

ACBL District 13 presents

I/N News ... especially for you!

The easy life by Andy Robson

For Beginners...

The following type of misdefence has occurred countless times - which defender was most at fault?

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

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 N
Pass	3 N	Pass	Pass
Pass			

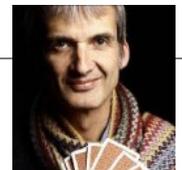
West led ♠ Q and declarer - for fear of never making it - correctly won ♠ K. With eight top tricks and several chances for nine, declarer cashed ♥ AKQ. West discarded ♦ 3 on the second ♥ and ♥ 4 on the third. Declarer then cashed dummy's ♦ AK and followed with ♣ AK. Neither queen appeared so his chances seem to have run out. In desperation he exited with ♠ 8.

West, delighted, won ♠ 9 and started cashing his top ♠ s. He led ♠ A and East discarded ♥ 10; he followed with ♠ J and East discarded ♥ J. His last two cards were ♠ 10 and ♠ 8 and East's last two cards were ♦ Q and ♣ Q. At this point he led ♠ 10 and East had to make another discard. After much soul-searching East discarded ♦ Q, and declarer threw ♣ J. West led his ♦ 8 but it was declarer who, out-of-the-blue, made the last trick (and his contract) with ♦ J.

Superficially East made the blunder - throwing the wrong queen away at the penultimate trick. But West made a far more culpable error. He knew East's hand was all winners as soon as declarer did not cash a ninth trick; he should not have cashed his ♠ 10 at the penultimate trick giving his partner a chance to go wrong - rather leading ♦ 8 for East to win the last two tricks with ♦ Q and ♣ Q.

ANDREW'S TIP: Make partner's life easy in defence.

In 1995, Andrew Robson founded the highly successful Andrew Robson Bridge Club in South West London. He has written the courses which tens of thousands have taken at the Club over the years. He still teaches several weekends a year. Andrew has written the daily Bridge column for The Times for over 20 years. He has written weekly for Country Life for 30 years and weekly for Money Week for nearly 20 years. He also writes monthly for The Oldie. Andrew produces acclaimed daily instruction "BridgeCast" videos for all levels of players (go to andrewrobsonbridgecast.com) and has seen a meteoric rise in many of his subscribers.



Editor's Tip:
Save partner from making mistakes if you can!
(especially in IMPs!)

Examine the entry situation

Consider the following suit combinations:

(a)	(b)	(c)
AK2	AQ3	AQ3
.....
3	K2	K42

In (a) and (b), there is an “overlapping winner” in dummy. In other words there is the opportunity to play out the suit and dispose of a loser (in another suit) from hand. Not so in (c), where the suit is sterile, giving you nothing. If you, as declarer in your trump contract, have too many top losers, you must play out your top cards a.s.a.p in (a) and (b), enabling you to throw a loser. Leave (c) alone, however, with nothing to gain and the possibility of a winner being trumped.

On this deal, there appear to be two overlapping winners in spades. Or are there? It is a test of foresight versus greed.

Declare this hand

South Deals ♠ A Q 3
 None Vul ♥ J 9 5
 ♦ 7 6 2
 ♣ Q 10 4 2

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

♠ K
 ♥ K Q 10 8 4 2
 ♦ A 8 4
 ♣ K J 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
Pass	1 NT	Pass	3 ♥ ¹
Pass	4 ♥	All pass	

1. Only just worth the 16+ point jump, with singleton ♠ K of questionable value.

What happened

Winning ♦ K lead with ♦ A (East carefully signalling encouragement with ♦ 9, holding an equal honour, ♦ J, to partner’s ♦ KQ sequence), declarer eyed up the spades. He saw the opportunity to discard both his losing diamonds on dummy’s overlapping ♠ AQ. At Trick Two declarer cashed ♠ K, then sought a way of reaching dummy’s ♠ AQ. He tried ♥ 2 to ♥ J. No good. East won ♥ A, and the defence promptly cashed two diamonds plus ♣ A. Down one.

What should have happened

Declarer must realise that there is no quick entry to dummy, except in the spade suit itself. Only needing to shed one diamond (he can afford to lose one diamond trick, to go with ♥ A and ♣ A), he makes the key play at Trick Two of overtaking ♠ K with ♠ A, then cashing ♠ Q discarding ♦ 4. Now he leads trumps, and loses the three tricks as above, but not the second diamond. 10 tricks and game made.

If you remember one thing...

Examine the entry position when playing “overlapping winners”.

A Challenging 3NT

North Deals	♠ J 8											
None Vul	♥ A K 10 9 7 2											
	♦ 8											
	♣ A J 10 7											
♠ 9 3	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td style="background-color: green; color: white;"> </td><td></td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>	N		E	W				S		♠ A K 10 7 6 2	
N		E										
W												
	S											
♥ Q 8 6 4		♥ J 5										
♦ 9 7 4 3 2		♦ 10 5										
♣ 9 8		♣ K 3 2										
	♠ Q 5 4											
	♥ 3											
	♦ A K Q J 6											
	♣ Q 6 5 4											
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>									
	1♥	1♠	2♦									
Pass	2♥	Pass	3N ¹									
Pass	Pass	Pass										

1. Crucial Qxx stopper in East's spades and no heart fit.

3 N by South

Lead: ♠9

Susanna Scouller showed me this interesting 3 NT deal from my club. After West led the nine of spades (East having overcalled in the suit) and declarer played dummy's jack, plan the play if:

- (a) East plays ace, king and a third spade (as he did at the table, West discarding a club on the third), or
 (b) East lets dummy's jack of spades win (stronger defence in truth, preserving the defensive spade communications).

(a). You cash the four top diamonds and are disappointed when East discards (a club then a spade) on the third and fourth rounds. Without a fifth diamond winner, you are a trick short.

The ninth trick could come from clubs but the finesse into the danger hand is a risk you should not take. East's club-then-spade discard suggests his actual hand, with either two small hearts or ♥Qx/♥Jx.

