Diana's Fun With Bridge

December, 2020





A very, very Merry Christmas and Happy New Year. May all your bridge games be fun, challenging and wonderful learning experiences.

As I mentioned in my last newsletter, Shark Bridge has developed an amazing new program for teaching bridge. So good in fact, that I believe most players exposed to it will prefer online learning over face to face learning.

Using Shark students can play 10+ hands in a lesson, giving them the opportunity to thoroughly understand the concepts of what they have learned.

This new technology has been a rocky road of learning but piece by piece it has all come together.

As well as a certified ACBL Teacher and Best Practice Teacher I am now certified as an ACBL Certified Best Practice Online Teacher and certified by Shark Bridge.

My first class of sixteen beginners graduated a few weeks ago and twelve are venturing into BBO with their mentors to become comfortable playing this wonderful game.

My new class of twenty beginners, are half way through their lessons and will be ready for this experience in the NY.



Be wary of those who took my Level 2 Play of the Hand. They have learned some exquisite techniques for deception, so be on guard or you will be fooled.

I am half way through Level 1 Defence and will include some of the information from those lessons in this newsletter. Their focus is signals and leads.

Upcoming in the NY will be 2/1, slams, bidding, many single session lessons, more on defence and play and of course, beginners. Something for everyone.



One thing I cannot stress enough regarding defence is: Without proper signals playing bridge is like: The blind leading the blind.

Team Work

The defenders need to work as a team to try to defeat declarer's contract. They work together to get over their main disadvantage they can't see each other's cards.

The main signals are:

Attitude Count Suit Preference

The most critical aspect of signaling is: <u>YOU BOTH MUST</u> <u>BE PAYING ATTENTION TO THE CARDS PLAYED.</u>

If you are not paying attention then signalling is useless and bridge is simply a guessing game. A couple of great videos from Patty Tucker. The first on signaling and the second on overcalls.

https://youtu.be/SdZS1n yX9mI

https://youtu.be/a_GIDE PkdSI

Bridge Humour

You know you're in trouble when the first thing the opponents decide to do is draw trumps, and you're the declarer.

People with small minds talk about other people. People with ordinary minds talk about events. People with great minds talk about ideas. People with warped minds talk about bridge hands.

My cards are all rotten and I have forgotten Who's played and what's trumps and what's gone on my right! So, for now it's all over-I'm off to the back wood

I'm off to the back wood I'm bidding good-bye to Gerber and Blackwood **Suit Preference** is used mainly when you are giving partner a ruff and need to tell her how to get back to your hand so you can give her another ruff. If you lead a low card for her to ruff it say's 'lead me the lower ranking suit other than trump.' High card says the opposite.

It is also used when you lead an ace and see a singleton or void in dummy. The card you play on partner's ace tells you what suit you want her to lead back to you. If you play a high card on partner's ace it says, lead a high card to me other than trumps. Opposite for a low card.

It is also used when you have both been bidding a suit and partner plays the ace and in dummy you see KQx. The card you play on partner's ace will tell partner what you would like her to lead you. A high card, lead the higher ranking suit other than trump, a low card the lower ranking suit other than trump. If you play 5,6 or 7 it generally means you have no interest in any of the suits.

<u>Attitude signals:</u> You give attitude signals to partner when partner is leading a suit. You also give attitude signals when you make your first discard. Your card say's 'lead me this suit' or 'don't lead me this suit.'

<u>Count:</u> comes into play when partner leads the ace from ace king and you want to tell her you hold a doubleton or tripleton. If you play high, low showing a doubleton, then partner can give you a ruff. Count is also extremely useful when declarer is trying to set up a long suit in dummy and has no entry into dummy other than the long suit. If the opponents are missing a high honour then your count will tell partner when she should take the trick.



Bridge Tips

A point to keep in mind

Bridge has developed into a bidders game so you must get your bids in as soon as possible.

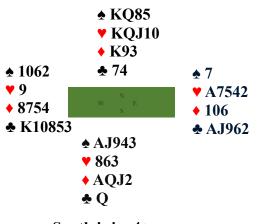
When you're declarer:

Don't play to the first trick too quickly. Force yourself to stop and think when dummy comes down. Look ahead and plan your play to at least the next few tricks.

Concentrate on the opening lead for a few seconds so you'll remember it later. Decide what it tells you about the leader's length or strength in that suit.

