



BARBARA & ALEX'S NEWSLETTER FALL 2013

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DEFENSIVE PLAY AT BRIDGE

A QUIZ BOOK

by Barbara Seagram & David Bird

HOT OFF THE PRESS

Concepts explained in bite-size pieces. Then the problem is presented. A clue is given at bottom of page & solution is overleaf. Get a copy for your partner as that is who really needs this!

DECLARER PLAY AT BRIDGE

A QUIZ BOOK

by Barbara Seagram & David Bird

JUST NAMED BOOK OF THE YEAR BY A.B.T.A.

WAYS TO BE KIND TO YOUR PARTNER

by Eddie Kantar in BRIDGE FOR DUMMIES

Do check out Eddie's excellent website at www.kantarbridge.com

Most bridge players value a reliable, happy partner above anything else. It's important to the success of your partnership that you work together as a team. You both want to win, so you can't gain anything from getting upset when play doesn't go exactly as planned. It seldom does! Here are some tips on keeping your partner one happy camper.

TREAT YOUR PARTNER LIKE YOUR BEST FRIEND

Even if you don't know your partner well, treating her with respect improves her play. Treat your partner like your best friend and you'll be repaid in "spades." Be a pleasant, courteous opponent, and you'll win everyone's "hearts."

TOLERATE YOUR PARTNER'S ERRORS

Don't keep harping on your partner's errors – just forgive and try to forget (at least until after the game). After all, do you want to be reminded of all the mistakes you've made? (*Everybody* makes mistakes, including you.) If you have constructive criticism, save it for after the session, when you'll both be calmer. Expect (demand) that your partner show you the same respect.

KEEP A POKER FACE

Never make any facial or body mannerisms that indicate whether you're pleased or displeased with a bid or play. You'll lose respect. Facial and body mannerisms can be construed as illegal signals.

PLAY CONVENTIONS YOU BOTH WANT TO PLAY

Don't force your partner to play your favourite conventions. A partner worried about a convention inevitably makes more errors in the bidding, play, and defence, not to mention screwing up the convention if it comes up.

PICK UP THE SLACK FOR THE WEAKER PLAYER

The better player in a partnership should make the weaker player feel at ease. Make your bids, leads, and signals as simple and clear as possible, and don't give an inexperienced partner tough contracts to play. When you judge that it's going to be a tough hand to play, bid conservatively.

OFFER WORDS OF ENCOURAGEMENT

Give your partner a few words of support after the hand is over, particularly if he doesn't make his contract. "Tough luck" and "Nice try" go over better than "My great-grandmother could've made that hand in her sleep."

TREAT YOUR PARTNER THE SAME WHETHER YOU WIN OR LOSE

When the session is over, win or lose, tell your partner how much you enjoyed playing with her (no matter how you feel), and words mean the world to a player who knows she hasn't played well. It also shows class.

KNOW WHEN TO HAVE FUN

When all is said and done, you play bridge to have fun, and so does your partner. You've done your job if your partner leaves the table happy.

SECOND-HAND PLAY by Brent Manley

From his book: "The Everything Bridge Book". Brent is the wonderful Editor of the BRIDGE BULLETIN

Bridge players tend to put things into aphorisms with singsong lilt, making them easy to remember. One of the most well known is "eight ever, nine never." This is in reference to a nine-card holding in a suit missing the queen. To wit:

DUMMY ♠ AJ43

DECLARER ♠ K765

If you need four tricks from this suit, your best percentage play in most cases is to play the king and then low from your hand, putting in the jack if West plays low. Add another card to the mix and the situation changes.

DUMMY ♠ AJ43

DECLARER ♠ K8765

Now, conventional wisdom is that you should play the king, then low to the **ace** in a manner that is known in bridge vernacular as "playing for the drop." In other words, you are counting on West to play the queen on the second round of the suit — or for East to "drop" the queen when you play the ace from the dummy. This gives you about a 53 percent chance of success.

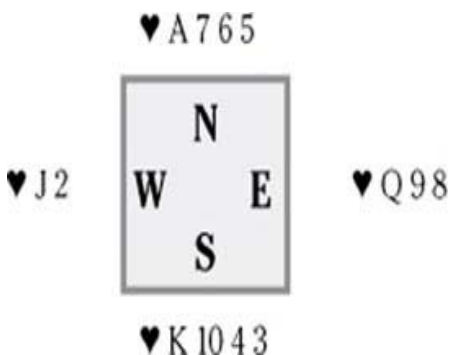
That is the origin of "eight ever" — always finesse when you have eight cards — and "nine never" — don't finesse when you have nine. Play your top cards and watch the queen "drop."

