

## June 2017 ACBL Bulletin Notes

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**Page 15**, column 2, paragraph below the deal. North wins the DA on the second trick, first lead in diamonds. This preserves the D7 for a potential ruff. North then leads a low spade. This is a suit preference signal, asking for the lowest suit clubs. A high spade would ask for a heart, while a medium spade would request the middle suit, a diamond. South realizes that North will ruff as South is looking at 6 clubs and unless the DA of diamonds were a singleton, North shouldn't play it in second position unless he was looking for a ruff.

### **The Bidding Box (p. 37 – 39)**

#### **Problem 3**

Shermer passed with 12 HCP and a six-card suit. This is a matter of style. The QJ doubleton in hearts is of dubious value. It has only 1 ½ quick tricks (DA, SK). A clear opener has two quick tricks. The six-card suit is poor. High cards in your long suits are better than high cards in your short suits. It's a marginal opener. Kamil and the **Bridge Bulletin** open it 1S. Kamil ended up being sorry he opened.

#### **Problem 4**

Once Coren supports his partner's spades, that is the agreed upon suit. So the subsequent 4C and 4D bids are cue bids, showing the aces in those suits. The **Bridge Bulletin** auction uses 5NT to ask for the lowest king (other than the king of trump), and not the number of kings.

#### **Problem 6**

Both Easts (and the **Bridge Bulletin**) pass on the initial call despite having 11 HCP, two useful 10s, two good suits, and high cards in the long suits. Despite all those assets, they still pass as if they open 1C, partner is likely to bid 1S (there are 12 spades out that East can't see, and N is highly likely to have at least four of them), leaving East with a rebid problem. It's usually not good to rebid five-card suits.

#### **Problem 7**

After the balancing double, West cue bids hearts to show about the best hand he could have after his original pass.

### **It's Your Call (p. 40 – 43)**

#### **Problem 1**

Rigal: 5S would show a void, since North has shown 6+ spades (and 16-18 points) by bidding and then jumping spades. When South doesn't raise spades, South has a void or singleton in spades.

Boehm: The hand could have been opened 2C, as there are only three losers: a heart, a diamond and a club.

#### **Problem 2**

Donn: The 2S bid was just choosing spades (the first bid suit by North) over hearts, so it could be done with only 2 spades. So a bid of 3S would now show three spades. Meckstroth makes the same point and so does Lee.

### **Problem 3**

Colchamiro: When making a negative double with five spades (or hearts), it is unlikely that partner will have four of the remaining eight hearts. Partner is unlikely to bid them with only three. So a 5-3 spade fit is often lost when making a negative double.

Sanborn makes the negative double and risks losing the 5-3 spade fit as the double offers more flexibility.

### **Problem 4**

Meyers bids 2 NT as it's the most descriptive bid; however, she notes that the KQ of clubs are likely to be in front of the ace, and only good for one trick. It would be a much better situation if they were behind the club bidder.

### **Page 45, Shafer**

Column 1, fourth paragraph: bid as naturally as possible if you have enough points.

Column 2, second paragraph: you must respond to partner's suit opener if you have six or more points.

**Page 46, Harrington**, column 1, fifth paragraph: high cards in the same suit are worth more than isolated high cards; high cards in long suits are worth more than high cards in short suits.

### **Page 47, Helms**

Point 1: the 4-4-3-2 distribution occurs less than 3% of the time. So, if you open a club when you're 3-3 in the minors with no five-card major, partner is reasonably safe to assume that when you open a diamond that you have 4 of them.

Some players will open the weaker of their two three card minors (when they don't have a 5 card major) to try to induce the opponents to not lead into your weak minor. Sometimes that works.

Point 3, second paragraph: an SOS redouble is asking partner to name his best suit when you are about to play a doubled contract in a suit that in which you don't want to play a doubled contract.

**Page 49, Cohen**, column 3 third and fourth paragraphs: if you are 6-4 in the majors, the quality of your four-card major is a key consideration on whether to bid 2 of your six-card major. If your four-card major is good, it's probably a bad idea to make a weak two bid in your six-card major: if the side four-card major is weak, make the weak two bid.

### **Page 51, Lawrence**

Column 1, sixth paragraph: there are no "good" bids with this hand. Bidding 1 N without a stopper (or even a half stopper) in the opponent's suit is bad. So the best of the bad bids is 1H with the 3 card heart suit. It's the cheapest bid you can make, and besides your hearts are a little better than your spades.

Column 2, fifth paragraph: once you respond 1H to partner's takeout double you have limited your hand to a maximum of eight HCP. So, if you later bid 2H in competition, all you are saying is that you have a decent suit and are near the top of the eight-point range.

### **Page 53, Kantar**

Deal 2: the 3C bid is appropriate with 9-11 HCP and four clubs. Your black suit honor cards should both be upgraded at least a point as partner has bid both suits.

Deal 3: 2NT shows 10-12 HCP, but his hand has three tens and other nice intermediate cards that make it worth at least ten points.

### **Page 57, Bergen**

Column 1, second paragraph: when an opponent opens a notrump, you have a good idea of his point count. When he becomes declarer, you should routinely add dummy's points to declarer's, and then add your points. You usually know within 1 point how many points partner has. This is key in planning your defense.

Column 2, fifth paragraph: leading the CT is a surrounding play, once you determine that partner must have the CK in order for you to have a chance to set the contract. The surround play requires you to play the lower (in this case the T) of non-touching honors

### **Page 59, 61, Kantar**

Deal 1: the key to this deal is to keep an entry to dummy so you can cash dummy's fourth spade should spades split 3-3. The entry needs to be a high heart, so cash only two hearts before playing spades and diamonds.

Deal 2: this is a dummy reversal problem. Even though dummy has the short trumps, that's the hand to make good. The key is that you can ruff dummy's little hearts in the South hand with high trumps, and can still pull trumps as they will be 3-2 most of the time. If they're not 3-2, it is still possible to make 7S, but now you have to be luck enough for diamonds to split.

### **Page 60, Lawrence**

Column 2, first paragraph: 2H is the recommended bid. It carries the risk the West is just waiting to penalty double you, but you can't bid assuming the worst possible situation. 2H applies some pressure and describes what you have.

Column 3, point 2: a response to a one level overcall starts with 7-8 points and a good suit.

Column 3, point 6, lead the 10 of diamonds, top of an interior sequence. Do not try for a ruff with long trumps.

Column 3, point 8: East should expect West to have the CA because that is the logical reason for not leading partner's suit.

### **Page 63, Miller**

Column 2, fourth paragraph: "When deciding how to bid over an enemy preempt, ...The partner who is short in the enemy suit 'strains to bid' and the one that is long 'strains to pass.'"

Column 3, fourth paragraph: when deciding to open in fourth seat, the rule of 15 is usually used. If the total of your HCP + number of spades is 15 or more, open, otherwise don't.