

BRIDGE IN THE CITY INCORPORATED NEWSLETTER – May 2024

www.bridgeinthecity.net.au

Jackie and Sue are in the SA Women's State Team!

Jackie Ward and Sue Phillips qualified second in last weekend's women's State Team Trials. They will be playing in the National Championship as a part of the SA six-person team in July. The event is being held in Orange, NSW.

2024 Golden Bunnies

Seventeen teams came along to the Golden Bunnies this year, an excellent turnout. If the seeding was correct it was going to be a contest between the Fallon and Harris teams, and so it proved to be with the two teams playing off in the final round, the following hand being the decider, one table reaching 6♣, the other stopping in game.

♠Q4	
♥J98432	
♦K1097	
♣6	
♠A876	♠K
♥AQ1076	♥-
♦543	♦AQ2
♣3	♣AQJ1098742
♠J109532	
♥K5	
♦J86	
♣K5	

What would you bid on the West hand after 2♥ by North, 5♣ by East, pass, your call? Sue Phillips bid 6♣ and South led the ♥K lead, for an easy 12 tricks.

Some other tables weren't as fortunate, getting a spade lead. Since this is your only entry to dummy you should play dummy's Ace, parting with your King, ♥Ace discarding a diamond, and then decide which finesse to take.

The odds favour taking the diamond finesse, since the ♣King may be a singleton, improving your chances. It doesn't happen, but for once virtue triumphed.

Christmas in July

Warradale Hotel on July 21st

Bookings through stuart tuck.

Member Health & Safety Issues:

- Thank you to all those members who have advised us of their 1st Aid qualifications. We would be happy to hear from anyone else who also has medical qualifications.
- Some of our members have experienced severe allergic reactions to highly fragrant perfumes or deodorants. As a courtesy to them please either refrain from using or minimise your use of such products if unscented products are not suitable.
- Please use the tongs provided to select your biscuits from the biscuit tins.
- Remember there are two afternoon tea stations so please use both to avoid overcrowding and long lines around a single urn.
- We appreciate your help to keep our club safe for all of us.

Dummy's Role

The Laws of Bridge are very specific when it comes to what dummy can and cannot do. Dummy is, after all, declarer's agent, and no longer a participant.

What Dummy Can Do.

- When declarer shows out, then and only then can dummy ask if partner has any cards in the suit led.
- If declarer turns a trick the wrong way, dummy can offer a correction, but only before play starts on the next trick.

Otherwise, dummy can only act as directed to by declarer.

What Dummy Cannot Do.

- Identify a revoke by an opponent. If dummy thinks an opponent has revoked then they must say nothing until the end of play. To do otherwise cancels any penalty that may have been applied.
- Call for the Director, unless asked to by another player.
- Ask an opponent if they have revoked.
- Advise declarer that he has more or less tricks than he thinks, except for an immediate correction.
- Suggest a line of play, or that a particular card should be played.

ROTARY PAIRS

Sunday 26th May, 10:00 aM to 5:00 pM

At SABA, 243 Young St unl eY, BarBecue l unch provided

Entry fEE \$40 pEr pl ayEr

All proceeds to devel opment of pnG midwives – 2

Convenor Adel Abdel hAmid, direCtor dAvid Anderson

EntriEs via saBa or BiC wEBsitEs

Do You Need a Partner?

If so, you should contact the Director, preferably at least 15 minutes beforehand. Bob's phone number is 0409 892 371, David's 0403 27 8 754, or you can leave a message via the Partner Wanted page on the web site.

Single players will almost always get a game on Mondays, as the director will play if necessary. Unfortunately, due to the recent increase in attendances, the director can't usually play on Fridays.

Signals

A crucial part of any budding player's armoury is defensive signals. Used properly, they make defending no longer a chore, indeed in can be extremely satisfying when you and your partner work together to get the optimum result. I play most of the following, and I recommend that you do likewise.

To encourage partner's lead of an honour, low is encouraging, high is discouraging. On the first discard:

- An odd card shows a holding in that suit,
- A low even card shows values in the lower outside suit.
- A high even card shows values in the higher outside suit.

Note: you are only giving a signal regarding where your values lie if he needs to know. If the information is more important to declarer, e.g. telling which way to take a two way finesse, then you shouldn't be signalling.

Also, with a sequence of honour cards, you can sometimes afford to play or discard the highest, leaving partner in no doubt.