There is a common situation when the queen of a suit is missing and it must be "picked up" or found — it's called a two-way finesse. Such a situation exists when the two hands possess at least the ace, king, jack, and 10, divided in some way between the two hands: for example, AJ7 opposite K104. The declarer may finesse either of his opponents for the queen. The two-way finesse can also be referred to as a "two-way guess."

It's okay to adhere to "eight-ever, nine-never" early on in your bridge development. Just be aware that you will eventually learn to rely on yourself to spot clues to the correct plays rather than depending on a rigid formula.

Go Low

Another ditty is "second-hand low, third-hand high." This works best when you are starting out and need some handy, easy-to-remember reminders of what to do.

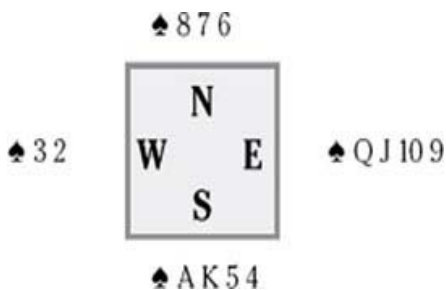


Look at this suit. South is on play and leads the 3 from hand. You are West and must play next. You are "second hand." It probably would never occur to you to play the jack — and that's good. There is no reason for you to play the jack and every reason to play the 2.

Look what happens if you play the jack. The declarer covers with the ace in dummy and all of a sudden has no losers in the suit. Why? Because she can play her next heart from the dummy, and when your partner plays the 9, cover with the 10. You will have to follow helplessly with the 2. The king will capture your partner's queen and the declarer will thank you for your generosity.

If you play the 2, the declarer can put up the ace in the dummy and play another one, but if she puts in the 10, you will win your jack. If South plays the king, it will capture your jack, but your partner's queen will then be high. When playing second to a trick, it is seldom correct to play an honor when it is "unsupported" — that is, not backed by a touching honor — unless it is the only card in the suit you possess. For example, playing the jack from J4 or the queen from Q4 when the declarer leads to a suit with a higher honor might allow the declarer to finesse against any honors your partner might hold.

PLAY FROM EQUALS: Let's take a break from second-hand low for a second to discuss the cards you play from "equals." Equals? What does that mean? Well, let's look at a suit, spades for example: (*ED NOTE: YOU ARE NOT LEADING, YOU ARE FOLLOWING SUIT*)

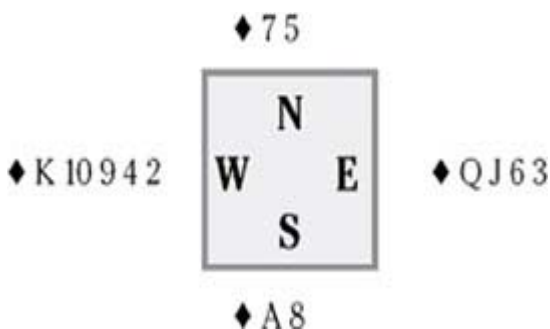


Say South is the declarer and plays the ♠ 6 from the dummy. You are East here. If you play the 9 and South wants to win the trick, he will have to play the ace or king, right? South has only two cards higher than the 9 in his hand, so he has to play one if he wants the trick. Can you see, therefore, that the 9 is "equal" to the queen. The 9 will force the ace or king just as well as the queen would. Let's let South trade the ♠ 4 for the ♠ 9. Now which card must East play to force a high card from South's hand? Right, the 10. Still, the 10 is equal to the queen.

Why is this important to know? Well, here's another general rule about playing your cards: You almost always play low from equals. That is, you play the lowest card in a sequence such as in the example. (*ED NOTE: THIS APPLIES WHEN YOU ARE TRYING TO WIN A TRICK OR FOLLOWING SUIT, NOT WHEN YOU ARE LEADING THE SUIT.*) What difference does it make? A lot, as you shall see.

Important Information

Say you are on defense against a no-trump contract, and your partner has led the ♦ 4 (you remember — fourth from your longest and strongest, another aphorism).



You are East and can see your partner's ♦ 4 on the table (your partner is the dummy). The 5 is played from the dummy and now it's your turn. You are going to play one of your face cards. Does it matter which one you play? It matters very much.

