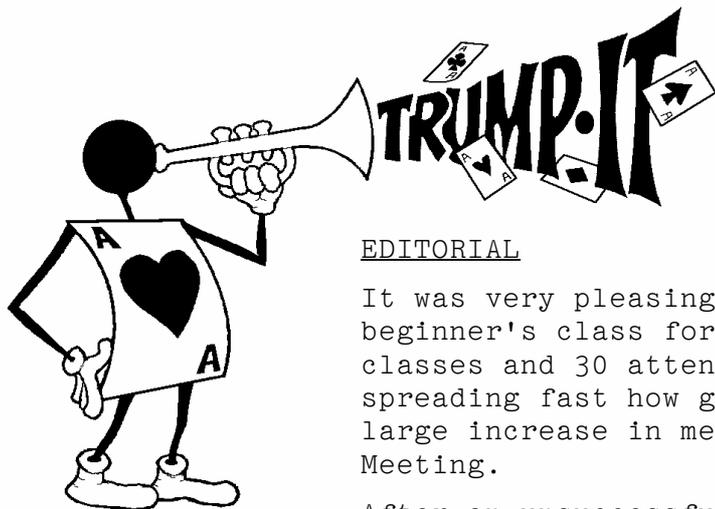


ARANA CONTRACT BRIDGE CLUB

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EDITORIAL

It was very pleasing to see so many interested in our last beginner's class for 1987. 25 attended the day-time Tuesday classes and 30 attended on Wednesday nights. Word is spreading fast how good our club is and we should see a large increase in membership by the next Annual General Meeting.

After an unsuccessful attempt on the Wednesday night to conduct both play and classes in the main body of the hall, the classes are now being held in the "Craft Room". Space is a serious problem and consideration will have to be given to restricting future beginner classes to a comfortable number.

J. Valentine

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A HAND TO STUDY

In one suit there are only 5 honour cards thus leaving 8 rags to be developed. Therefore it is necessary to be just as concerned about the 2 spot as the holding of a king or queen. Each time an honour card is played, the rags move up one place. Thus the holding of 10987 in one suit, should 99% of the time, produce 1 winning trick. Firstly, you must understand % values on trick winners. Holding king, small, you will have a 50% chance of making the king by leading a low card toward it. In order to become a good player the king must make 60% of the time. Sometimes this can be done on end play, i.e. forcing the opponent on your left to lead that particular suit, thus making the king a 100% winner. The principal difference between NT and suit play lies in the "ruffing power" of the trump suit. A player is therefore more confident in raising his partner when he holds a good trump fit and a shortage. This way he can eliminate losers by ruffing. It is therefore agreed that this power must be rated first in trump play. When dummy goes down, it is most essential that the hand is prepared. Firstly, check the trump control, secondly for shortages in the dummy where loses in declarer's hand can be ruffed and thirdly, if there is no shortage in dummy, any suit in dummy that may serve as a means of dispensing with losers in declarer's hand. After the hand has been prepared, positive thinking is required on the line of play you have chosen to take. When faced with a hand where a finesse can be taken, check firstly, if there is any way of avoiding taking it, as to finesse will work only 50% of the time. If there is no other play available, then play the finesse with confidence.

652		<u>Contract</u> 4HS	<u>Lead</u> A diamonds, and then a switch
KJ9			to the Q clubs.
10984		Try the hand yourself before you read the solution	
A42		Prepare the hand at trick one and then play in a	
KJ4	10987	positive manner.	
4	32	(1) Do you have full control of the trump suit?	
AKJ53	762	Answer - Yes!	
QJ108	K973	(2) Do you have any shortages in dummy where	
		obvious losers may be eliminated by ruffing?	
AQ3		Answer - No!	
AQ108765		(3) How many losers do you have and where are they?	
Q		Answer - 1 club, 1 diamond and 2 spades if	
65		the finesse fails.	

(4) Is there any play available to you, other than taking the spade finesse that will guarantee your making the contract?

Answer - Yes!

If you have reached this stage and you have not solved the problem, go back and try again and this time look at the diamond suit in dummy 10984. Your singleton queen has promoted the 10 up one level.

By playing on the diamond suit and throwing a loser in your hand instead of ruffing - getting back to dummy via the 3 heart tricks, the 10 of diamonds will become master, thus allowing you to throw away the spade queen and in this particular case, a losing finesse.

Play will go -

Trick 1	<u>Diamond ace</u> , diamond 4, diamond 2, diamond queen.	1	trick	to	them
Trick 2	Club queen, <u>club ace</u> , club 3, club 5				
Trick 3	Diamond 8, diamond 6, club 6, <u>diamond jack</u>	"	"	"	
Trick 4	Club jack, club 2, club 7, <u>heart 5</u>				
Trick 5	Heart 6, diamond 4, <u>heart 9</u> , heart 2.				
Trick 6	Diamond 9, diamond 7, spade 3, <u>diamond king</u>	"	"	"	
Trick 7	Club 10, club 4, club 9, <u>heart 7</u>				
Trick 8	Heart 8, diamond 3, <u>heart jack</u> , heart 3				
Trick 9	<u>Diamond 10</u> , spade 7, spade queen, diamond 5				

The hand is over at this point as declarer has only trumps remaining. At trick 6 there is no defence for the opponents. If west elects to lead a spade from his king, jack, small, it will come around to the jaws of the AQ in your hand.

By a little thought at trick one, the losing spade finesse was avoided and the contract was 100% guaranteed to make.

Always be aware of a sequence held, especially when it is headed by the 10.

This type of play where you throw a loser on a loser is called a "Horse Trade"

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WHAT DO YOU BID?

