# **Region 9 Newsletter for Future Life Masters**

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## **From the Editor**

Hot days? Great remedy - go join your friends at your nearby bridge club or maybe even more fun, plan a road trip to one or more of the upcoming IN tournaments this summer.

Highlighted this month is Mary Massey, with whom I had the opportunity to meet and visit with during the recent San Antonio Regional.

If there is a certain "law" you would like covered or you would like to share a story of your own to be published in a future newsletter, please email me.

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## Summertime Intermediate/Newcomer Tournaments

#### Non Life Master (0-750mp) Regionals

July 27-29 Tyler, Tx Flyer: <u>Click Here</u> Aug 10-13 Houston, Tx Flyer: <u>Click Here</u> \*These are being held concurrently with an Open Sectional.

#### **IN Sectionals**

Aug 5-6Austin, TxFlyer: Click HereFor 0-199 playersAug 17-19Beaumont, TxFlyer: Click HereFor 0-499 NLM players

### **Upcoming Tournaments In General**

Upcoming Tournament Info within our region: For District 16, <u>click here</u>. For District 15, click here.

## **Especially for Our 0-50 Players**

District 16 provides a 12-board game on BBO just for players having 0-50 masterpoints for \$3 every Monday at 4:00. A director (Ken, Consie or Kim) and assistants will be on hand to offer guidance during the game.

For more information, check out our Frequently Asked Questions <u>D16 0-50 Game Frequently Asked</u> Questions or email Beginner20Bridge@gmail.com.



# Highlight - I/N Player: Mary Massey (Unit 172)



I learned bridge as child with Goren bidding and cheat sheets. Grandma played duplicate, and one summer I was able to make her boards for her afternoon game at the local bar & grill. Unawares, I think I was also their caddy for the game and delighted to be involved.

Loved to read Goren's daily column in the newspaper through high school. I only played as an adult at annual family gatherings with our cheat sheets. At 58, I was invited to a neighbor's duplicate social game as a substitute, knowing no conventions and trying to remember the bidding card. One attendee encouraged me to go to Fiesta Bridge Club where they would give me a partner for the novice game. A year later, I did so.

My first visit was enriched by a surprise encounter with a church member who agreed to be my partner, showed me how to use a bidding box and record our score. There I met and began classes with Laurie Levin. And then, the COVID shutdown began.

When the club reopened, I jumped at the opportunity and began playing in the 499r games to support the Club. Then I was invited to the Unit's mentorship program. Each year I've been given a new mentor who moves my game a step further. Bob Watson, John Hilbig, and Jeri Tribo have each been excellent, patient, and selfless.

Prior to retiring, I scheduled my Tuesdays off so I could take a novice lesson followed by a 299r game. It felt like "playing hooky from school" & made bridge even more fun! A new social outlet was created, and the rest is history.

Last year, when I found out my mentor and friend, Joh Hilbig, was to be the San Antonio Regional Chair, I offered to help. My task was to secure the 5 daily speakers, topics, and photos of each for the poster. It was at the next planning meeting I learned that I was to be the I N Chair. At the end of meeting when asked for any questions, I sheepishly asked what is "I" "N"? Well of course, Intermediates and Novices, I/N.

I expected it to be difficult to get people to give their time and interest to make a presentation. How far from reality were my preconceived notions. Everyone was honored to be asked, no one turned me down, and the responsiveness was remarkable. I asked other 499rs for topics they would like to hear (defense and memory techniques ranked high). As I wanted two out-of-town speakers that we don't normally have an opportunity to meet, I introduced myself our I/N Newsletter Editor. She gave me names and contact information for half-a-dozen District 16 speakers/teachers. And with that I was set!

From this experience, I learned that professional bridge teachers enjoy presenting at Regionals; one told me the game is more fun with knowledgeable players & whatever he can do to advance the skill levels he's happy to do.

Volunteering at this tournament has increased my visibility among the top players and throughout the membership. Helping with the tournament gives more opportunities to meet others and more enjoyment among a sea of people I know.

So grateful for this new world.

# **Better Bridge Habits**

## P.L.A.N.

Republished from an article by Gary King, past D16 Teacher of the Year

There are 53,644,737,765,488,792,839,237,440,000 possible bridge deals. You do not have enough time to learn how to play every one of them. What you do have time to learn is a problem solving PROCESS. A process you can apply to every bridge hand that you encounter. You must have a PLAN. After the auction is over and while your left hand opponent is considering the opening lead, you should begin the following four step planning process. You should do it on every hand that you play. Continue with the process after dummy is tabled and do NOT play the first card from dummy until you are at the last step.

### Step One - Pause

Determine your objective. How many tricks do you need in order to make your contract? It is critical that you convert the contract into a number of tricks. Don't think 3NT. Think 9 tricks. Don't think  $4\Psi$ . Think 10 tricks and no more than 3 losers. The contract by itself is too abstract for your mind to focus on however number of tricks or a number of losers is more easily grasped. Put your goal in terms with which you can work.

### Step Two - Look

Count your winners and losers. It is usually best to count winners at no trump contracts and losers at suit contracts. You know your objective. How many tricks do you have? These are SURE tricks. Tricks that you could cash right now. If you don't own the ace, then you don't have any SURE tricks in that suit.

#### **Step Three - <u>A</u>Iternatives**

Identify all the places that offer the possibility of trick development. Do not select any alternative until you have identified all the possibilities. Choices would include the use of promotion, length, finesse, trumping in the dummy, discarding losers, or any combination of these.

#### Step Four - <u>N</u>ow

Play the FIRST card from dummy. You wouldn't get on an airplane where without knowing its destination, would you? Don't start playing cards to the hand until you know where you intend to develop your tricks.