If you play the jack and South wins the ace, it sends a very clear message to your partner — that you have the queen. How? Think about it. If South had the ace and queen, why would he win the ace when the queen would do? Of course, he wouldn't. So when the jack drives out the ace, West can draw only one conclusion — South doesn't have the queen. West can't see it in his hand or in dummy, so it must be in your hand.

West now knows that your side can take a lot of tricks in diamonds if he can just get in. Is it really that bad if you play the queen? You bet it is. If you play the queen, you are denying the jack. West will therefore think the declarer started with something like AJ8 instead of the A8 he actually has. West might get in and, fearful of giving South a trick with the jack by playing the king, go messing around trying to get you in the lead so you can play a diamond back.

TRIVIA QUIZ [COVER RIGHT HAND SIDE OF PAGE]

1. What movie part did Lois Maxwell play from 1962-1985?
2. What were the three RPM speeds of the early records?
3. What would you fear if you suffered from taurophobia?
4. How many Academy Awards did the 1993 movie "Schindler's List" win?
5. Who won the 2013 Mens Singles Championship at Wimbledon?
6. On what day is St. Patrick's Day celebrated?
7. Which artist painted "Starry, Starry night"?

1. Miss Money Penny (James Bond movies)
2. 78, 45, 33 1/3
3. Bulls
4. Seven
5. Andy Murray
6. March 17th.
7. Vincent van Gogh

INFERENCES AT BRIDGE

by EDDIE KANTAR



You are driving along, it is a sunny day and you approach a busy intersection that has a traffic light. The only trouble is that the sun is shining in your eyes and you can't see the signal, but you see that all the other cars in front of you and alongside of you are going through the intersection. What colour is the light? Of course, it must be green. Assuming you weren't killed going through the intersection, you have just made an inference, or a logical assumption, that the light must have been green, based on what the other cars were doing.

This is the same type of reasoning one applies at the bridge table on every single hand, particularly on defence. Your inferences are necessarily based on the fact that declarer is playing logically; and, similarly, the declarer makes inferences based on what the defenders are doing. It goes without saying that if you are defending a hand and declarer doesn't know what he is doing, he might send you crashing through an intersection when the light is red!

Let's look at a common inference: Third hand can sometimes judge what is going on in an unseen suit from what is NOT led. We all know that perhaps the most attractive lead in the game is the Ace from the Ace-King. Assume spades are trumps and partner leads a diamond on opening lead. Dummy comes down with three little hearts and you, East, have four hearts headed by the Queen. You can immediately infer that partner does not have the ace-king of hearts. Either declarer has them both or they are divided. If your partner has bid, the honours are probably divided.

BIDDING INFERENCES:

A.

Assume the bidding starts:

WEST	NORTH	EAST	SOUTH
pass	pass	pass	?

What inferences can be drawn?

1. West, North and East do not have an opening bid (likely 11 HCP or less).
2. West, North and East do not have a preemptive-type hand.

Assume the bidding continues:

WEST	NORTH	EAST	SOUTH
pass	pass	pass	1D
pass	1H	pass	2C
pass	2H	pass	?

What can south infer from north's bidding?

1. North has a weak hand with 6 hearts (5-9 points)
2. North must have had some reason for NOT opening 2H.
i) Hearts might be too weak; ii) hand might be too weak; iii) North has six hearts and four spades and did not want to open a weak two with four cards in the other major.

B.

South	West	North	East
1D	pass	1H	pass
1NT			

What inferences can be drawn from South's rebid?

1. South does not have four spades (*or he would not have rebid 1NT*)
2. South has at least four diamonds. With only three diamonds, his distribution would have had to be 4-4-3-2 (4 spades, 4 hearts, 3 diamonds and two clubs as that is THE ONLY TIME you will open 1 Diamond with only three cards in the diamond suit).

C.

North	South (you)
1D	1S
2H	?

What inferences can North draw from partner's first two bids?

1. Partner has reversed (bid a new suit at the 2 level higher in rank than the suit he opened) so must have a strong hand (17 or more points).
2. Partner has more of the first bid suit than the second and has an unbalanced hand: At least five diamonds and four hearts. With a balanced hand and 4-4- in diamonds and hearts, South would have either opened 1 NT or opened 1 of a suit and jumped in NT (with 18-19 HCP).

ED. note: In life, we ought not to assume. At the bridge table, it is imperative to assume or draw inferences.

