

Diana's Fun With Bridge

November, December 2019.



A very, very Merry Christmas and Happy New Year.

May all your bridge games be fun, challenging and wonderful learning experiences.

I have two exciting new lessons coming up in January for experienced players.

We are all aware of learning new conventions, only to have them not come up in a timely manner and when they do, we tend to have forgotten either the convention or the responses.

These two lessons will help correct that.

Each hand will be on one of the following conventions.

1. Jacoby Two NT
2. Puppet Stayman over 1 and 2 NT
3. Bergen
4. Cue bids
5. Michaels & Unusual NT
6. Two Way Reverse Drury
7. New Minor Forcing
8. Mechwell
9. Splinters
10. Help Suit Game Try

Milestones From 0 - 100

A of ♣ MiniMcKenney

0-5 0-5

Pat Bechard #7 #7

Edna Thiesen #8 #8

James Hooey #9 #9

5-20 5-20

Pirjo Holt #1 #1

Wendy Webb #3 #2

Mike Kwasnek #4 #4

20-50 20-50

Allison Sawyer #3 #4

JJ Jankowski #4 #2

Joan Bubbs #10

50-100 50-100

Pierre Lalonde #1 #2

Mary Meenagh #2 #1

Bill Holland #5 #5

Elaine Beyler #7 #4

Kim Reiger #10

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This will be a great opportunity to finally solidify many of the conventions we all love.

Dates: Wednesday, January 15 & 22, 9:30 – 11:30. Location: St. Aidan's church, 380 Leathead Rd. Cost: \$30.00. Flyer attached.



For newer players and players wishing to improve their game, I will be holding one session on the critical subject of leads in NT and suit contracts.

The class will be held Monday, January 20th, from 9:30 -11:30. Location: St. Aidan's church, 380 Leathead Rd. Cost \$15.00. Flyer attached.



Also coming up for players needing an assist in their playing skills. Level 1 Play of the Hand, with tentative dates February 24, March 2, 9 and 16th.



A new beginner's series will be starting mid-March. Dates to be confirmed.

What are the Ace of Clubs and Mini McKenney?

The Ace of Clubs shows the top ten masterpoint winners of players who participate in sanctioned club games.

The Mini McKenney shows the top ten masterpoint winners of players who participate in sanctioned club games as well as any tournaments in NA.



A special congratulations to Leah Koffski who attained her Silver Life Master this month.

Great going Leah.

Bridge Humor

How's That Again?

Don't let worries get you down - play Bridge instead.

How much exercise?

A doctor, concerned about the physical condition of one of his bridge-playing patients, during a regular check-up asked, "Do you get much exercise?"

'Only when I sit E/W was the reply'.

If you have the slightest touch of masochism, you'll love this game.

When To Lead A Trump

You should lead a trump when the auction positively suggests a trump lead.

Not because you have no idea what to lead.

Situations Where A Trump Lead May Work Well

1. The responder has given preference to opener's second suit, e.g. 1♠ - 1NT - 2♦ pass.
A diamond lead may reduce the number of spade ruffs that could be taken.
2. Partner passed your take-out double, converting it to a penalty double. E.g. You double openers 1♦ bid for take-out and partner passes. Declarer may be relying on ruffing values to score their tricks so you may be able to reduce these by leading trump.
3. You and partner have the majority of points and the opponents have sacrificed against a high level contract. They are obviously relying on ruffing values to score their tricks. You may be able to reduce this by leading trump.
4. On other occasions you may decide to lead a trump because your holdings in the side suits are unattractive. E.g. You hold - ♠973 - ♥K762 - ♦J84 - ♣A104 and the bidding has gone: S 1♠ - N 4♠.



Counting Winners and Losers

In NT contracts we count winners and in a suit contract we count losers. Why?

Because that may give you an idea of how to play the hand for the maximum number of tricks!

First, let's define a winner!! A winner is a trick you can take right away. Let's look at an example:

North

♠ K106
♥ A103
♦ KJ107
♣ 932

South

♠ AJ32
♥ Q82
♦ AQ4
♣ QJ10

Bridge Tips

Don't forget the reasons that we play bridge.

a. It's fun - when it ceases to be fun then try another game and never detract from another person's fun.

b. The social aspects of bridge - being with people and making friendships.

c. Mental challenge - intellectually exercises the mind and keeps us young.

d. Competitive challenge - every hand whether pairs or teams.

e. Achievements - become better player, masterpoints, section tops, life master, overalls etc.

f. Very goal oriented - easy and fun to set goals and try to achieve them.