Mentally review the bidding. If one of your opponents has bid, try to come up with a general picture of his pointcount and his length in the suit bid

How to win top boards with Suit Preference

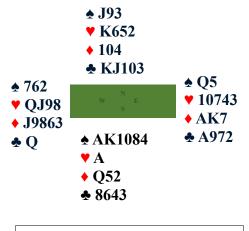


South is in 4♠

South is in 4★.West leads the ♥9. Partner East, can figure the lead as a singleton as one does not normally lead a useless doubleton as it tends to make declarers very happy.

East wins, and now leads the ♥2. This is a Suit Preference signal to lead the lower ranking suit, clubs. West ruffs and leads a low ♣ showing an honor.

East wins the ace and leads another ♥. West trumps and now the contract is set thanks to Suit Preference Signals.



West	North	East	South
		1♣	1♠
Pass	2♠	all pa	SS

When you get your defense going like this it is like dancing.

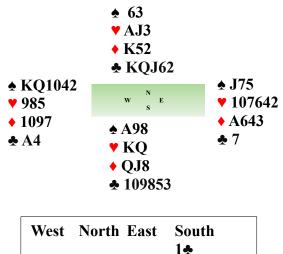
West leads her singleton club, partner's bid suit. East wins the ace and leads a low club to partner telling her to return a diamond, the lowest ranking suit other than trump. West received the message and leads a middle diamond. You win with your king letting partner know you also have the ace.

You give partner a second ruff and she returns a diamond and now you give her a third ruff and the opponents are down before they can even catch their breath.

History

Bridge traces its origins to the British game of whist, first played in the 16th century. It may be named for the Galata Bridge in Istanbul, which British soldiers crossed during the Crimean War of the 19th century to reach a coffeehouse where they played cards. Contract bridge as we know it today began in the 1920s when Harold Vanderbilt came up with the early scoring system.

Getting top boards with Attitude Signals.



pass

1♠

3♣

South opens one club. West overcalls one spade. North could use a cue bid of two spades telling partner she holds 10+ points and club support but choses to bid three clubs. South bids 3NT.

West leads the king of spades from his broken sequence. East, you must give partner an Attitude Signal to tell partner you hold an equal honor, either the ace or the jack.

Play the five for Upside Down and the seven for Standard.

South should hold up the ace until the third round. South will probably play the king and queen of hearts and now a club.

West wins, and plays his two winning spades. East gives an Attitude signal for diamonds. The three for Upside Down and the six for Standard. The opponents win four spades, one diamond and one club.

Getting top boards with Count & Attitude Signals.

3NT

▲ J98	 ▲ 73 ♥ 1082 ♦ K1062 ♣ K1062 	★ 10642
▼ 378 ▼ AKQ63	N W E S	♥ 95
♦ 87 ♣ 974		◆ AQ93
	≜ AKQ5 ♥ J74	♣ J53
	▼ J 74 ♦ J54	
	♣ AQ8	

West	North East	South 1NT
All pa	SS	

South, with a great 17HCP opens 1NT and all pass.

West leads the ace of hearts, East gives count.

On the third heart East gives an Attitude signal for diamonds. The three for Upside Down or the nine for Standard.

West plays his five hearts and now plays the eight of diamonds, starting to give partner count in the diamonds.

East wins her two diamonds tricks, setting the contract.

If east did not give an Attitude signal, West has no idea what suit to lead and would probably lead a spade.

The contract makes with any return but a diamond.

<u>A Few Thoughts On Hand Evaluation</u> <u>Rule Of 20 – What Is It – Does It Always Work?</u>

The Rule of 20 is a method in determining whether a holding containing fewer than 12 HCPs is worthy of an opening bid.

This is determined when the number of high card points are added to the number of cards in the two longest suits. If the total equals 20 or more, then you can decide whether or not to open.

