

## November 2017 ACBL Bulletin Notes

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**Page 12**, Column 1, first full paragraph: 6NT by N/S is cold. Three spades, one heart, three diamonds, and five clubs: 12 tricks. Course most will get to 3 NT as Amoils and Hanlon did (page 11). Over the conventional 3H bid showing heart shortness and game going values of South (Broge), many would bid with the West hand (D'Monte). NS have shown game-going value and South is short in hearts. West has a strong seven-card heart suit and a side four-card suit. Often that fourth card in the four-card suit will be good. Sometimes you'll have help from partner in it and sometimes partner will have enough length to set up the suit. Sometimes he'll be short and he can ruff the suit. And sometimes the opponents will not play you for four cards in the suit and the fourth card will be good.

Unfortunately for West, he got no help from dummy, the fourth spade was useless, and the HK was behind him. Down 4. 1100 disaster. This is particularly bad in IMPS. And very unlucky.

**Page 19**, Column 2, first deal: Once East has passed and South has opened, West can be reasonably sure that NS has at least game. And since NS is vulnerable and EW are not, that is the perfect time to be aggressive with a long suit. West has a six-card heart suit (and a side four-card diamond suit) so he preempts for all he's worth, 3H. That took up a lot of bidding room and helped NS end up in a hopeless contract.

### Page 20

Column 2, first paragraph: The D2 is encouraging because NS are playing upside down discards. With standard discards a low card is discouraging.

Column 3, deal: 2H by Moss is a Michaels cue bid, showing spades and a minor.

Column 3, bidding: 2S by Stefanov is a conventional bid showing spades and a minor.

**Page 24**, Column 3, first paragraph: After finding that you have all the key cards, you should always bid 5N, asking for kings. In addition to asking for kings, this bid shows all the key cards, so even if you stop at six, partner can go to seven with the right values.

**Page 28**, Column 3, first paragraph: Bid what you're looking at. Do not redouble. The redouble shows 10+ HCP, which good, but it allows the opponents to find their likely spade fit which makes it hard on your side when you have a heart fit. You have only one spade, and since partner opened 1D it is highly unlikely he has more than four spades. That means the opponents have at least an eight-card spade fit.

### Page 36

Law 57: It's always sloppy at best to play out of turn; now your side will be penalized if you do.

Law 66: declarer and defenders can check their last card after it was turned as long as his side has not played to the next trick. However, the card should not be exposed to the other players.

## The Bidding Box (p. 37 – 39)

### Problem 3

Becker opens the West hand 1C as he is prepared to rebid them if necessary. Hamman opens it 1D as many “virtually guarantee” a six-card suit when they open and rebid a minor. To open a club and then bid 2D is a reverse which promises around 17+ points which West does not have.

### Problem 4

**Bridge Bulletin** auction: the West hand is an opener for most because it meets the rule of 20 + 2. Nine cards in the longest suits + 11 HCP = 20. Two quick tricks: the ace is one, and each king is a half. Course once it's opened, EW are on their way to a low percentage game.

### Problem 5

**Bridge Bulletin** auction: If you are going to play in a 4-3 fit, then it is best to be able to ruff in the short hand. If the long hand has to ruff, there is a good chance that you will lose control of the hand. Trumps will split 3-3 less than 40% of the time. When a defender is ends up having more trumps than you, it's hard to successfully declare.

## It's Your Call (p. 41 - 43)

### Problem 2

Colchamiro counts the hand as 19 points: 18 HCP and the AQ of hearts is likely to take two tricks behind the heart bidder, so count this as 7 not 6.. Counting a point for the fifth card in the weak diamond suit is too aggressive for most.

### Problem 3

Even with a useful SK and CA, seven of the 15 panelists just pass partner's jump shift with the misfit. But eight of them bid – usually 3S.

### Problem 5

Most choose between pass and 1N. The passers don't want to bid 1N with the four little spades and a small doubleton club when vulnerable. The 1N bidders just bid 1N with 11-14 HCP. Korbel points out that partner might have an opener but couldn't overcall as he might not have a good suit, or couldn't double as he might not have at least three cards in all of the unbid suits.

## Page 44, Alder

Column 1, second and third paragraphs: When you *can't* win the trick as third hand on defense, you play the top of touching honors to show the honor right beneath it. In this case, your partner knows he can underlead his CK so that you can make the killing switch to a high heart trapping declarer's K. You would not play Q from a Q small doubleton.

Column 2, second paragraph: Note the comment about getting a new partner if yours led out an unsupported ace. The getting a new partner who doesn't do the basics correctly is continued in Shafer's column.

### **Page 45, Shafer**

Column 1, first paragraph: When an unpassed responder bids a new suit and neither partner has bid 1N, the new suit is 100% forcing. The 1D bid is forcing and unlimited.