Does East's doubleton heart rate to contain an honour? To simulate the situation, imagine a bag with four white balls (spot cards) and two red ones (honours). You reach in and (without peeking) pick out two balls. The chances of the first ball being white is 4/6 ie 2/3. Having picked one white, the chances of the second ball you pick out also being white is 3/5. So your chances of both balls being white is $2/3 \times 3/5 = 6/15 = 2/5$. Sixty per cent of the time East will have a heart honour.

You cross to the ace-king of hearts and are pleased to see East's jack fall. You lead the ten to West's queen and let West cash his fifth diamond but dummy has an extra heart winner (or two). Game made.

(b). In dummy with the jack of spades, you cross to the four top diamonds, observing the 5-2 split as East lets go the club and the spade. You cannot afford to lose a heart trick to West's queen in this scenario, as West still holds a spade.

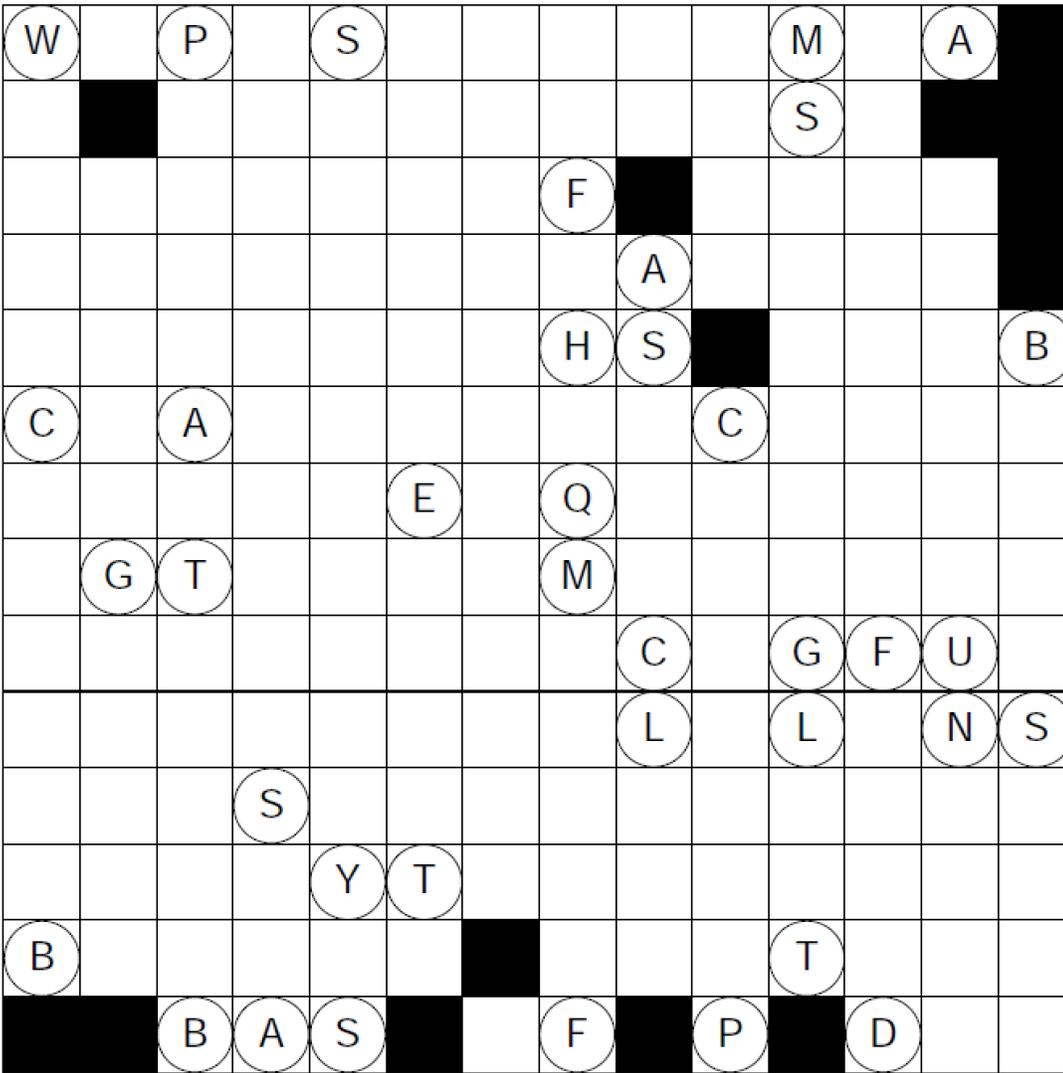
There is an ingenious route to the ninth trick. Cross to the ace king of hearts, removing East's hearts, then exit with dummy's spade. Let East cash his spades, for at trick 12 he will have to lead from king-small of clubs, giving you a second trick in the suit. Game made.

Robson For Advanced Players...



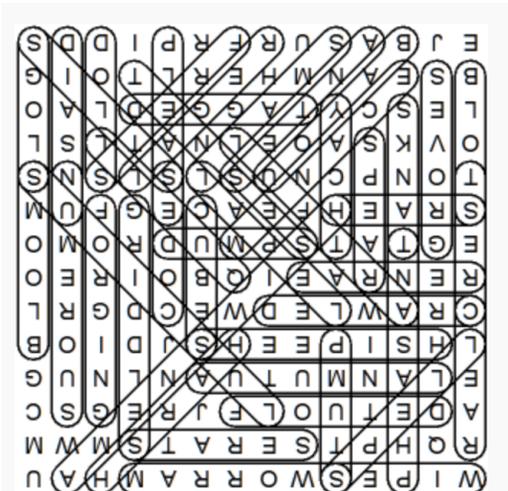
I'm a joker in poker...
 But bridge means much more.
 I never joke
 When I'm playing for score!

Tricky "Reverse" Word Search Puzzle Game Page...