PLANNING THE PLAY OF THE HAND

for less experienced players
by Barbara Seagram

In No Trumps, you count your winners. Sure tricks that will win without losing the lead. Let's look at the hand below:

Dummy is north and has this hand

KQJ
A32
KQJ10
J109

You are south and have this hand. You are in 6NT. West leads Queen Hearts

A109
K5
9876
AKQ2

Count your sure tricks that are carved in stone: 3 spade tricks, 2 heart tricks, ZERO diamond tricks (**IF YOU DO NOT HAVE AN ACE, YOU DO NOT HAVE A WINNER...we are counting sure tricks or fast tricks**) and 4 club tricks A,K, Q J) Count winners in the combined hands, dummy and declarer's hands

That comes to 9 winners. Is that enough? No, you need 12 winners to make 6 NT.

Now, before playing a single card, even to trick one, you stop and figure out where the extra tricks will come from. When you cannot work out WHERE they will come from, work out where they will NOT come from.

You cannot get more than 3 Spade winners. You cannot get more than 2 Heart winners. You cannot get more than 4 Club winners.

SO, your project suit must be the leftover suit. Diamonds. You now make a note of the fact that diamonds is the project suit and you vow to attack that suit immediately.

You play Diamonds until the ace is gone and bingo, you have the 3 more winners you need to make 6NT. You now "take your tricks and run".

BUT if you do NOT make a plan....After they lead the heart and you win the first heart with the Ace...Supposing you now play another heart. You win the King Hearts. Maybe now you play spades...you have taken two Hearts, 3 spades and NOW you get around to playing a diamond. The bad guys (East West) win the ace Diamonds and now they play their high Jack Hearts, their high 10 Hearts, 9 hearts etc: You get the idea. Now you are down.

OK....now you know how to play NT contracts. Count SURE winners that are carved in stone and then attack project suit immediately.

NOW, suit contracts. You cannot count winners in suit contract. you have to count LOSERS.

On the hand below, you (South) are in 7 Hearts.

Dummy (North) has

A5432
987
2
AJ32

You (south)

6
AKQJ10
A43
KQ65

West has led Spade King

Now here, in a suit contract, you must count losers in **declarer's hand**. Actually, you count losers in the hand which has the MOST trump which is usually the declarers' hand. For this reason, it is often called "the long hand". The dummy is usually called "the short hand", as it has fewer trump.

So, in counting losers in declarer's hand. you may now look across to dummy to see how dummy can help you with HIGH cards...

You (south, don't forget) have NO spade losers (because you have the spade Ace in dummy). Hearts are trumps and they are gorgeous. NO heart losers. You have NO club losers.

You DO, HOWEVER, HAVE TWO DIAMOND LOSERS.

Do the 3 and 4 diamonds look like they can take tricks all by themselves without performing magic on them? The answer is NO. THEY ARE LOSERS.

You have TWO losers too many. What will you do about it? You will trump your two diamond losers in the dummy BEFORE pulling trump. IF you pull trump first, there will be NO trump in dummy with which to trump your diamonds from declarer's hand and you will go down.

You should win Ace spades (west led King Spades) and now play Ace Diamonds and trump a diamond in dummy. Get back to declarer's hand with a trump and trump another diamond.

Do you see that you have now GAINED two tricks?

Now you can draw trump and not before!!!!

Let's go back to the lead of King Spades.

Suppose instead....you win ace spades and trump a spade in your hand.

Have you gained a trick? OR do you still have two diamond losers?

Let's say you cross to dummy (with ace clubs) and lead another spade and trump it in your hand. Once again, you win the trick but you have not GAINED a trick. You still have 2 diamond losers.

Humour me...pretend that you now get to dummy with Jack clubs (they do not trump it, as they happen to have to follow suit) and you lead another spade and trump it in your hand. Same story. You win the trick but you do not gain a trick.

KNOW THIS RULE

You never gain a trick when you trump junk from dummy in declarer's hand. NEVER. You only gain a trick when you trump losers from declarer's hand with dummy's trump.

On this last effort (the one you played badly and trumped spades in your hand), one opponent happens to have 4 trumps. Now you only have 2 trump left in your hand and now you cannot pull all the trump as the bad guys have more trumps than you do.

Take two full minutes at the start of each hand before playing to trick one, as declarer. *Defenders, instead of rolling your eyes and getting impatient while declarer makes her plan, stop and think how many points your partner can have on the hand, considering that there are 40 HCP in the deck. This will help you with your defence.*

JUST SO YOU KNOW

When a woman says "What?" she isn't saying that she didn't hear you, she's giving you a chance to change what you said.

