniques that can be used to establish tricks. One play you'll need to use frequently is the *finesse*, which involves trapping the opponents' honors (see the lesson on The Finesse). Other techniques include building your natural honor tricks and setting up your long suits. Here's a basic overview of these declarer-play techniques and some tips on how to cash the tricks you set up:

## Building Natural Tricks

One of your main sources of tricks is in suits where you have honors. Some holdings -- aces, or AK and AKQ combinations -- provide sure tricks that can be cashed without giving up the lead. On most hands, though, you'll also need tricks from suits that *don't* have all the top honors. To turn these suits' potential tricks into sure tricks, you have to do some work.

One of the most common ways to build tricks through power is to drive out the opponents' aces and kings (and sometimes queens). When you form your plan, identify which honor combinations and suits offer the greatest number of potential tricks. Decide how and when you'll lead these suits, and don't be afraid to lose the lead. Here are some simple examples:

- **KQJ 432** -- This combination is one loser and two winners. To actually cash your two tricks, though, you have to get the ace out of the way. The opponents won't usually be anxious to help. You'll have to lead this suit yourself and force them to take their ace.
- **J10984 7653** -- This suit has at least two potential winners, but to score them, you must be willing to give up the lead three times. Note that you'll win *three* tricks if the missing cards divide 2-2.

## Developing Long-Suit Winners

Another way to establish tricks is by setting up your long suits. Small cards in a long suit will often become winners when the opponents have no more cards in that suit. The chance that a long suit will provide extra winners will often depend on how the opponents' cards are divided. For example:

- **AKQ32 654** -- This suit will provide five tricks if all the opponents' cards drop under the AKQ. The missing cards must be divided 3-2 for you to win five tricks. What if the cards divide 4-1? If this is a side suit in a trump contract, you can trump the 2 to draw the last outstanding card and make your 3 a winner. If you're in notrump, you may want to give the opponents the fourth trick so you can win the fifth.
- **AK876 54** -- In notrump, this suit can provide three or four tricks, but only if you let the opponents win a trick or two. If the missing cards break 3-3, you can cash AK and lead the 6, letting the opponents win the trick. This will establish dummy's 87 for two more tricks. If the missing cards instead break 4-2, you'll have to lose two tricks to establish the 8.

If this is a side suit in a trump contract, you may be able to set up three or four tricks without losing any. Cash the ace-king, then trump dummy's 6. If the suit divides 3-3, you've created two more tricks. If the suit divides 4-2, you'll have to trump *two* of dummy's small cards to set up the third.

When you try to count winners in a long suit, you won't always know exactly how many tricks it will provide. You can make a good guess, though, if you know how the missing cards are *likely* to divide in the opponents' hands. When leading long suits, be sure you count the opponents' cards as they play to each trick. You'll need to keep track of how many cards are outstanding to determine whether your cards are winners.