Following are a few points to keep in mind when using the Rule of 20

- 1. Two quick tricks is recommended.
- 2. According to Marty Bergen you use the rule only in 1st & 2nd seat when deciding to open a borderline hand.
- 3. It is preferred to have the points in your long suits.
- 4. Consider your spot cards 9s and 10's. These are valuable cards and tend to be under-valued.
- 5. Suits such as AJ10 or AQ10 are worth more than their point count, especially if they are in your long suit.
- 6. Tend to downgrade singleton kings and doubleton queens & jacks.

e.g.	 ★ 5 ♥ AQ1065 ♦ A10954 ★ 65 	This hand holds only 10 HCP, however, w/2 five cards suits it qualifies for the Rule of 20. Open one heart.	 ▲ AQ1043 ♥ A10943 ♦ 32 ♣ 2 	A nice 10 HCP with honors in the long suits. Open on heart.
	 ▲ 43 ♥ Q32 ♦ AKQ1032 ♣ 43 	11 HCP – 7 diamonds, 3 hearts = 20 – open one diamond.	 ▲ 85432 ♥ 107652 ♦ AQ ♣ A 	10 HCP with no honors in the long suits. Pass.

Does the Rule always work? "No", but it is a good guideline providing you use it with discretion. Too often I see players explaining their bottom boards by saying 'but partner I used the Rule of 20', when holding hands such as:

★ Q2
◆ Q9
◆ KJ654 Forget the rule and pass.
★ Q654

Let's look at some basic bidding responses.

Partner opens 1. What is your response?

a. A543 = 76 + 943 = 0765b. AJ32 = 98764 + 076 = 6c. Q107 = J87 + A107 = A876d. Q107 = J87 + 5 = K87632

a. 1♠

b. 1 ♥ - lower major first when holding either 4-4 or 5 ♥ and 4♠. Holding 5♠ & 4 ♥ bid the ♠first.

c. 2NT. Showing 10-12 HCP & no 4 or 5 card major.

d. 2. You have great support & no 4 card major.

Partner opens 1. What is your response?

a. ★A543 ♥7 ◆43 ★Q107652 b. ★AJ32 ♥Q874 ◆1076 ★65 c. ★Q10732 ♥J ◆KJ107 ★8762 d. ★K1097 ♥K1087 ◆8765 ★4

a. 1♠. Your ♣ are great but you do not have enough points to respond at the two level. b. 1♥ - lower major first when holding either 4-4 or 5♥ and 4♠. Holding 5♠ & 4♥ bid the ♠first.

c. 1♠. It is more important to show the ♠ suit than support partners minor. d. 1♥. You have support for ♦'s, however, you would rather play in a major. Bid your lower ranking major first.

Partner opens 1 **v**. What is your response?

a. **▲**AJ54 ♥765 **♦**43 **♣**Q1052 b. **▲**Q32 ♥7 **♦**10976 **♣**KQJ65

a. 2 ♥. You have a minimum response with ♥ support. <u>DO NOT</u> introduce the spade suit. b. 1NT. You are in the 6-9 point response range. The singleton ♥ is a disadvantage not an advantage as that is partners suit. As well you do not have enough points to introduce a new suit at the two level. Keep in mind partner opened 1 heart so you should not worry about the NT bid holding a singleton heart.

Partner opens 14. What is your response?

a. **▲**A543 **♥**76 **♦**73 **♣**Q9542

b. **★**K10 **♥**K8762 **♦**109762 **♣**5

a. 2♠. You have a minimum response with ♠ support.

b. 1NT. You cannot raise partners ♠ with only two and you do not have enough points to bid a new suit at the two level. The 1NT response denies 3+ card ♠ support and shows 6-9 HCP.

 ▲AJ432 ♥KQ4 ◆A32 ◆983 	 ▲109 ▼J32 ◆QJ54 ▲AJ107 	If partner opens major and you hold two card support and 6-9 HCP your bid is 1NT.
 ▲AJ43 ▼KQ4 ◆A32 ◆983 	▲ Q109 ♥1032 ♦Q54 ♣ AJ107	If partner opens a minor and you hold 6- 9HCP and no four card major your bid is 1NT. This is a very precise bid and tells partner exactly what you hold.
 ▲AJ43 ♥KQ4 ◆A32 ♣983 	 ▲Q109 ♥J32 ◆QJ54 &AJ107 	If partner opens a minor and you hold 10- 12HCP and no four card major your bid is 2NT. This is a very precise bid and tells partner exactly what you hold even if you do not have all suits stopped.
 ▲AJ43 ♥KQ4 ◆A32 ◆983 	 ▲Q109 ♥J32 ♦KQJ54 ▲AJ107 	Partner opens a minor and you hold 13- 15HCP and no four card major your bid is 3NT. This is a very precise bid and tells partner exactly what you hold even if you do not have all suits stopped.
▲ AJ432 ♥KQ4 ♦A32 ♣ 983	▲Q9 ▼J32 ◆QJ54 ★AJ107	If partner opens major and you hold two card support and 10-12 HCP your bid is 2NT even if you do not have all suits stopped.