Now for a hand where the defenders didn't properly signal, to their cost.

	♠65	
	♥Q1094	
	♦9753	
	♣Q106	
♠J7		♠4
♥KJ75		♥862
♦AQJ104		♦K62
♣97		♣AKJ832
	♠AKQ109832	
	♥A3	
	♦8	
	♦54	

I was in 4♠ on the lead of the ♣9, won by East's Jack, followed by the King, then the Ace. I ruffed high, then started playing trumps, East discarding indiscriminately. This was the situation when I lead my last trump.

	♠-	
	♥Q10	
	♦97	
	♣-	
♠-		♠-
♥KJ		♥8
♦AQ		♦K62
♣-		♣-
	♠2	
	♥A3	
	♦8	
	♦-	

West had a problem, what should he discard? He eventually parted with the ♦Q, I exited a diamond, and made my contract.

If, however, East's first discard had been the meaningful ♣2, then he would have known that he could discard the ♦A.

Note: If East had nothing outside the club suit then the first discard would be the 3♣, showing values in that suit alone, or else a low even diamond.

Finally, for the more advanced pairings, the above can be coupled with count signals, essentially giving attitude on our leads, and count on theirs, a low card showing an even number, while an opening lead of a King seeks count, not attitude.

Recent placegetters

2024 GOLDEN BUNNY TEAMS

- 1 Alison & Gordon Fallon, Wendy Hopkins & John Smith
- 2 Sharmini Anderson & Anne Harris, Rosemary Grund & Judith Roberts
- 3 Susan Phillips & Jackie Ward, Carmel and Norman Thompson

MONDAY APRIL PAIRS

- 1 Chris Barnwell & Stewart Kingsborough
- 2 Genevieve Donnelly & Terry Healey
- 3 Janet Faber & Dennis Reynolds

FRIDAY PURPLE APRIL PAIRS

- 1 Chris Barnwell & Stewart Kingsborough
- 2 Carmel & Norman Thompson
- 3 Janet Hegarty & Janice Paltridge

FRIDAY PINK APRIL PAIRS

- 1 Ken Stone & Peter Tuck
- 2 Frances Berry & Sue Wilksch
- 3 John Hickey & Glenn Trenwith

What to Bid, and Why.

Your hand is

♠6
♥A1087
♦A109652
♣A3

As dealer you open 1♦, pass, 1♥ from partner, 1♠ from the opponent on your right. What do you bid? You only have 12 high card points, however this hand, now that you have a fit, is significantly stronger than a regular balanced hand, say

♠654♥A1087♦A1096♣A32.

You know that the first hand is better, however by how much? The answer comes from the Modern Losing Trick count, as follows:

Modern Losing Trick Count

How is it that the better players continue to bid and make suit game contracts with as few as 21 points between them, whilst your partnership plays in a part score? You make ten tricks as well, but this is poor consolation. Then, next time you bid a light game of your own and go two down, while your betters played in a part score. Where are you going wrong?

The top players use their years of experience to help them with their bidding decisions, however this is of cold comfort to you. You keep on bidding the wrong light games and, after a while, your game bidding becomes emotional, rather than rational. Is there an easy answer?

The Losing Trick Count theory has been around, in its various forms, for several years. It has been tested on countless hands and proven to be a more than effective bidding tool. It is certainly not infallible, however it does tell you whether game or slam is a reasonable expectation on a pair of hands and, when used with bidding conventions such as trial bids, cue bids, Blackwood, etc., will certainly improve the bidding record of your partnership.

This is how it works. First of all, you count the losers in your own hand (more about this later). Next you count partner's losers - obviously you can't look at his cards, however a fair estimate may be had from the following table.

Add the losers of the two hands together, then deduct this total from 24. The balance has proven to be an excellent estimate of the number of tricks that you can reasonably expect to make.

Counting Your Losers

To count the losers in your own hand, you should apply the following rules:

- Minimum response – nine losers
- Near opening – eight losers
- Minimum opening – seven losers

- Stronger opening (e.g. a jump raise or rebid) – six losers
- Eight playing trick hand – five losers
- Strong 2NT opening – five losers
- Game force – three losers
- Minimum response - nine losers
- If holding neither the Ace, nor King, nor Queen in a suit then the number of losers in that suit = the length of that suit, with a maximum of three.
- No suit may have more than three losers.
- If holding the Ace of a suit you should reduce the losers in that suit by one.
- Holding the King of a suit of two or more cards then again you should reduce the losers in that suit by one.
- Holding the Queen in a suit of three or more cards, together with another honour, reduce your losers by one.
- If holding an unsupported Queen in a suit of three or more cards then you should reduce your losers by half a trick.