- | | | | |
|----------|----------|----------|--------|
| Amens | Dolls | Numerous | Tagged |
| Antes | Earners | Pheasant | Tanks |
| Artful | Flouted | Please | Tenses |
| Autumnal | Forging | Quell | Unsaid |
| Bayou | Frets | Sheepish | Wipes |
| Blooms | Griddles | Slogs | Yacht |
| Blots | Groves | Small | |
| Clear | Harsh | Spear | |
| Codes | Lager | Spell | |
| Crawled | Lapel | Stares | |
| Crest | Marrows | Stump | |
| Cubes | Menace | Swish | |

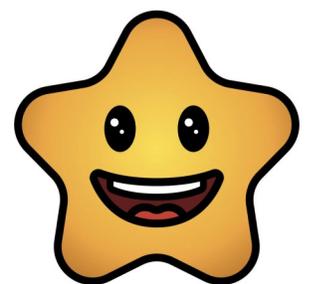
Solution: (No peeking)



First Name	Last Name	New Rank		Mary Ann	Apostolos	Junior Master
Tad	Andracki	Junior Master		Jeffrey	Appel	Junior Master
Jim	Ehrenreich	Junior Master		Evie	Haas	Junior Master
Nancy	Hughes	Junior Master		Dane	Meade	Junior Master
Brian	Melby	Junior Master		Don	Pray	Junior Master
Mary	Olson	Junior Master		Cynthia	Russler	Junior Master
Thomas	Rutherford	Junior Master		Hannah	Sheats	Junior Master
Michael	Smith	Junior Master		Jill	Sielaff	Junior Master
Mark	Thomas	Junior Master		Elizabeth	Englbrecht	Club Master
Peter	Thurlow	Junior Master		Larry	Fisher	Club Master
Kelly	Anderson	Club Master		Jill	Hatleberg	Club Master
Susan	Curtis	Club Master		Carol	Jenkins	Club Master
Alex	Jablonski	Club Master		Judy	Nigro	Club Master
Llyn	Longwell	Club Master		Gertraud	Stupec	Club Master
Ron	Attreau	Sectional Master		John	Walton	Club Master
Martin	Devine	Sectional Master		Judy	Williamson	Club Master
Carole	Jaacks	Sectional Master		Clea	van Voorhi	Sectional Master
Nathan	Krause	Sectional Master		David	Brown	Sectional Master
G Peter	Shugart	Sectional Master		Loretta	Cooney	Sectional Master
Jennifer	Stearns	Sectional Master		Alex	Ding	Sectional Master
David	Brown	Regional Master		Dan	Ehrmann	Sectional Master
Richard	Gschwend	Regional Master		Ann	Ernst	Sectional Master
Jean	Hanny	Regional Master		Paula	Hogan	Sectional Master
Marilynn	Sparacino	Regional Master		John	Layde	Sectional Master
Judy	Watson Ol	Regional Master		Kevin	Mistrik	Sectional Master
Nancy	Arens	NABC Master		Sandeep	Raje	Sectional Master
Sadaf	Quas	NABC Master		Christophe	Staszak	Sectional Master
Alec	Sun	Adv NABC Master		Kathleen	Vondran	Sectional Master
Gary	Kamin	Life Master		Sandy	Boles	Regional Master
Kunal	Pujara	Bronze Life Master		Julian	Oettinger	Regional Master
Sue	Lies	Silver Life Master		Nicole	Qian	Regional Master
Doug	Scofield	Ruby Life Master		Michael	Adami	NABC Master
Joan	Shafer	Ruby Life Master		Gail	Kepley	NABC Master
Michael	Sittinger	Ruby Life Master		Lonnie	Kepley	NABC Master
Kay	Whitman	Ruby Life Master		Zinnia	Meyer	NABC Master
Julie	Woods	Gold Life Master		Susan	Salek	NABC Master
Robert	Maxson	Sapphire Life Master		Anthony	Veeneman	NABC Master
Thomas	Smith	Emerald Life Master		Gerry	Yeggy	Adv NABC Master
				Jane	Bell	Life Master
				Jane	Bell	Bronze Life Master
				Michael	Dunn	Silver Life Master
				Barbara	Ehrmann	Silver Life Master
				Richard	Johnsonba	Silver Life Master
				Elizabeth	Miller	Ruby Life Master
				Marilyn	Wescott	Gold Life Master

**December, 2025
and
January, 2026
Update!**

**District 13
Rank Advancements
Well Done!!**



**Congrats
to all!**

Give 'Em A Hand

It is bad enough to stay low and miss a cold game, but when your opponents beat you in the safe partscore you have reached, as happened in the 1999 Cavendish Teams, it adds insult to injury.

Dlr: West ♠ Q 9 4
 Vul: EW ♥ Q 8
 ♦ Q J 10 7 6
 ♣ K 4 2

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

♠ A 6 5
 ♥ A K J 10 6
 ♦ 9 4
 ♣ Q 10 9

West	North	East	South
<i>Weichsel</i>	<i>Chemla</i>	<i>Sontag</i>	<i>Mari</i>
2♣	Pass	Pass	2♥
All Pass			

After Peter Weichsel's natural, but limited opening of 2♣, Chemla did not have enough to overcall in diamonds, and when Mari reopened with 2♥ rather than a double, Chemla decided not to explore for 3NT, but to take the safe positive... not so fast!

Weichsel led the ♣A, an incisive shot, then carefully played the ♣7 for Alan Sontag to ruff. Alan now found the fine move of underleading the ♦A (Peter's middle club clearly indicated that he had no preference between the pointed suits, hence he was likely to have the king of both suits) and Weichsel won his king, then gave Sontag a ruff with a high club. At this point, Alan led the ♠2 to ensure one down, by setting up the defence's spade trick before declarer could establish the diamond suit for discards.

(continued on page 7)

This deal from the Junior Camp at Prague has something of the air of a book hand about it. Declarer's line turned out to be especially expensive since in the other room only game was contracted for.

