# District 16 Newsletter for Future Life Masters 

Volume 6 Issue 4

From the Editor
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These are very trying times for all as the world struggles with the pandemic.I hope all of you are safe, healthy and having fun at the virtual club tables.

This is a great time to focus on learning and improving to become better players.

Baron Barclay offers a newsletter with 2 free hands every week which are very good. Sign up and enjoy:
https://baronbarclay.us6.list-
manage.com/subscribe/post?u=13e40f6a288c4a7cab47475d3\&id=1 8 f24e1649

Marty Bergen has a special offer for players, so check it out below.
I'm interested in your feedback, so please send your comments to paulcuneo@sbcglobal.net.

Paul Cuneo
District 16 Education Chair

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## Better Bridge Habits

## Even the Best Study

Developing good habits at the table is an important part of learning bridge. Earlier this year we celebrated Eddie Wold's achievement of 75.000 masterpoints and I was reminded about an event I attended earlier to honor Eddie and celebrate his election to the ACBL Hall of Fame. I learned two things there about Eddie that I want to pass on.

The first is from Bob Morris who said that Eddie is constantly studying bridge. He scours the bookstores for bridge books that he hasn't read and continually refers to his collection of Bridge World magazines and his library of bridge books.

The second is from Eddie himself who said that if it were possible to relinquish all of his titles, masterpoints, and bridge knowledge to start over to begin learning bridge he would do it!

This month's tip is to develop a daily habit of bridge study. Pick a book on some aspect of declarer play or defense and study a problem or two a day. Or find a website which offers daily instruction such as ACBL's Bridge Feed

- http://bridgefeed.acbl.org/ or bridgeclues.com and spend time studying and learning.


## Marty Bergen's Special Offer

Marty Bergen is has been a teacher for over 40 years and was a long time partner of Larry Cohen. Marty has created a set of 50 audio visual lessons with interactive software that allows purchasers to replay the hands as well as see Marty work through the scenarios for both declarer play and defense. There are 50 practical topics, and each lesson is full of helpful tips that are sure to greatly improve your results. The transcript which comes with the lesson is at least 40 pages.

VERY generous ascending discounts for orders of 5+ lessons at one time.
For example: 5 lessons = 24\% off; 10 lessons = 40\% off.For all orders of 2+ lessons, Marty will thank you personally with another helpful lesson in PDF format Due to the pandemic, Marty is making this special discount offer for all of 2020 to players and coupling that with a donation of part of your purchase to the ACBL Educational

Foundation. To learn more about this offer click here! With questions about the lessons, email Marty at mbergen@mindspring.com

Eddie Kantar's Tip

## A direct raise of a second suit promises four-card support (in blood).

You hold: S-xx H-A10x D-A10x C-K10xxx

Partner You
1S 2C
2H ?

Rebid 2NT with 11-12 HCP. Don't even think of raising hearts with only three pieces. www.kantarbridge.com

## Improved Declarer Play

## Card Combinations

As declarer, many times the ability to make our contract depends on playing one of the suits in a way that maximizes our chance to take tricks. The Official Encyclopedia of Bridge by ACBL has a section on playing card combinations. Here is a combination from the Encyclopedia that seems to occur frequently when I open a weak 2 bid:

AJ 109 xx
x
If you need 5 tricks, finesse the Jack. If you only need 4 tricks, lead to the A hoping to drop a singleton honor. Overall probability of 5 tricks is $23 \%$; 4 tricks is 89\%.

## Demon Defense

Overtake the lead of the King with Ace doubleton - Eddie Kantar writes in his book "Modern Bridge Defense" about overtaking the lead of the King when you have Ace doubleton. "Against either a suit or notrump, partner leads the King and you have Ace doubleton. Overtake! At notrump, partner figures to have lead from KQJ or KQ10, so unblocking isn't going to cost a trick, but may save 3 or 4 ! At a suit contract, overtake even though partner may only have KQ. Even if you set up a trick for declarer's Jack, partner can lead a third round for you to trump."

$$
\mathrm{W}-\mathrm{KQ} 10822^{\mathrm{N}-643} \quad \mathrm{E}-\mathrm{A7} \text { (you) }
$$

S- J95
At trick 1, West leads the K, you play the A and return the 7. Partner will win the Queen and continue with the Jack if they have it. If partner does not have the Jack and continues, you get to trump the continuation. www.kantarbridge.com

## Bidding Tips

## Responding to takeout doubles

In his book "The Complete Book on Takeout Doubles" Mike Lawrence talks about responding to takeout doubles. This is an important part of competitive bidding and requires partnership understanding. You can find lots of books and articles about this topic. Mike Lawrence writes: "A bid of a suit at its lowest possible level shows from 0 to some fair 8 point hands. A jump in a new suit shows and invitational hand and may be made with only 4 pieces and generally 8 to 11 HCP . There is more to a jump response than points. You have to upgrade some high cards and downgrade others and make allowances for extra-long suits." Here are some examples"

| $W$ | $N$ | $E$ | $S$ |
| :--- | :--- | :--- | :--- |
| $1 C$ | Dbl | $P$ | $?$ |

You are South and hold:
S - AJ53 H- 83 D - A1093 C - 653 Bid 2 Spades. Good quality HCP in suits partner likes.