Column 3, last paragraph: Comment on the possible consequences of not getting the basics right.

**Page 46, Harrington:** Basics of Losing Trick Count. You go three deep (but not more than the number of cards you have in the suit), and you count a loser for each A, K or Q you are missing. A typical opener has a seven-loser hand. This is not a perfect system, but a decent guide to help you make close decisions. Some enhance the system as aces are obviously better than queens but they are treated the same in the basic system.

### **Page 47, Berg**

Column 2, first paragraph: When opener jumps to four of responder's one-level response, he is showing 19+ point and four cards in that's suit. For example: 1C – P – 1S – P | **4S** or 1D – P – 1H – P | **4H**.

Column 2 second paragraph: When opener jump shifts after responder has bid, that is forcing to game.

Column 3, first paragraph: Opener re-bids spades after a 2C open and a waiting bid by responder. Responder has four spades and a singleton. He should add three points for the singleton, and one for the fourth spade. Now he knows he belongs in 4S. When opener opens with a 2C bid, responder must keep the bidding open to at least 2N or three of a suit.

Column 3, first bullet: 3C is often the cheaper minor and shows a bad hand. If opener bids 2C and then 3C (showing clubs) then 3D is the cheaper minor, showing a bad hand.

**Page 48, Helms,** column 2, second paragraph: After partner has passed, when West is looking at 5 HCP, it is highly likely that the opponents have at least game. With a good six-card club suit, East needs to get in the way with a 3C preempt. With equal vulnerability it's a good bid. With favorable vulnerability, some would even try 4C.

### **Page 49, Cohen**

Column 1, first paragraph: Four-level preempts show an eight-card suit – but there are exceptions. See the bottom paragraph in column 2.

Column 2, first paragraph: At equal vulnerability, preempter should be within three tricks of his bid (assume he will get one trick from partner). At favorable vulnerability, he should be within four tricks, and at unfavorable vulnerability within two tricks.

Column 2, third paragraph: It is always best to have your high cards in your long suits. Third seat is the aggressive seat. Don't preempt to go down in fourth seat – no sense going negative when you can pass it out.

**Page 51, Lawrence:** When you have an eight-card spade fit, it's almost never right to let the opponents play 2H in their eight-card heart suit. Even when opener is on the bottom of his bid, he should still make

the 2S bid. Maybe you'll make it, maybe down one will be a good score, maybe the opponents will go to 3H and go down. All are better outcomes than letting them play in 2H making.

**Page 52, Horton**, second paragraph: Hard choice as to whether rebid clubs with the mismatch or try 3N. Horton made the book bid by rebidding the clubs and not trying for a notrump contract like they did at the other table. To make the hand, declarer must believe that East has long clubs for his double and finesse against the CT.

### **Page 53, Kantar**

Hand 3: Bid 5C. The opponents are surely going to bid a makeable game with your partner's preempt and you weak hand. It's a better tactic to raise the preempt before, rather than after, it happens.

Hand 6: Bid 4C. Here you have a decent hand and maybe you can set 4 of a major, and you want partner to lead a club.

**Page 54, Cohen**, Why does West does not lead a spade? The logical reason for that is that he has the A and wants his partner to get in and lead a spade through declarer's king. Declarer cannot let East in. So trying to steal a heart trick won't work against tough defenders. The only way to make this against good defenders is to hope the DK onside (likely with the Michaels bid showing the majors by East) and to end-play West so he will have to lead his SA or lead away from it.

### **Page 55 Boehm**

Column 2, third paragraph: Reverses are forcing for one round and promise at least 5-4 distribution. The first bid suit is always longer than the second.

Column 3, first paragraph: Bid 6-5 hands with good suits aggressively. Point count is not as important as where the points are and your distribution.

**Page 56, Challenge**: Keep the dangerous hand off lead. You can't allow East to lead a spade through you after one of your high spades is knocked out. Play a low heart to the nine. If it wins you'll have ten tricks; if not you'll have the nine you need to make your contract.

### **Page 57, Bergen**

Hand 2: if West has three hearts, he should generally not support partner on his next bid, but he should make a delayed raise on the following bid showing exactly three hearts.

Hand 3: It's usually better to play in a 5-2 fit rather than a 4-3 fit, but in this case East's hearts are terrible and he has 3 spade honors, so the 4-3 spade fit is preferable.

### **Page 59, Kantar**

Hand 1: The hand is made by-end playing West in spades and clubs. Strip the diamonds and hearts. Make West lead away from a black honor.

Hand 2: The general rule is if you're missing two finessable queens is to play the AK in the longer suit hoping to drop the Q in that suit. If it doesn't drop, then finesse for the other queen.