Dlr: South ♠ A 10 6 4 2
 Vul: None ♥ A 10 6 5
 ♦ A 7 4 3
 ♣ —

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

♠ K Q 7 5 3
 ♥ J 2
 ♦ Q J 5
 ♣ K 8 4

West	North	East	South
			1♠
Pass	6♠	All Pass	

A short and sweet auction to a sensible spot, and on a trump lead the right move is not to play a card until you have counted your tricks. Declarer actually drew trumps then tackled diamonds by leading the queen from hand and finished up with 11 tricks when the suit failed to behave.

Simple arithmetic suggests there are eight trump tricks and two aces, so you must realize that you need to collect two more diamond tricks to make the hand. If the suit is going to split 3-3, anything you care to do works fine. But if East has the length in diamonds together with the king, you can ensure the contract by drawing trumps ending in dummy, then leading a diamond towards the queen-jack in hand. If your queen holds, ruff a club to dummy and repeat the manoeuvre in diamonds. Whenever East chooses to take his king, it will fall on empty air, and you make your extra diamond tricks, and the contract. As the cards lie, the recommended play produces the twelfth trick, whereas simply leading out high diamonds from hand will fail, whatever the lie of the diamonds, if the suit does not split.

There is scarcely a more attractive lead than a singleton in partner's suit, but sometimes you have to listen to the auction and trust your opponents to know what they are doing, as happened on this deal from the 1999 Cavendish pairs.

Dlr: East	♠ Q		
Vul: E-W	♥ J742		
	♦ K42		
	♣ AKQ53		
♠ J643		♠ 10	
♥ K83		♥ A96	
♦ 6		♦ QJ10985	
♣ J10842		♣ 976	
	♠ AK98752		
	♥ Q105		
	♦ A73		
	♣ —		

West	North	East	South
<i>K.Sanborn</i>	<i>Smith</i>	<i>S.Sanborn</i>	<i>Cohen</i>
Pass	5♣	3♦	4♠
Pass	5♠	All Pass	5♦

Kerri Sanborn could have been forgiven for leading a diamond, her partner's suit, but she had been focusing on the auction, and more importantly she knew her spade trick was very unlikely to run away. She unerringly led a heart, and the defence cashed their two heart tricks and had an inevitable trump winner still to come, for one down.

This deal turned out to be very expensive for Smith and Cohen — who at that point were contending for the lead in the Cavendish Pairs. Of course if Kerry Sanborn had led her partner's suit, it would have been very easy to make Five Spades.

When you are in a good contract, you should try to work out what might go wrong. Conversely, in a terrible contract you have to play for the one distribution that will help you make the hand. That principle applies here.

Dlr: East	♠ KJ93		
Vul: Both♥	A3		
	♦ A97		
	♣ K1043		
	♠ Q10		♠ 65
	♥ 10987		♥ KQJ42
	♦ J105		♦ KQ4
	♣ A752		♣ J86
	♠ A8742		
	♥ 65		
	♦ 8632		
	♣ Q9		

West	North	East	South
2♥	Dble	1♥	Pass
Pass	4♠	Pass	3♠
		All Pass	

Both Souths jumped to 3♠ and the Norths' decision to bid on with limited extra values and shape are on the aggressive side. Assuming South does not take the extravagant misguess in spades by running the jack on the second round, he would be likely to emerge with nine tricks if playing 3♠.

But if he has to declare 4♠, he can make that too; the point of the hand is that one discard on the club suit is not enough. For South to make his game, he must get two diamond discards from his hand. There is only one lie of the cards that will help declarer out; he needs East to have the jack of clubs in a two or three-card suit. The route to success on a heart lead is to win the ♥A and to play a club to the ♣10, hoping for the miraculous lie of the cards that is actually there. This line of play sets up two discards for the diamond losers in hand, and produces a distinctly lucky +620.

Save the Dates: CCBA Windy City Regional June 3-7, 2026
Eventz, 1100 American Lane, Schaumburg, Ill

WUMBA APPLETON SECTIONAL

Appleton WI

April 9, 10 and 11 2026

Holiday Inn Appleton

1565 N Casaloma Drive, Appleton, WI 54913 United States
Front Desk 1-920-441-0206 Ask for Fox Valley Bridge Club Rate

SCHEDULE OF EVENTS

DATE	TIME	EVENT(S)
Thursday, April 9	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
	6:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
Friday, April 10	9:00 AM	Stratified Pair/Team (Single Session) 499er Pairs
	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
	7:00 PM	Short Match Swiss (Single Session)
Saturday, April 11	9:00 AM	Stratified Swiss (Two Separate Events)
	1:30 PM	499er Pairs morning and afternoon
	Stratified Pairs: 3000+/1000 – 3000/0 – 1000	

Pairs Select Their Own Teammates for ALL Pair-Teams!

March 25 – March 27

The Lanes on 20

6501 Washington Ave.
Mt. Pleasant, WI

From I-94: Exit 333 East 5 Miles

The Bowling Alley is on the South Side of HWY 20

Wednesday, March 25

9:30 AM
Pair/Team Game
499er Pairs

2:00 PM
Pair/Team Game
499er Pairs

Thursday, March 26

9:30 AM
Pair/Team Game
499er Pairs

2:00 PM
Pair/Team Game
499er Pairs

Friday, March 27

9:30 AM
Pair/Team Game
499er Pairs

2:00 PM
Pair/Team Game
499er Pairs

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HANK KENSLER: 1-262-652-6173
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**Racine
Spring
Sectional**

WUMBA GREEN BAY SECTIONAL

MAY 13-MAY 15, 2026

Tournament Site: Cedar Creek Event Center
1018 Cedar St., De Pere, WI 54115

Hotels: Hotel J, 2620 S. Packerland Dr., Green Bay (920) 499-1900
(Ask for Bridge Tournament Rate by April 29; \$70 W, \$129 Th)

Cobblestone Hotel, 499 Main Ave., De Pere (920) 307-1055
(Go to website, enter Code GBBRIDGECLUB26 by April 13; \$109 W-Th)

SCHEDULE OF EVENTS

DATE	TIME	EVENTS
Wednesday, May 13	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
	6:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
Thursday, May 14	9:00 AM	Stratified Pair/Team (Single Session) 499er Pairs
	1:30 PM	Stratified Pair/Team (Single Session) 499er Pairs
	9:00 AM	Stratified Swiss Teams (Two Events) 499er Swiss Teams (3 Team Minimum)
Friday, May 15	1:30 PM	2 nd Session Stratified Swiss Teams

Editor's Suggestion:
Save or download newsletter
and Enlarge pages
to make
reading flyers easier!