To practice this method of evaluation let's look at three different hands. On each occasion partner has shown heart support.

One	Two	Three
♠A5	♠754	♠QJ3
♥QJ1032	♥AQ974	♥K8743
♦Q96	♦2	♦K
♣742	♣J643	♣KQ10

- Hand One has one spade loser, two heart losers, two and a half diamond losers, and three club losers, for a total of eight and a half losers.
- Hand Two has three spade losers, one heart loser, one diamond, and three clubs, for a total of eight losers.
- Hand Three has two spade losers, two heart losers, one diamond, and one club, for a total of six losers.

The Theory

The answer each time provides an estimate of the total number of tricks that you will take, presuming that half of your finesses work, and the trumps divide reasonably. This remains just an estimate and, particularly where slams are concerned, you should use the Losing Trick Count to determine whether slam should be considered, then follow up with cue bids or Blackwood.

Adjustments

Add a loser if you expect a bad trump break, or if the necessary finesses are unlikely to work.

Deduct a loser for an excellent nine cards or more combined trump fit, or a second fit in a side suit.

Examples

I had the computer deal a set of hands where both opener and responder have at least four spades. The following hands are from that set.

North	South	South's Losers
♠ KQ98	♠ AJ632	2
♥ K4	♥ 1076	3
♦ 1064	♦ 982	3
♣ AQ62	♣ K3	1

The auction:

N	E	S	W
1♣	P	1♠	P
2♠	P	?	

North's bidding indicates a seven loser hand, South has nine losers, so South should pass.

North	South	South's Losers
♠ 10762	♠ AKQJ84	0
♥ K93	♥ AQ65	1
♦ K1076	♦ 3	1
♣ 97	♣ 62	2

The auction:

N	E	S	W
P	P	1♠	P
2♠	P	?	

South has a four loser hand, North has shown nine losers, $24 - 13 = 11$ tricks, so bid the game.

North	South	South's Losers
♠ KJ54	♠ AQ1087	1
♥ A3	♥ KJ2	2
♦ K83	♦ -	0
♣ Q842	♣ K1073	2

The auction:

N	E	S	W
1♣	P	1♠	P
2♠	P	?	

Opener has implied a seven loser hand, South has a five loser hand, $24 - 12 = 12$, so slam is a possibility, and should certainly be investigated.

In Closing

Remember that these principles only apply when you have an eight card (5-3 or 4-4) fit or better - with a lesser fit, add one loser.

Finally, for those seeking further information on this topic, I refer you to "The Modern Losing Trick Count", by Ron Klinger, or "Secrets of Winning Bridge" by Jeff Rubens.

Recent New Members

Frances Berry, Andrea Dayman, Sharon Harris and Ron Liddy have all recently joined the club. Please make them welcome.

Other People's Systems

There are many bidding systems about, the following are some that you might come across.

STANDARD. Strong 1NT opening (preferably 15-17), five card majors, weak no Trump rebid, limit raises, $2\clubsuit$ strong, other two level openings by choice
TWO OVER ONE (2/1). Derived from Standard, except that a new suit call at the two level after partner's one of a suit opening is usually game forcing. Light openings a feature, good at finding the best game or slam.

ACOL. Features a weak 1NT opening, and a strong no Trump rebid, otherwise much the same as Standard. New suit two level responses only promise 9+ points, fourth suit forcing essential.

PRECISION. $1\clubsuit$ opening promises 16+ points, weak 1NT opening, only other strong opening is 2NT. $2\clubsuit$ opening natural, 5+clubs, may have a four card major.

SCHENKEN Like Precision, but with a strong 1NT opening.

Finally, you won't see FORCING PASS in club events. In this system the strongest opening is pass, $1\heartsuit$ (or possibly $1\spadesuit$) shows less than 8 pts, all others 8-11. Can only be played in State or National Teams events against Life Master + opponents.

Prepayment Scheme Procedures Change

Players using the prepayment scheme now receive weekly summaries by text message, rather than by email – too many emails were being rejected, or being directed to player Junk folders.

<p style="text-align: center;">Christmas Dinner Maid of auckl and hotel deceMber 8th Bookings through stuart tuck.</p>