OVERHEARD AT THE BRIDGE TABLE

Bridge would be a lot better game if only you didn't need a partner.

Two hearts, making six. A plus is a plus.

I've tried relaxing at the bridge table but I feel more comfortable tense.

Your play was much better tonight, and so were your excuses.

If I was in four, I would have made five but because I was in five, I only made four.

I need 10 more masterpoints to become a Life Master, 15 of which must be gold.

It was a 50-50 slam. Either it makes or it doesn't.

It's an easy hand to make, you just have to guess where everything is.



CAN YOU MAKE A TRIP TO THE DOLLAR STORE?

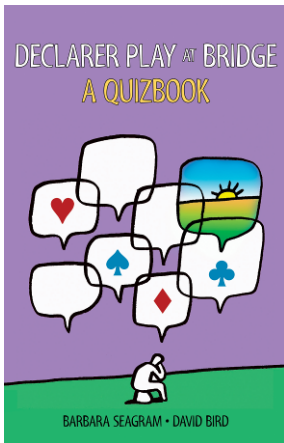
If you are able to bring us some toothbrushes and toothpaste (ask your dentist to donate these?), we would be so grateful. Also exercise books, kids' small books, stickers, pens, pencils, **GOOD** used children's clothes, educational materials, inflatable globes of the world. Patti & Barbara would be thrilled to receive these. Patti Lee is going to Cambodia & Laos in January 2014 & will take these, as will the other volunteers going. Liquids are more of a challenge to carry so those are not preferred. Flash drives (memory sticks as some call them). Used digital cameras would be extremely welcome. If you have an old laptop or notebook computer, in working order, that would be put to very good use in our schools.

DECLARER PLAY AT BRIDGE: A QUIZ BOOK

Co-authored: Barbara Seagram and David Bird

**WINNER OF BOOK OF THE YEAR AWARD A.B.T.A. (Am. Bridge Teachers' Association)
JUST AWARDED IN JULY 2013 IN ATLANTA AT NATIONAL BRIDGE TOURNAMENT**

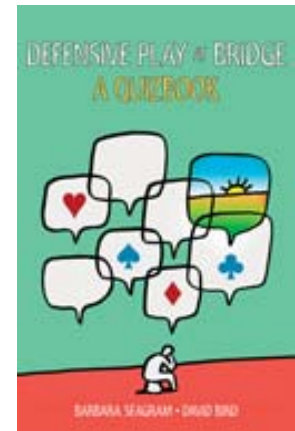
This book is very gentle and is written for less experienced players. There are many, many practice hands within. The first page always has the problem hand and the second page has the solution.



**BOOKS ARE
AVAILABLE AT THE
BRIDGE CLUB & AT
OUR SCHOOL**

**DEFENSIVE PLAY AT
BRIDGE:
A QUIZ BOOK**

**HOT OFF THE PRESS
Practise your defensive
signalling**



THESE BOOKS ARE VERY USER FRIENDLY. THEY MAKE GREAT GIFTS TO HELP PARTNER WITH HIS/HER MISTAKES!

Anonymous quotes

"Learning bridge is like learning ice skating. Sometimes the ice is thin and you fall in."

"When you steal material from lots of sources, it's not called plagiarism, it's called research."

PRE-GAME ANNOUNCEMENT

By Karl Hicks

One of the very top ACBL directors, from Cape Breton, Nova Scotia

I would remind you all that your partner did not come here today to intentionally ruin your day. So when your partner does something that you think is at best ridiculous, you should say nothing for three reasons:

1. Upon reflection, you could be wrong.
2. There could have been something in the bidding or play that would have helped your partner make the right decision and;
3. More importantly, you will do something in the next few sessions that will be equally inferior or worse and you don't want to hear about it.

So be nice to your partner and your opponents. We have new players here and we want them to come back.

CARD SENSE

Card sense is when it's technically right to do something, the little man that sits on my shoulder says: "Don't do that." And you say to yourself, "Well, wait a minute, that's the right way to play." And he says, "Yeah, but you don't wanna play that way." That instinct is card sense. It's almost an ability to feel where the cards are. It's something you can't buy, you can't find; you're born with. The ability to do the right thing at the wrong time or really to do the wrong thing at the right time.