District 13 GNT Final:

February 21-22

Good Hope School, Room 26

2315 W Good Hope Road

Glendale, WI

To register a team,

Email Suzi Subeck at

stansubeck@prodigy.net

For flyer: <https://www.acbl-district13.org/D13GNTflyers.htm>

Egg Harbor Local Sectional, June 2-4, 2026

Door County Bridge Club, 7845 Church Street, Egg Harbor, WI



DONALD & CAROL
Kress PAVILION
& EGG HARBOR LIBRARY

Open Pair Games:

Stratification determined
by average of pairs in
attendance.

Entry Fees:

\$22 per person per session or
\$120 for all six sessions
Masterpoints: 80% silver, 20% black

Tuesday, June 2

10:00 am
Stratified Open Pairs
(Single Session)

2:30 pm
Stratified Open Pairs
(Single Session)

Wednesday, June 3

9:00 am
Stratified Open Pairs
(Single Session)

1:30 pm
Stratified Open Pairs
(Single Session)

Thursday, June 4

9:00 am
Stratified Open Pairs
(Single Session)

1:30 pm
Stratified Open Pairs
(Single Session)

The Egg Harbor Local Sectional is limited to 48 pairs and requires
an advance reservation to attend. To receive a registration packet,
e-mail the Tournament Chair, Thomas Young.

Director in Charge:
Tournament Chair:

Barbara Piester
Thomas Young

piester102@earthlink.net
tmy096@aol.com

920-868-6113
920-333-0325

Good Advice To Give Your Partner By Eddie Kantar

Surely a player of your bridge skills is familiar with most or all of the following tips you are about to read. But is your partner? Tips 1-20 are bidding tips.

1. When partner bids two suits and you have an equal number of cards in each suit, take partner back to the first suit even if it means increasing the level. Just do it!

You hold: ♠ Axxx ♥ K10x ♦ Jxx ♣ xxx

Partner You

1♦ 1♠

2♥ ?

Bid 3♦. Raising hearts (see next tip) or passing partner's reverse, a one-round force, puts you back in kindergarten.

2. A direct raise of a second suit promises four card support (in blood).

You hold: ♠ xx ♥ A10x ♦ A10x ♣ K10xxx

Partner You

1♠ 2♣

2♥ ?

Rebid 2NT showing 11-12 high-card points. Don't even thinking of raising hearts with only three.

3. With two five-card suits: open with the higher ranking suit, respond in the higher ranking suit, and overcall in the higher ranking suit. Do not worry about which is the stronger suit.

You hold: ♠ x ♥ J10xxx ♦ AKQxx ♣ Kx

Open 1♥, not 1♦. Respond 1♥ to an opening 1♣ bid and overcall 1♥ if the opening bid to your right is 1♣.

4. When the bid to your right is strong, a jump by you is weak; when the bid to your right is weak, a jump by you is strong.

If partner opens 1♣ and RHO doubles, a jump to 2♠ by you is weak. If RHO opens 2♥ (weak), a jump to 3♠ by you is strong.

5. After you open 1♥ or 1♠ and partner responds 1NT denying support for your major, don't rebid your major unless you have a six-card suit.

6. When holding three four card suits and a singleton, open the bidding 1♦ unless your singleton is in diamonds! If it is, open 1♣. You should have at least 12 HCP to open the bidding with this distribution.

You hold: ♠ AKxx ♥ KJxx ♦ J10xx ♣ x Open 1♦.

7. A takeout double by a passed hand shows 9-11 HCP with shortness in the opener's suit. If the opponents have bid two suits, the double promises at least four-card support for both unbid suits.

You hold: ♠ AJxx ♥ xx ♦ KJ10xx ♣ xx

South (you) West North East

Pass 1♣ Pass 1♥

Dbl.

You show both unbid suits with your double. A 2♦ overcall might lose a spade fit.

8. A good idea when playing Blackwood is to count the king of the agreed suit as an ace! This is called 'Key Card Blackwood' or 'Five Ace Blackwood'. When using this convention do not contract for slam unless you have at least four of the five 'aces'.

9. When responding to a takeout double, jump the bidding in your long suit with 9-11 'revalued' points. An unbid five-card suit is worth 1 extra point and an unbid six-card suit is worth three extra points. Do not count points for jacks and queens in suits they have bid.

You hold: ♠ AQ10x ♥ Kxx ♦ xx ♣ 10xxx

West North East South (you)

1♦ Dbl. Pass ?

Jump to 2♣. Do not bid 1♠ which shows 0-8 points. Also, your jump is not forcing.

10. When responding to a takeout double with 12+ HCP, cuebid the opponent's suit to show a strong hand and then bid your suit(s) later. After you cuebid, any new suit bid by you is forcing.

You hold: ♠ KQxx ♥ AJxx ♦ Qxx ♣ xx

West North East South (you)

1♣ Dbl. Pass ?

Bid 2♣ to show a big hand, then bid 4-card suits up the line until you find a 4-4 major-suit fit. If partner bids 2♦, bid 2♥; if partner bids 2♠, raise to 4♠. The one who knows, goes.

11. A 2NT response to a takeout double shows 10-12 HCP and is not forcing. A 1NT response to a takeout double shows 6-9 HCP similar to a 1NT response to an opening bid. Notrump responses to a takeout double guarantee at least one stopper (hopefully two), in the opponents' suit.

