

USING THE BIDDING AS A GUIDE TO PLAY AND DEFENSE

by Eddie Kantar www.kantarbridge.com

Unless a hand is passed out, there is going to be bidding. Good bidders generally try to describe their hand. Good listeners use these descriptions as a guide to both play and defense.

By the time some bidding sequences are over and the opening lead is made, it is not that unusual for the declarer, third hand, and the opening leader to know everyone's distribution after the first or second trick! And you don't have to be a great player to be able to do this.

Also, many sequences show the bidder's point count range within 1-3 HCP. If you assume the middle range, you can't be off by more than one point. Clearly knowing the strength of an opponent's hand is going to be helpful in the play or defense.

The following hand shows you how to improve your game dramatically by using clues from the bidding. Listen!

Dir: West
N-S vulnerable

S. Q108
H. 52
D. AQ109
C. AQ95

K7
AJ8743
864
74

65432
106
732
K86

West North East South
2H Dbl. Pass 3NT
All Pass

S. AJ9
H. KQ9
D. KJ5
C. J1032

Opening lead: H7
(4th best)

Bidding Commentary: Nothing unusual. North would have liked to have four spades for the double, but if you always wait for the perfect hand, you spend half your life waiting.

Play Commentary: The bidding tells you that West has 6 hearts and the Rule of 11 tells you that East has one heart higher than the 7, the 10. Ergo, East started with 10x of hearts. As the club finesse goes into East, duck the first heart. Assuming East returns the suit, it is now safe to finesse into East to ensure nine tricks as East is out of hearts.

Defensive Commentary: Say declarer errs by winning the first heart, crosses to a diamond and takes a losing spade finesse. As West, after winning the SK, looking at the HJ, you know that partner played his highest heart and furthermore the play of the H10 denies the H9. So, declarer remains with the Q9 of hearts; translation: Don't cash the HA hoping the queen will drop. In fact, if you lead any card in your hand other than a heart, declarer fails as the club finesse is needed for a ninth trick and it doesn't work.

MORE CONVENTIONS, MORE PRACTICE

by Barbara Seagram & David Bird

Coming Fall 2018 You asked for it again!



Following the runaway success of Practice Makes Perfect, bridge teachers asked the authors to produce a similar companion book to 25 More Bridge Conventions You Should Know.

And here it is -- a brief summary of each of those 25 **MORE** conventions at the start of each chapter, followed then by example hands that can be dealt out and used to apply your new knowledge.

[Here is an excerpt from the Chapter on Support Doubles:](#)

To bid accurately, particularly in competitive auctions, it is essential to know how many trumps will be at your disposal. Several bidding innovations aim in this direction. Here is an example of the Support Double:

K7	You	LHO	Partner	RHO
A105	1C	Pass	1H	1S
94	DbI			
AQ10643				

This is a Support Double (if you have agreed with partner that you are playing Support Doubles. This shows exactly THREE Hearts. It says nothing about your overall strength. Partner will initially assume that your hand is minimum but you can bid strongly thereafter when you have extra points.

If instead you were to raise directly to 2H (or 3H or 4H), you would promise 4-card support, showing your strength at the same time. A rebid of 2C would show extra Club length but deny three Hearts. The opportunity for a Support Double arises when your RHO bids and there is still space for you to give a single raise of partner's suit.

YOU	PARTNER	You	LHO	Partner	RHO
Q852	A4			1D	Pass
K1083	Q75	1H	2C	Double	Pass
QJ3	A10942	2D	Pass	Pass	Pass
J4	K86				

You rebid 2D, warning partner that there is only a 4-3 fit in Hearts.

By the way, you know that partner **MUST** have at least four Diamonds because the only time she will ever open with 1D holding only three Diamonds, is when she is 4-4-3-2 (S-H-D-C). If she was 4-4-3-2, then she would have raised your Hearts. That 4-4-3-2 hand and opening 1D with only three Diamonds comes along only 4% of the time.

YOU	PARTNER	YOU	LHO	PARTNER	RHO
A87	KQ1042	1H	Pass	1S	2C
KQ963	82	Dbl	Pass	3S	Pass
AJ9	KQ7	4S	Pass	Pass	Pass
63	J94				

You show your 3-card Spade support and partner judges he is worth a game-try. You accept the offer and a good game is reached.

If your RHO doubles instead of overcalling a suit, you now say Redouble to show 3-card support and raise, holding 4-card support.

NOTE: In order for Opener to make a Support Double, the bid by his RHO must be 2H or lower.

		1092		
		Q108		
		AK6		
		A753		
AJ4				8763
3				62
QJ10974				8532
K104				QJ9
		KQ5		
		AKJ9754		

		862		
N	E	S	W	
1C	P	1H	2D	
Dbl	P	6H	All Pass	

The Bidding: North uses a Support Double to show his 3-card heart support. West is likely to hold some top diamond honors and South likes the chance that his partner's values will be where they need to be, rather than in diamonds. Not expecting to win any bidding prizes, he leaps spectacularly to 6H.

The Play: West leads the D Q and declarer is surprised to see that more than half of North's points are in diamonds. How would you play the slam?

West's overcall makes him the favourite to hold the S A, but East might well hold the S J. However, there is a second chance lurking in the diagram: clubs may break 3-3! You win the diamond lead and play dummy's other top diamond, throwing two clubs from your hand.

You cash the ace of clubs and ruff a club with a high trump. You return to dummy in trumps and ruff another club in your hand. When the 3-3 break comes to light, the position of the adverse spade honors becomes irrelevant. After drawing trumps, you discard the S 5 on the 13th club and concede a spade trick to the ace. If clubs had not broken 3-3, you would have taken the best remaining chance, finessing East for the S J.

MURPHY'S LAWS OF BRIDGE
by Joe Blatnick

You won't feel fulfilled until you've learned the "Idaho transfer"-transfer the blame to partner.

No matter how long you agonize, you still have to play a card.

You're probably right if you think you're doing something wrong.

Just when you put that bad result behind you, someone mentions it again.

You can learn most aspects of Bridge through constant repetition. But try and recall them during a game.

The best bid is the bid you didn't make.

When you decide not to play a convention because of infrequent opportunity, it presents itself on the next hand.