(a) Partner opens 2NT - You hold

xx
Axx
AJxx
KJxx

(b) Partner opens 2NT - You hold

QJx
QJx
QJxx
xxx

(c) Partner opens 3NT - You hold

xxx
AKx
QJxx
Jxx

(d) Partner opens 2NT - You hold

Kxx
AQJx
Kxx
xxx

(a) With partner's 22 (known) and your 11-13 Bid 6NT. Even if partner holds, the maximum of 24, Grand Slam cannot be bid.

(b) Just in case partner holds the maximum of 24, you must invite slam by using the bid which is invitational to 6NT i.e. 4NT. Partner will bid 6NT if holding maximum and pass holding minimum.

(c) There is certainly 6NT to bid, but what if partner holds the maximum of 27 or even 26? Invite partner to bid 7NT if he holds the maximum. If he holds the maximum he will bid 7NT, if he holds the minimum he will bid 6NT. Your bid is 5NT.

(d) Once again there is 6NT to bid, but there may be seven, so invite via 5NT. Partner will bid 7NT with the maximum and 6NT with a minimum.

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THE INTERNATIONAL CODE – LAWS OF DUPLICATE CONTRACT BRIDGE 1975.PART VI : THE PLAYCORRECT PROCEDURECommencement of Play

41. After the auction closes, the defender on declarer's left makes opening lead. After the opening lead, dummy spreads his hand in front of him on the table, face up and grouped in suits with the trumps on his right. Declarer plays both his hand and that of dummy.

After it is too late to have previous calls restated, as provided in Law 20, declarer or either defender is entitled to be informed what the contract is and whether, but not by whom, it was doubled or redoubled.

Dummy's Rights

42. Dummy is entitled to give or obtain information in the Director's presence as to fact or law; and he may also (but see Law 43):

- (a) question players regarding revokes as provided in Law 61;
- (b) try to prevent an irregularity; *
- (c) draw attention to any irregularity, but only after play is concluded;
- (d) keep count of the tricks won and lost by each side and draw attention to the fact that another player's card played to any preceding trick has been pointed in the wrong direction;
- (e) play the cards of the dummy hand as declarer's agent and only as directed by him. See Law 16.

[* He may, for example, warn declarer against leading from the wrong hand.]

Dummy's Limitations

43. Dummy is not entitled to call the Director during the play (except as provided in Proprieties III, para 1). Dummy may not call attention to an irregularity during play except to try to prevent an irregularity before it occurs. (Law 42 (B)).

Dummy may not:

- (a) exchange hands with declarer,
- (b) leave his seat to watch declarer's play,
- (c) on his own initiative look at the face of a card in either defender's hand,
- (d) participate in the play or make any comment on the bidding or play. For violation of (A) to (D), dummy is liable to disciplinary penalty.

If dummy, after violation of limitations (a) to (c) above:

- (i) is the first to draw attention to a defender's irregularity, declarer may not enforce any penalty for the offence;
- (ii) warns declarer not to lead from the wrong hand, (penalty) either defender may choose the hand from which declarer shall lead;
- (iii) is the first to ask declarer if a play from declarer's hand constitutes a revoke or failure to comply with a penalty, declarer must substitute a correct card if his play was illegal and the penalty provisions of Law 64 apply.

Sequence and Procedure of Play

44. The player who leads to a trick may play any card in his hand.** After the lead, each player in turn plays a card, and the four cards so played constitute a trick.

In playing to a trick, each player must, if possible, follow suit. This obligation takes precedence over all other requirements of these Laws. If unable to follow suit, a player may play any card.**

A trick containing a trump is won by the player who has contributed to it the highest trump. A trick that does not contain a trump is won by the player who has contributed to it the highest card on the suit led. The player who has won the trick leads to the next trick.

[** Unless he is subject to a restriction after an irregularity committed by his side.]

Card Played

45. Each player except dummy plays a card by detaching it from his hand, facing it on the table immediately before him. Declarer play a card from dummy's hand by naming the card, after which dummy picks up the card and faces it on the table. In playing from dummy's hand declarer may, pick up the desired card himself.

In addition, a card must be played:

- (a) if it is a defender's card held so that it is possible for his partner to see its face;
- (b) if it is a card from declarer's hand that declarer holds face up, touching or nearly touching the table, or maintains in such a position as to indicate that it has been played;
- (c) if it is a card in dummy deliberately touched by declarer except for the purpose of arranging dummy's cards or of reaching a card above or below the card or cards touched;
- (d) if a player names or otherwise designates it as the card he proposes to play. A player may, without penalty, change an inadvertent designation if he does so without pause for thought; but if an opponent has, in turn, played a card that was legal before the change of designation, that opponent may, without penalty, withdraw any card so played and substitute another.

If dummy places in the played position a card that declarer did not name, the card must be withdrawn if attention is drawn to it before each side has played to the next trick, and a defender may withdraw (without penalty) a card played after the error but before attention was drawn to it (see Law 47).

- (e) if it is a penalty card, subject to Law 50.

A fifth faced card contributed to a trick becomes a penalty card, subject to Law 50, unless the Director deems that it was led, in which case Law 53, 55 or 56 may apply.

After dummy's hand is faced, dummy may not touch or indicate any card (except for the purpose of arrangement) without instructions from declarer. If he does so, the Director should be summoned forthwith. The Director should rule whether dummy's act did in fact constitute a suggestion to declarer; and if it did (penalty) he may forbid declarer to make any play predicated upon the suggestion.

No player should turn his card face down until all four players have played to the trick.

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QUOTE BY CHARLES LAMB, LAMB'S SUPPERS. VOL.ii.

If dirt was trumps,
What hands you would hold!

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