You hold: ♠ KJ9x ♥ xx ♦ Q10x ♣ Jxxx (or AJxx)

West North East South (you)

1♠ Dbl. Pass ?

With the ♣ Jxxx, respond 1NT. With the ♣ AJxx, respond 2NT. You don't need stoppers in the other suits. Partner is supposed to have them for the double.

12. If you play 'five-card majors', a short diamond should only be opened with 4-4 in the majors, three diamonds and two clubs. The incidence of a 1♦ opening bid with this exact distribution is less than 3%. Translation: When partner opens 1♦, assume partner has four or more diamonds.

13. After partner opens the bidding and second hand overcalls 1NT to show the strength of an opening 1NT bid, double for penalty if you have 9 or more HCP. Bidding a suit denies the strength to double.

You hold: ♠ 10x ♥ KJxx ♦ AJxxx ♣ J10

North East South (you) West

1♠ 1NT ?

Double. You have them outgunned. You should defeat 1NT easily. If you bid 2♦, you are showing fewer than 9 HCP with at least five diamonds, usually six.

14. It is dangerous to count extra points for short suits or long suits before the bidding starts.

If partner bids your short suit, that reduces, not increases, the value of your hand. If one of your opponents bids your long suit, that decreases, not increases, the value of your hand. If you let the bidding develop, you will see whether your long or short suits are working for or against you.

You hold: ♠ Axxx ♥ x ♦ Qxxxx ♣ xxx

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.

What is this hand worth? If partner opens 1♥, it is a minus 6-point hand. If partner opens 1♠, it is a 9-point hand (3 points for the singleton with four-card support). If LHO opens 1♦ and partner overcalls 1♥, the ♦Q has lost its value not to mention the fifth diamond. You are now looking at a minus 4-point hand! Be patient with distributional evaluations until you hear the bidding.

15. It is dangerous to use Blackwood holding a void. If you are missing two aces and partner shows one ace, you won't know which it is. It is usually better to cuebid when interested in a slam. Also, when responding to Blackwood, do not count a void as an ace. With one ace (or three) and a void, jump to the six level of the void suit if it is lower ranking than the trump suit. If the void suit is higher ranking than the trump suit, jump to the six level of the trump suit. With two aces and a void, respond 5NT.

16. When responding to an opening bid with two four-card majors, respond 1♥ and give partner a chance to rebid 1♠. If partner doesn't rebid 1♠, assume partner does not have four spades and bid accordingly.

You hold: ♠ AJxx ♥ KQxx ♦ Jx ♣ xxx

Partner You

1♦ 1♥

2♣ ?

Rebid 2NT and limit your hand to 11-12 HCP. Do not rebid 2♠. Partner does not have four spades.

17. When the opponents bid and support each other and you have the jack or queen of their suit, do not count points for those honors. They are not worth the cardboard they are printed on. Secondary honors may take tricks on defense, but seldom do when you are the declarer.

18. When all your honor cards are in your two long suits, add 1 extra 'purity' point.

You hold: ♠ AKJxx ♥ KQxx ♦ xx ♣ xx

All your high-card points are in your two long suits, so add 1 extra point to your hand. Think of having 14 points. If partner supports spades or hearts, your hand increases in value. If partner does not have support for either suit, your hand stays at 14 points. Hands that have eight-card fits or longer add extra distributional points. Until the fit is uncovered, distributional points should not be added. It doesn't make sense. Hands that are misfitted should not add extra points, they should subtract points!

19. When RHO uses Stayman and you, fourth hand, have five clubs or six clubs headed by three of the top five honors, double to alert your partner you want a club lead against any eventual contract. A double of an artificial bid is a lead directing double.

You hold: ♠ xxx ♥ xx ♦ xxx ♣ AKJxx

West North East South

1NT Pass 2♣ ?

Double. You want a club lead against any eventual contract the opponents may land in. Do not double with club length (Kxxxxx) unless you have the necessary honor strength.

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20. Also use the lead-directing double when the opponents go through Blackwood. If the response to 4NT is a suit you want led, double! Important!

You hold: ♠ xx ♥ xxx ♦ KQ10x ♣ xxxx

West North East South (you)

1♠ Pass 2♥ Pass

3♠ Pass 4♣ Pass

4NT Pass 5♦ ?

Double 5♦ to alert partner you want a diamond lead against an eventual spade contract. At the four level or higher a double of an **artificial** bid can be made with a strong three or four card suit (KQx(x), KJx(x)). If you don't double 5♦, partner will make a negative inference that you didn't want a diamond lead.

Tips 21-40 are defensive tips:

21. When leading a suit partner has bid and you have supported, lead your highest card with three or four small cards.

The high card lead denies an honor, partner knows of your length. If you haven't supported, lead low from three or four small cards to deny a doubleton. The lead of a high spot card in partner's unsupported suit shows shortness. With three or four cards headed by an honor (10, J, Q or K) lead low whether or not you have supported. If you plan to lead partner's suit holding the ace, lead it.

22. If you lead ace from AKx(x) against suit contracts you should know: (1) The lead of the ace is a trick one convention. (2) After trick one, the king is led. (3) If the suit has been supported, the king is led. Leading the ace in a supported suit or in any suit partner has bid, supported or not, denies the king. (4) If the opponents wind up at the five or six level, the king is led. The lead of an ace at the five or six level, in theory, denies the king. (5) From AK doubleton, everything is reversed.

23. To lead top of a sequence at notrump, the suit should have three adjacent honors (KQJx(x)). However, the third card in the sequence can be missing by one place-KQ10x(x) is considered a sequence, KQ9xx is not and fourth highest should be led.

If the third card is missing by more than one place, lead fourth highest. From QJ942, lead the queen, but from QJ842, lead the four.

