

District 16 Newsletter for Future Life Masters

Volume 7 Issue 4

From the Editor

District 16 has joined the 99er Night Club with daily games at 6 pm CDT. There is a lesson prior to the start of play and hand analysis after the game. Take advantage of this opportunity to play and learn!

District 16 is also offering a 0-20 game at 4 pm CDT on Tuesdays.

Clubs are beginning to re-open across the District for face-to-face play. I'm hoping to see tournaments begin again late summer,

I'm always interested in your feedback.

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From Unit 174 - Future Life Masters Schedule

Unit 174's Future Life Master program is up and running! The Apollo games have been making and if you have <20 masterpoints, please join in the fun.

The Gemini group should launch later this month!

Better Bridge Habits

Attend Club Hand Reviews

Many online virtual clubs offer hand reviews after the game where experienced players will discuss the bidding and play of the hands. These are great opportunities for players of all levels and I want to encourage you to take advantage of them. If your club uses Common Game Hands, they offer many learning tools as well.

Get into the habit of reviewing the hands after the game and try to learn one or two things that can help you improve. You'll find that the number of errors will start to decline and you'll enjoy bridge more as that happens.

Eddie Kantar's Tip

When leading partner's supported suit, lead your highest card with three or four small headed by the 9 or lower. The lead of a low card in a supported suit shows an honor.

When leading partner's unsupported suit, lead high from a doubleton but low from any three or four cards not headed by a sequence. With the ace, if you lead the suit, lead the ace. www.kantarbridge.com

Improved Declarer Play

Improving Declarer Play

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. Here is a combination that frequently appears. You are declaring 3NT and your left-hand opponent is on lead:

	Q x	
5 ???		???
	A 10 x	

You expect the opponent is leading from one of the following: K, KJ, or only small cards in the suit. Your goal is to hold them to one trick in the suit. You should play low from the dummy and win the trick with either the 10 or the A depending on what East plays. This gives you two stoppers in the suit.

Demon Defense

Signaling against Suit Contracts – Eddie Kantar writes in his book “Modern Bridge Defense” that defensive signals come in 3 packages:

1. Attitude: how you feel about the suit partner has led
2. Count: how many cards you have in a particular suit
3. Suit Preference: which suit you want partner to lead

Suit Preference signals are the simplest and the most elegant of the signals, yet the average player has more trouble with them. Here is the first case of using suit preference signals playing standard signals. You are defending a 5S contract. Partner leads the 7 of hearts:

	N – H – KQ93	
W – 7		E – S - 93
		H - 86542
		D – A742
		C - 643
	S – ?	

Partner’s lead looks like a singleton as only A, J, 10 are missing and if he had a doubleton, he’d lead the highest card. With 3 to the Ace, he would either lead the Ace or another suit. Usually partner has a trump entry and is looking for a ruff. Play the 8 of hearts signaling that your entry is in Diamonds. www.kantarbridge.com

Bidding Tips

A book worth owning and reading is “**A Treasury of Bridge Tips**” by Eddie Kantar. In it he offers the following advice:

With 3 card major support and a hand that is **not** strong enough for a cue bid raise of partner's overcall, do NOT introduce a new suit, as it is not forcing and denies 3 card support. West opens 1H and your partner bids 1S.

East passes and you hold S – Q87, H- 54, D – KQJ87, C 652. You should bid 2S. Do not bid 2D. www.kantarbridge.com

Its the Law

Alert Procedures

ACBL has updated the document on the Alert procedures - AlertProcedures2.pdf. Alerts apply to online bridge as well as face-to-face.

The principles behind the procedures are:

- Both pairs at the table have the right to equal access to all information contained in any auction.
- Ethical bridge players will recognize the obligation to give complete explanations. They will accept the fact that any such information is entirely for the benefit of the opponents, and may not be used to assist their own partnership.
- The opponents need not ask exactly the "right" question. Any request for information should be the trigger. Opponents need only indicate the desire for information - all relevant disclosure should be given automatically.

The alert procedure requires a delayed alert of conventional bids above 3NT on or after the opening bidder's 2nd turn to call. All too often players at all levels are not providing

the required explanations and the defenders are forced to ask questions to get an understanding of the auction. The following is from the alert procedure:

"Delayed Alerts (or Post-Alerts)

Once the auction has progressed to the point that the opening bidder has had the opportunity to make a second call, conventional calls at the four level or higher are not Alerted until the auction is over.

These delayed Alerts are required to be made by the declaring side before the opening lead. The defenders are required to Alert declarer after the opening lead but before declarer makes a play from dummy (Alerting before the lead is turned face-up and the dummy is spread is best).

The declaring side must make their delayed Alerts before the opening lead. Defenders wait until they have made the opening lead before they explain calls requiring a Delayed Alert. As with normal Alerts, the partner of the person making the Alertable call is the person who makes the delayed Alert and explains the agreement.

Example: 1♥-P-1♠-P-4♦ (splinter)

There is no Alert at the time for the 4♦ bid.

After the auction, the 1♠ bidder must Alert and explain, as required, the meaning of the call.

Example: 1♣-P-1♥-P-2♥-P: 4♣, 4♦ or 4♠

If there was a conventional meaning attached to any of these calls—ace-asking, splinter or something else—the Alert takes place after the auction."