

ST VINCENT CONTRACT BRIDGE CLUB INC. NEWSLETTER.

Did you hear about the bridge pair who used to be indecisive but now they're not so sure.

POST-MORTEMs: Keep these brief, quiet and at the end of each round. If 33 boards are played in a session then it is likely each player will receive their quota of high card points or exceptional hands. Bid and play as quickly as you can.

4-CLUB GERBER CONVENTION.

Partnerships using this convention often have problems when a club fit is located.

Play the 4-club bid as invitational to a club game.

Bid 4-diamonds as the question for aces. (Phil Gue's Gueber convention.)

DECLARER PLAY. When dummy is placed on the table declarer sees these suit combinations and the opponents have not bid.

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| 1) | WEST | EAST | |
| | AKJT2 | 543 | Play the Ace then low towards your honours and finesse the Jack. (We all do this, don't we ?) |
| 2) | KQ932 | J84 | Lead small to the King, then small to the Jack. |
| 3) | AQJ | 32 | Play low to the Jack. If it wins repeat the finesse. (You preserved an entry, didn't you?) |
| 4) | KJ3 | AT2 | Organize an opponent to lead this suit! |

Most finesses are a 50-50 chance. Induplicate all pairs face the same situation.

Logic allows you to go wrong with confidence.

POST-MORTEMs AGAIN. The etiquette of the game requires players to "avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game" for their opponents.

Berating (instructing???) partner at the table is counter-productive and pointless; it leaves partner to smoulder and brood.

"If you cannot say something nice"

CONTRACTS have a beginning, a muddle, and an end. (Thanks Mr Larkin.)

Club GNOC qualifying teams were:

1. Jim Porter, Gary Springall, Chris and Peter Jones.
2. Anne and Wayne Holder, David Cahoon, Jim Curtis.
3. John Knapton, Keith Knowles, James Staiff, Kevin Battersby (Rudi Lupini).

EXPERTS. Right-hand-opponent opens 1 D. What would you bid holding S.KQ73, H. KJT9642, D. 5 C. 5. (not vulnerable)?

Experts' bids:

- *1 H. Cautious; wait and see (the enemy now bid 2 C)!
- *2 H. I could bid 4 H though. (weak at the knees).
- *1 H; 3H, or 4H bid might make life difficult for partner.
- *3 H. Jump to give the picture for eight tricks.
- *4 H. This is a hand on which to pre-empt (rule of 2 when vulnerable).
- *4 H. Makes life difficult for the opponents to play in 3NT or bid slam.

Wisdom used to forbid pre-empts when an outside 4-card major was held. What would you do?

The Apathy Society cancelled its meeting because of a lack of interest.

PLAYING IN A SUIT CONTRACT. Trumps give declarer CONTROL.

When dummy goes down assess the situation. Make a PLAN.

Think about the following:

1. Can trumps be drawn immediately?
2. WILL THERE BE A PROBLEM IF MOST OF THE MISSING TRUMPS ARE TO MY LEFT OR TO MY RIGHT? (Safety play needed?)
3. How many sure tricks are there? How many losers are in the strong hand?
4. Must the losers be trumped? Usually by dummy's trumps?
5. Can a side-suit be set up before drawing trumps?
6. Can a long side-suit be promoted while drawing trumps?
7. Is there an entry to the hand with the established side-suit?
8. Will a finesse be necessary for the contract?
9. Should two different side-suits be eliminated (for cross-ruffs?)
10. If it is safe, leave an opponent's top trump out and force the opponent to ruff.
11. What are the dangers, if any, of the planned line of play?

Usually only two or three of these strategies are required for the play of a suit contract.

The generally accepted STANDARD SYSTEM of OPENING BIDS in Australia.
Points are HCP.

	<u>RESPONSES.</u>
1NT : Bal. 15-18.	2C - Stayman, 2D & 2H - Transfers, 4C-Gerber.
2NT : Bal. 21-22.	3C-Stayman, 3D & 3H = Transfers; 4C =Gerber.
3NT : Gambling.	If weak, bid 4C (to Play), opener corrects.
5-CARD MAJORS in 1st & 2nd seat.	Limit raises; 1NT= 6-9, 2NT=12-15 (no fit); jump shifts natural & powerful, splinters.
4-CARD Majors in 3rd & 4th seat.	(as for 5-card majors).
No major, open longer minor; 1D if 4-4, 5-5, 6-6 in the minors.	Bid 4-card suits up-the-line.
1C if 3-3 in minors.	(As for minor suit opening).
Weak TWOS in majors.	August (2NT query).
2C : 8-9 playing tricks, around 18-22, unbal.	2D=0-7; other bids positive = 8 or more pts.
2D : Game force, 23-+.	2H = relay or negative 0-2; other bids = +ve.
Natural pre-empts, light when not vulnerable.	Disciplined bidders use the rule of 2&3.

OPENER'S jump rebid to 2 NT after 1D or 1C and a 1-level response = 19-20 and forcing.

OPENER'S jump rebid to 2 NT after 1H - 1S sequence = 16-18, not forcing.

OPENER'S rebids show SHAPE &/or STRENGTHS, or SUPPORT for partner.

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Correction for the above system gratefully received.
Of course many pairs have their own bidding agreements.

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