24. To lead an honor at a suit contract, only two adjacent honors are necessary and the top honor is led.

Lead the ace from AKx(x), the King from KQx(x), the Queen from QJx(x), the Jack from J10x(x), and the ten from 109x(x). At notrump, lead fourth highest from these combinations holding four or more cards in the suit. If you happen to have three cards headed by two adjacent honors (QJx), and think that is the suit to lead, lead the top honor and hope partner can work it out.

25. In general the lead of a low card shows strength and the lead of a relatively high spot card shows weakness. (See tip #29)

26. When partner leads low from length and dummy has small cards, third hand plays high. However, if third hand has two or three equal high cards, third hand plays the lower or lowest equal. (From K10x, play the king, from KQx, play the queen, from KQJ(x), play the jack.)

27. When returning the suit partner has led, with two cards remaining return the higher; with three cards remaining, return the lowest.

Say partner leads low and dummy has low cards. If you have A-10-5, play the ace and return the 10. If you have A-10-6-5, play the ace and return the 5.

28. When partner leads low from length and dummy comes down with an honor and you have a higher and a lower honor, insert the lower honor if dummy plays low.

Say dummy has the Q-5-4 or the J-5-4 and you have K-10-6(x). If dummy plays low, play the 10. Say dummy has the K-7-6 or the Q-7-6 and you have A-J-3(2). If dummy plays low, play the jack.

29. If partner leads a low card in one suit, gets in and shifts to a low card (showing strength) in another suit, partner wants a return in the second suit. If partner shifts to a high card in the second suit (top of nothing perhaps), he is asking for a return in the first suit. Got it?

30. One doesn't lead the same against 3NT as against 6NT. Against 6NT avoid leading from an honor unless you have a sequence.

With: ♠ K10763 ♥ J108 ♦ 85 ♣ Q92 Lead the ♠6 against 3NT, but the ♥J against 6NT. (If they have about 33 HCP, guess how many partner has!).

31. At notrump it is important to keep communications with partner's hand. If partner's lead looks like top of a doubleton, it's usually a good idea not to take the first trick. Let partner keep that second card so when he gets in he can return your suit.

This tip comes in very handy when you have A-K-x-x-x(x) with no outside entry. If you duck the first trick, partner will be able to return the suit when he gets in.

32. When declarer ignores a strong suit in dummy lacking one honor, assume declarer has the honor. If he doesn't, that would be the first suit he would be leading - the rule of 'Unattended Strong Suits'.

If you see something like the K-Q-J-10-(x) or A-Q-J-10-(x) in dummy and declarer plays other suits, assume declarer has the missing honor.

33. When there is a short side suit in dummy and declarer draws all of dummy's trumps, the inference is that declarer doesn't have any losers in that suit to ruff. Translation: It is safe to discard that suit.

34. When discarding, keep length parity with the dummy.

If dummy has four cards in a suit (A-K-Q-8), and you have four cards (9-4-3-2) one of which (the 9) could conceivably take a trick, be careful about discarding from that suit. Be **very** careful! Don't!

35. It is important to count declarer's tricks as the play progresses. If you find yourself on lead and can see that declarer has enough tricks in three suits to make the contract, shift to the fourth suit. Some chance is better than no chance.

36. When dummy tables, add declarer's likely point count to dummy's known point count.

The bidding has gone 1NT-3NT. Partner leads and dummy has 10 HCP. Say the opponents are playing a 15-17 notrump range. Assume declarer has the middle count, 16, and proceed from there. The opponents have 26 HCP, give or take 1 point, leaving you and partner with 14. You know how many you have, so it is easy enough to figure out how many partner has. Do it!

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37. When defending a suit contract, there are two main techniques declarer uses to garner extra tricks: (1) setting up a long suit in dummy, (2) ruffing losers in the short hand (usually the dummy.) If dummy comes down with a long and a short suit and you have the long suit bottled up, lead trumps because the long suit is not usable. If it appears that the long suit is usable, play an attacking defense going for outside tricks quickly. If the dummy comes down balanced, declarer has no place to get rid of losers and will eventually lose them, therefore you and partner should adopt a passive defense. Avoid breaking new suits if possible. Let them have what they have coming. Sit back and wait for your tricks. Your day will come.

38. The best time to lead a short suit is with trump control. A-x-(x) or K-x-x are great trump holdings to lead from shortness. However, if ruffing will cost you a trump trick, leads from shortness with trump holdings such as J-10-x-x, Q-J-9-x or K-Q-9-x are counter productive.

39. When signaling encouragement with equal spot cards, signal with the higher or highest equal. With A-9-8-7, signal encouragement with the 9 (which denies the 10). If you lazily signal with the 8, you are denying the 9! Some partners actually watch stuff like that.

40. When giving partner a ruff, the card you lead is suit preference telling partner which suit to return after the ruff.

The return of a relatively high spot card asks for a return in the higher ranking of the two remaining suits. A return of your lowest card asks for a return in the lower ranking of the two remaining suits. The return of a middle card is designed to drive partner crazy. It actually means you have no preference.

Tips 41-52 are playing tips.

41. Before playing to the first trick, review the bidding and make sure you remember the opening lead. Sometimes the opening lead is a small spot card and it is important to know exactly how small. If the opening leader later plays another small card in that suit, you really want to know whether it is a higher or lower card than the original lead. You really do!

42. If one (or both) of your opponents is a passed hand, assume that player has fewer than 12 HCP. If that player turns up with 10 HCP early on, play the partner for any missing queen, king, or ace.

43. There is nothing more important than counting your sure tricks before you begin to play. At notrump count your sure tricks **outside** of the suit you plan to establish. This tells you how many tricks you need in your main suit and then play accordingly.

44. As declarer, when you can to take a trick with one of two equal honors, take the trick with the higher equal. It is far more deceptive.

Say you are playing notrump with the ♠ KQx. If a low card is led and RHO plays the jack, assuming you wish to take the trick, take it with the **king**. Do the same with the A-Q-J. If a low card is led and the 10 comes up on your right, take it with the **queen**, not the jack! If you take tricks with lower equals, you might as well be playing with your cards face up on the table!