<u>Tips</u>

Don't lead a singleton if you have a natural trump trick.

E.g. Qxx or QJxx

Perhaps as much as 50% of your success at bridge depends on your ability to keep your mind on the game.

You cannot defend properly unless you remember the bidding.

You snooze, you lose.



Stocking Stuff



I have a new order of books in plus the books from previous orders for sale catering from new to advanced players. They are discounted 10% and I look after the taxes. What could be better? For pick up I could meet you at the front door of the club, 380 Leathead Rd. All books will be wiped before I give them to you.

FOR NEWER AND ADVANCED NEWER PLAYERS

1. <u>Barbara Seagram's - Beginning Bridge -</u> This books takes players from bidding right up to several more advanced techniques like the takeout double, bidding bid hands, and pre-emptive bidding. A fantastic book. \$20.00.

2. <u>Barbara Seagram's Cheat Sheet</u> - A super handy reference that most newer players can use at the table. \$10.00

3. <u>Defensive Play at Bridge</u> SOLD OUT- Quizbook - this book feature amazing quizzes and hands, that if studied, will advance a player to new heights in their bidding and play of the game. Numerous hands to play. \$14.00 One copy only

5. <u>Jeff Bayone - A Taste of Bridge</u> - Jeff owns the largest bridge club in NA and created this book for beginning players. A great book. \$20.00

7. <u>Patty Tucker - Defense Carding & Opening Leads</u> SOLD OUT- A must for players struggling with their opening leads, signals, count, Rule of 11, as well as 2nd and 3rd hand play. Numerous hands to play. \$15.00 One copy only.

8. <u>Planning the Play of a Bridge</u> Hand - Seagram & Bird – An exception book on planning NT and suit contracts to adding other clever moves to your bridge game. \$20.00.

9. <u>Declarer Play at Bridge, a Ouiz Book</u> – Seagram & Bird – A must have for newer players. The book is filled with hands on how to discard your losers, ruffing, establishing suit in NT and so much more. \$14.00.

INTERMEDIATE TO ADVANCED PLAYERS

<u>Patty Tucker - After a Notrump Opening</u> - Patty's book not only teaches Stayman & Jacoby but several additional conventions, Texas transfers, Smolen, four suit transfers, 3 level responses to 1NT openers, 3 spades over 2NT and Lebensohl. \$18.00.
 <u>Audrey Grant - Five Steps to Simplify the Endplay</u> - this little book simplifies the mysteries of the end play and will greatly improve your playing skills. \$8.00.

12. <u>Joan Anderson - Hands on Weak Two Bids</u> - Joan's book was the ABTA (American Bridge Teachers Association) book of the year in 2008. It teaches you a disciplined approach to opening weak two bids in all four seats. \$12.00.

13. <u>David Bird & Larry Cohen - On The Other Hand -</u> This amazing book has 100 pairs of deals that look very similar; however, different techniques are required for each deal. Don't go onto the next deal until you have mastered the whys of the two you are studying. \$22.00

14. <u>Eddie Kantar Teaches Advanced Bridge Defense</u> - Take your defence to another level with this book. One copy only. \$28.00

15. <u>Barry Rigal - Step-by-Step Deceptive Declarer Play</u> - Barry teaches everything you always wanted to know about deception. \$15.00. One copy only.

16. Barbara Seagram's Cheat Sheet on Doubles - \$10.00.

17. Barbara Seagram's Cheat Sheet on 2/1 - \$15.75

18. Planning the Play, The Next Level – Barbara Seagram & David Bird \$20.00. This

wonderful book covers such techniques as avoidance plays, trump control, dummy reversal and endplays.

19. <u>Bridge Entry Techniques – David Bird</u> - \$22.00. There are 69 instructive techniques from declares point of view on creating entries, destroying entries, finesse entries, sacrifice entries, ducking, hold up, blocking, unblocking, overtaking, and forcing the defenders to assist you. The second part deals with the defenders using similar techniques on declarers.



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