Now let's count winners between the two hands:

How many winners do you have in spades? Which cards?
How many winners do you have in hearts? Which cards?
How many winners do you have in diamonds? Which cards?
How many winners do you have in clubs? Which cards?

How can you develop tricks?

- ✓ Finessing
- ✓ Developing long-suit winners

Developing Winners

You know what finessing is so let's talk about deciding the best suit to develop. Sometimes it's your longest, but that's not always the case. First, determine how many tricks you need; next, determine which suit(s) give you the best opportunity to develop the most tricks.

<u>North</u>	<u>South</u>
♠K106	♠A932
♥A103	♥Q82
♦KJ109	♦Q
♣1093	♣KQJ76

Contract 3NT – need 9 tricks.

West leads the four of hearts which your queen wins in dummy. You now have two winners each in spades and hearts and need five more.

Holding a great club suit, you want to set up the suit by forcing the opponents to play their ace. This sets up four more winners for you and you need one more.

Your best opportunity will be the diamond suit, which is solid, missing only the ace. Play a diamond and when the opponents take their ace you are left with three good diamonds.

Counting losers in a suit contract

The best way to plan a suit contract is to start by counting the tricks you might lose. You do this in both your hand as well as dummy. E.g. ♥764


♥A95

You have two heart losers.

♠K76

♠A43

In this case you have one spade loser.

♥AK6

♥Q2

You hold only two clubs in declarers hand and two winners in dummy. You will play the queen then two to the ace and now you will be able to discard a losing card from declarers hand.

♠QJ108

♠987

You hold two losing spade and will have to force the ace and king from the opponent before your 10 and 8 become winners.

Try it in the following N/S hand.

♠ J864
♥ K92
♦ 852
♣ AK7
[Yellow bar]
♠ KQ1093
♥ A75
♦ A106
♣ Q4

Your contract is four spades.

Let's suppose west leads the king of diamonds from his sequence of KQJ8.

When dummy tables you can see a loser each in spades and hearts and two losers in diamonds for down one.

You can also see that you will be able to discard one of the losers on dummy's king of clubs.

Recall: you want to take out trumps as soon as possible unless you have a reason not to. On this hand you have no reason not to. Win the diamond, play a trump.

The opponents will win the trick and play two more rounds of diamonds. Win the next trick, take out the remaining trumps.

Now play a club to the queen, a club to dummy's ace and on the king of clubs discard your losing heart.



How To Play Suit Combinations

Q7
A43

Lead a low card to the queen. If west has the king, the queen will win a trick: a 50-50 chance.

QJ6
A743

Your goal: 3 tricks. Lead low toward the Q. If you win the first trick come back to your hand in a different suit and lead another low card toward the jack. If west has the king you will win 3 tricks. If east takes the Q with the K, you will need a 3-3 split.

Q105
K74

If west has the jack, you can win two tricks by finessing the ten. However, your first play should be a low card from dummy as east may contribute the ace or jack and solve your problem.

If east plays low when you lead from dummy, put up the king; whether your king wins this trick or west wins with the ace, you will be able to finesse the ten next time the suit is led.

If you do not wish to receive this newsletter please click the 'forward' key and say to please delete my name from the list.

My apologies if you receive the newsletter twice. You are on two different lists.



**Give The Gift
Of Learning**

**A CHALLENGING
AFTERNOON
OF BRIDGE**

**Looking for more of an individual assist in your game?
Put a table together and I will come to your home.**

**Cost: \$75.00 – flat fee
Time 1:00 p.m. 4:00 p.m.**

**Contact: Diana Knowles – 250 491 4704
Email: dknowles9@icloud.com**

Two Exciting New Classes
for

Experienced Bridge Players

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Leads In Bridge

1. Do you find choosing the right card to lead a bit of a mystery?
2. Are opening leads a challenge for you?
3. Are you flummoxed when partner 'says you should have led an attacking lead, not a passive lead'?
4. Do you know what to lead from 3, 4 or 5 small cards?
5. The opponents are in slam and you would love to put them down, but don't know what to lead.
6. Do you know when to lead a singleton and when not to?
7. Do you know when the bidding suggests a lead?
8. Do you know when to lead doubletons?
9. Do you know what to lead when the opponents have bid your suit?
10. Do you know which card to lead from various holdings?

If you have answered NO to most of the above questions, then this one session lesson is meant for you.

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