S - KQ74 H - 743 D - J32 C - QJ3 Bid 1 Spade. With 4-3-3-3 shape and 3 of your points in clubs 1 Spade is enough.

S - 3 H - J10763 D - AJ763 C- 43 Bid 2 Hearts. Your 5/5 shape and singleton spade will be very helpful in the play.

## Lead Out of Turn

We've all been at the table when a Lead out of turn has been made. Sometimes this happens on the Opening Lead, and other times it happens during the play.

Laws 53 thru 58 address the various situations. If a Defender makes a lead out of turn, the Director must be called, as declarer has several options. Duplicate Decisions covers these laws:

## 53 Lead out of Turn Accepted

Any Lead Faced out of Turn May Be Treated as a Correct Lead

If declarer or either defender, as the case may be, accepts it by making a statement to that effect. (If no acceptance is made, the Director will require that the lead be made from the correct hand. NOTE: See Law 50 E for declarer's options if the proper lead is to be made by the partner of the player who led out of turn.)
If the player next in rotation plays to the irregular lead.

## 54 Faced Opening Lead out of Turn

The Director's ruling should begin with this statement to declarer: "You have five options. They are:

1. "You may accept the lead from the wrong hand and see dummy before playing in proper sequence from your own hand."
2. "You may accept the lead and become the dummy." (If the declarer exposes one of more cards, he must spread his hand, becoming dummy.)
3. "You may require the lead - one time only from the proper opening leader — of the suit that was improperly led, and the penalty card is returned to the offender's hand.
4. "You may prohibit the lead - from the proper leader for as long as he holds the lead — of the suit that was improperly led, and the penalty card is returned to the offender's hand.
5. "You may leave the improperly led card on the table to remain a penalty card. The opening leader can lead as he chooses. If the correct opening leader retains or regains the lead,
however, and his partner still has the penalty card, you will, each time before the defender leads, have the choice of exercising option 3 , option 4 or option 5 ."
NOTE: A player may withdraw a lead out of turn if the leader was mistakenly informed by an opponent that it was his turn to lead (Law 47E). Remember, too, that an opening lead by the declaring side may not be accepted, Law 24.

55 Declarer's Lead out of Turn
The Laws state that either opponent may accept or require retraction of a lead out of turn by declarer. (Note: if the lead out of turn was due to misinformation from an opponent, see Law 47 E.)

Occasionally someone will point out declarer's lead from the wrong hand. That is merely calling attention to the irregularity. Both defenders still have all their rights. The proper method of extending the defenders their rights is as follows:

1. The Director should advise the defenders that either of them may accept or reject the lead. They are not allowed to consult and the first to speak will speak for the partnership.
2. The Director should explain that if a defender chooses to reject the lead, declarer must lead from the correct hand but is not required to lead the same suit. The card incorrectly led will be restored to its proper hand with no further penalty, and declarer will make any legal play from the correct hand.
3. If no one has yet spoken up, the Director should say, "If neither of you cares to accept the lead, declarer will be required to lead from the proper hand," pause for a moment, and then so direct the declarer. If a defender requests a little more time to ponder his decision, the Director should honor the request.

## 56 Defender's Lead out of Turn

Declarer's Options when a Defender Leads out of Turn:

1. Declarer may choose to accept the lead out of turn.
2. Declarer may require the defender to retract his lead out of turn. The card illegally led becomes a major penalty card.

## 57 Premature Lead or Play

Declarer's Options:
When a defender leads to the next trick before his partner has played to the current trick or plays out of turn before his partner has played, the card so led or played becomes a major penalty card. Declarer has three options:

1. He may require offender's partner to play the highest card he holds of the suit led.
2. He may require offender's partner to play the lowest card he holds of the suit led.
3. He may prohibit offender's partner from playing a card of a different specified suit.

NOTE: When offender's partner is unable to comply with the choice made by declarer, he may play any legal card.

When a defender plays before his partner, there is no penalty:

1. If declarer has played from both hands or indicated a play from dummy. (A premature play by declarer from either hand is a played card, it may not be withdrawn.)
2. If dummy has played a card on his own initiative or illegally suggested that it be played. NOTE: A singleton in dummy or one of a group of cards in the same suit which are equal in rank is not considered to be automatically played.

## 58 Simultaneous Leads or Plays

A lead or play made simultaneously with another player's legal lead or play is deemed to be subsequent to it. If both defenders lead at the same time, for example, and one was the proper leader, the lead from the defender who was not the proper leader should be treated as a penalty card using Law 50 as a guideline.
If a Player Leads or Plays More than One Card Simultaneously:

1. When only one card is visible, that card is played and the other card(s) is returned to the player's hand without penalty.
2. When more than one card is visible, the player chooses the card he proposes to play. Each of the other cards becomes a penalty card subject to Law 50 if the player was a defender. If a single remaining card is lower than a 10 , it becomes a minor penalty card - the offender is entitled to know this prior to selecting the card to be played.
3. If the simultaneous play remains undiscovered until both sides have played to the next trick, the Director would, without exposing the extra cards, return them to the player's hand. Those cards may constitute a revoke if the player could have played one to an earlier trick rather than not follow suit. (See Law 67.) NOTE: After a player withdraws a visible card, an opponent who subsequently played to that card has the right to withdraw his card and substitute another without penalty. The Director may award an adjusted score if the withdrawn card gives information to the offending side that benefits them in the play.