AUTHOR: Barry Crane, long considered the best bridge player ever in the world, although now deceased. He also produced "Mission Impossible" and Mannix and many other great shows.

ED NOTE: Do not despair if you do not have this mystical ingredient called card sense. VERY few bridge players have this. Less than 1 % in my opinion. The other 99% (in other words, the normal mortals) rely on studying the game and learning by rote how to bid and how to play and how to defend.

CAMBODIA PROJECTS

For more information about this programme:

<http://aminefreeworld.org> / www.banyanlearningtree.org

Barbara Seagram & Patti Lee, along with players from all over Ontario, raised money in 2012 to build a school in Cambodia, ½ hr out of Phnom Penh. With extra funds raised, they also built a library at another school. They also furnished three schools, supplied electricity to another and provided books and computers to a current total of four schools. Two of the schools are in very remote villages. They are committed to sustaining **four** schools in Cambodia over the next many years. We have wonderful volunteers on the ground there 6 months of the year, overseeing the spending of every penny. ALL money raised goes to the Charity. There are NO administrative expenses as the volunteers pay their own airfare, hotel and meals.

Please help us in our mission. Patti and Barbara will take turns going to Laos and Cambodia each year to oversee our projects and to teach while there.

It costs approximately \$10,000.00 a year to sustain these schools and libraries.

If you are interested in helping, we would be eternally grateful for any donations. Tax deductible receipts will be provided for any donation over \$35.00.



Mail this coupon to

Barbara Seagram, 220 Lawrence Ave East, Toronto ON M4N 1T2

Please make cheques payable to
CANADIAN LANDMINE FOUNDATION. Tax deductible receipts
for donations of \$35.00 or more.

NAME: _____ TEL. NO: (____) _____

ADDRESS: _____ APT. # _____

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LAOS WATER FILTERS

If you would like to become involved and to help the people of rural Laos help themselves lead a more fulfilling life, please send a cheque made out to **ADOPT A VILLAGE IN LAOS**.

Tax deductible receipts will be issued for donations of \$20.00 or more. \$75.00 or more gets your name on a water filter & a picture of the family.



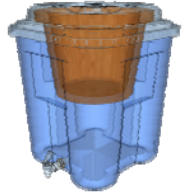
Send donations to:
Barbara Seagram, 220 Lawrence Ave East, Toronto ON M4N 1T2
(CHEQUE TO: ADOPT A VILLAGE IN LAOS)

✂-----
NAME: _____ TEL NO: _____
EMAIL _____
ADDRESS _____
CITY: _____ P. CODE: _____

Barbara & Patti's big thrust is for water filters for the villages of Laos. Each one costs \$75.00. To receive a filter, they must take a basic hygiene & sanitation course from Steve. When one village was asked how many people had dysentery (diarrhea) in the past year, 300 hands (all) went up. 6 mths later, after the water filters were installed, 2 hands went up.

Barbara Seagram & Patti Lee visited Laos for the first time in 2012. The remote villages of Laos have never recovered from the 'Secret' war of the 1960's. Laos has the dubious distinction of being the most bombed country, per capita, in history. While rich in culture and tradition, their education, healthcare and hygiene conditions are severely lacking. The average lifespan is only 56 years and average age is only 20.8, caused by poor quality water, poor hygiene and general poverty. BUT with your help we have already made a difference in the lives of thousands of villagers. Steve Rutledge is a volunteer on the ground in Laos six months of the year. He is from Port Hope and has received many humanitarian awards for his work in Laos. He pays all his own airfare, accommodation and meals while travelling to and from Laos. Here are some of his accomplishments to date:

He has built 5 schools
He has brought water to three villages (imagine having to climb down a 2000 ft. drop to get water! Now these villagers have a water source right in their village)
Made huge improvements to a hospital (which services many surrounding villages) including putting water into the hospital. Imagine a hospital with no water!
He has built toilets in 10 villages
He has installed 869 water filter systems, each one serving an average family of 5-8.
He has sponsored 19 primary school kids for school who could not otherwise have attended.
He has sponsored four University students.
There are many other projects that he is involved in:
i.e. building fences around compounds to keep the oxen out, furnishing a huge education centre (where they train teachers), bought 52 bicycles for school kids, installed solar lighting in several villages etc:



Over the next year, these are the plans in place:
- two school additions
- 1 new school (3 room)
- install solar lighting for an entire village
- 5 more banks of toilets
- will continue to support 14 primary school students, 4 secondary school students and 1 university student