Major exception: With A-K-x-(x) at notrump take the first trick with the king. If you win with the ace, it is too suspect. If your only stopper is the ace, why aren't you holding up?

(Continued on page 15)

45. As declarer, when possible, withhold any spot card lower than the one that has been led or lower than the one played to your right.

If the opponents are playing standard signals, this tip is sure to screw them up. Say the 3 is led against notrump and dummy has the A-K-5 and you have the Q-6-2. You play the king from dummy and third hand plays the 4. If you play the 6, concealing the deuce, consider the confusion you have caused: fourth hand won't know if partner has led from a four- or five-card suit (can't see the deuce) and the opening leader won't know if partner is signaling with something like Q-4-2. (can't see the deuce). If you play the deuce at trick one, East knows that West has led from a four-card suit and West knows that partner's 4 is discouraging. For shame.

46. When leading from the dummy to take a finesse with a number of equal honors in your hand, finesse with the higher or highest equal.

Say you have the A-Q-J-10 in your hand and x-x in the dummy. When you lead low from dummy and second hand plays low, play the queen. You give away too much information if you play the 10. If the 10 loses to the king, second hand will **know** you still have the Q-J. If the queen loses to the king, second hand won't **know** you have the J-10. If the 10 wins, and second hand has the king, second hand knows you still have the Q-J. However, if the queen wins, second hand can't be sure you have the J-10.

47. When you have all the tricks but one and you are playing in a trump contract, play off every single one of your trump cards before you play your other suits. Keep the suit you have the loser in until the bitter end. Make them suffer!

Remember, the most you can lose is the last trick.

48. At a suit contract holding A-x-x facing x-x-x and the suit is led, it is usually right to win the second round of the suit.

If one of the opponents has a doubleton, you cut the communications between the two hands. It is also right to duck when dummy has x-x and you have A-x-x-(x). Ducking allows you to keep control of the suit. Do the same when dummy has A-x-x-(x) and you have x-x. Take the second trick with the ace. This assumes you have no place to put these losers.

49. Play the cards you are known to hold from the lead and third hand's play.

Say the queen is led and dummy has x-x-x-x. You, the declarer, have the K-J doubleton. When third hand plays the ace, the king and jack are **equals**; however, third hand knows you have the king from the lead of the queen, but doesn't know you have the jack. If you play the king under the ace, the jack remains a mystery card. The opening leader also knows you have the king from partner's play of the ace. Get rid of that king! Remember, you are not costing yourself a trick when you make these plays because you have an equal to the card you are unloading in either your hand or dummy. Say the jack is led, dummy has 9-x-x-x, and you have Q-10 doubleton. When third hand plays the king, drop the queen. Why? The queen is a card they **both** know you hold. Third hand knows it from the lead of the jack and the opening leader knows it from the play of the king. You might as well show them your hand if you don't play that queen!

50. When fortunate enough to have a powerful trump suit and being forced to ruff, tend not to ruff with your lowest trump. That tiny trump might be your only way to get to dummy.

51. When drawing trumps try to keep a flexible entry position after trumps are drawn.
(Continued on page 16)

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Ideally you want to be able to enter dummy in the trump suit and also be able to enter your hand with a trump. Say you have the K-Q-J-4-3-2 and dummy has the A-10-5. If you play the ace and king, you have an entry to dummy with the 10 and you can get back to your hand by overtaking the 10. If you play the K-Q, you block the trump suit. You can get to dummy with the ace, but you can't get back to your hand with a trump.

52. If you have a number of equal honors and you want second hand to cover the first honor, lead your highest equal honor. If you don't want second hand to cover, lead your second highest equal honor. It works!

Say you have the Q-J-10-9-x of trump and dummy has the K-x-x. If there is a danger of a ruff, lead the jack. If second hand has the ace, he may duck thinking partner has the queen and the ruff may be lost. Say dummy has the A-Q-x-x without a side suit entry and you have J-10 doubleton. If you need three tricks in the suit, lead the 10. Second hand, holding the king, is apt to play low thinking partner may have the jack. You can then lead to the queen for three tricks. If second hand covers, the suit is blocked and you can take only two tricks.

Bonus Tips 53-58

#53 When dummy is expected to have a long strong suit at a suit contract and there are two unbid suits, lead from the stronger. However, if one of the suits is headed by the ace, lead from the other. If the two unbid suits look like: K-J-x-x and K-x-x-x, lead from the K-J-x-x suit. If the two suits are A-J-x-x and Q-x-x-x, lead from the queen suit.

#54 If you can see that there are no possible defensive tricks coming from the side suits, give declarer a ruff and a sluff. It often promotes a defensive trump trick.

#55 When declarer bids two suits, particularly if the first suit is a major, a 'tentative count' is available. Using that tentative count along with partner's opening lead often allows you to get a complete count on declarer's hand at trick one!

Example: Opener Responder

1♥ 1♠

2♦ 3♦

3NT Pass

Declarer is presumed to have five hearts and four diamonds. If partner's lead (♣2, say) gives you a count in that suit, you will have a count on the hand at trick one!

#56 Defenders take tricks with their lower or lowest equal. If you can take a trick with a jack or the queen, take it with the jack. Taking it with the queen denies the jack and can screw partner up.

#57 After partner has described his hand and you know what the final contract should be, bid it! The one who knows, goes! Say partner opens 1NT (15-17) and you have 18 HCP points, balanced. There are least 33 points between the two hands so bid 6NT! If leaping so high scares you, go to a mirror and say 6NT out loud. Do it!

#58 Best Bonus tip of all: DON'T BID THE SAME VALUES TWICE. DON'T PLAY WITH SOMEONE YOU DON'T LIKE. DON'T SCREAM AT YOUR PARTNER AND DON'T FORGET TO USE THESE TIPS UNLESS YOU WANT TO SPEND THE REST OF YOUR LIFE STRUGGLING TO GET TO FIRST BASE....AMEN