# **Eddie Kantar's Tip**

## **Tip for Responder**

When partner opens 1H and you have five spades and three hearts, raise to 2H with 6-9 HCP. With 10-12 HCP, respond 1S and bid 3H at your next opportunity.

- a. **S** KQ876 **H** Q43 **D** 65 **C** 876 Raise 1H to 2H (See next tip)
- **b.** S KQ876 **H** AJ3 **D** 65 **C** 876
  Respond 1S and if partner rebids 2C, 2D or 2H, bid 3H.

# **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. This month:

With 8 trump and missing both the Q and J:

A 10 x x K x x x

If as declarer, you need 3 tricks from this suit, play the king, and unless an honor appears from East, lead low to the ten for an 84% chance of success.

If you need 4 tricks, you have a 7% chance of doing so by playing the ace and king, hoping that the queen-jack will be bare.

## **Demon Defense**

### **Defense Exercise**

**Dealer:** South Vul: Neither North (dummy) **S** A743 **H** KQ62 **D** Q7 **C** 987 East (you) **S** 65 **H** |8 **D** |943 **C** KQJ102 South West North East 1NT(1) Pass 2C Dbl. 2S Pass 4S All Pass (1) 15-17 Opening lead: CA (Club Ace)

Eddie Kantar recommends you signal with the king to show your solid holding with standard carding. Partner continues with the C3 to your C10. When you play the CQ, declarer follows, and partner discards the D2. What now?

#### **Solution** Partner's (West) hand: **S** Q92 **H** 9753 **D** 10862 **C** A3 Declarer's (South) hand: **S** KJ108 **H** A104 **D** AK5 **C** 654

Play a 4th club! Give declarer a ruff and a sluff! Why? You can see 19 points between your hand and dummy and declarer must have at least 15 for 34. The most partner can have is 6HCP and he has already turned up with the CA. Your best bet is to play him for the Q9x of spades and return a 4th club. If he has that holding, there is no way declarer can prevent partner from taking a spade trick even if he looks into his hand! What can declarer do? If he discards, partner ruffs with the S9 driving out the ace and promoting the SQ to the setting trick. If declarer ruffs with the ten, jack, or king, partner discards and the Q9x of trump is now a natural trump trick.

### THE BOTTOM LINE:

When there are no possible tricks coming from the side suits, consider giving declarer a ruff and a sluff which might promote a trump trick for partner.

Get in the habit of adding declarer's HCP to dummy's HCP. Subtract the total from 40 to find out what you and partner are working with. When things look desperate (strong looking dummy), assign declarer the least he can have for his bid and start working from there.

Eddie Kantar wrote several books including "Modern Bridge Defense" that provide a wealth of information on the topic. In addition, there are many exercises with which you can work to solve and then read his recommendations at kantarbridge.com. The following comes from the latter.

www.kantarbridge.com

# **Better Bidding**

## **Unbalanced Hands**

With an unbalanced hand, Opener has more information to communicate in order to describe their hand. Opener must show:

- Bucket (strength of the hand),
- Primary Suit, and
- Secondary Suit
  - With a hand that has only one long suit the "secondary suit" information is replaced by showing "extra length" in the Opener's primary suit.

With an unbalanced hand it is important for Opener to think about their second bid (called their rebid) before opening the bidding. This is true in all auctions, but particularly with unbalanced hands.

Unbalanced hands are classified based by how many long suits they have (4-cards or longer):

- One-Suited Hands Hands with a 6-card or longer suit (no other 4-card suit). Ex. 6331.
- Two-Suited Hands Many unbalanced hand distributions are two-suited hands.
- Three-Suited Hands (rare) -- 4441 or 4450 distribution.

Examples:

- ♠ AQ9432
- ♥ A42
- ♦ Q32

### **4** 3

With a one-suited unbalanced hand with a 6-card  $\blacklozenge$  suit, Opener starts the bidding with 1  $\blacklozenge$  and plans to rebid  $\blacklozenge$  later in the auction.

- ♠ AQ943
- ♥ AQ842
- ♦ 83
- **4**3

With a two-suited hand that has both a 5-card ♦ suit and a 5-card ♥ suit, Opener starts the bidding with1 ♠ and plans to bid ♥ later in the auction.

- **4**83
- ♥ 3
- ♦ AQ943
- ♣ AQ842

With a two-suited hand that has both a 5-card  $\blacklozenge$  suit and a 5-card  $\clubsuit$  suit, Opener starts the bidding with 1  $\blacklozenge$  and plans to bid  $\clubsuit$  later in the auction.

With two 5-card suits, open the higher-ranking suit, leaving room to cheaply bid the lower suit later in the auction.

#### www.advinbridge.com

# It's The Law

### Wait Your Turn: Double out of Rotation

A double out of rotation can be more complex than a bid or pass out of rotation because it is possible that the double is inadmissible as well as out of rotation. Several laws apply to doubles:

Law 19A, Doubles, defines the circumstances under which a double can be made: "A player may double only the last preceding bid. That bid must have been made by an opponent; calls other than pass must not have intervened."

Law 32, Double or Redouble out of Rotation addresses a legal (or admissible) double made at the

wrong time. However, before Law 32 is applied, the director will apply Law 29, Procedure after a Call out of Rotation. Our LHO may accept our bid out of rotation and the auction continues as if our bid were legal. If our LHO does not accept our bid, then Law 32 applies.

Law 32 covers two situations: (1) when it is our right-hand opponent's (RHO) turn to call and (2) when it is our partner's turn to call.

The first situation (RHO's turn) is covered by Law 32A: RHOs Turn to Call. When we bid at our RHO's turn to call and our call is withdrawn, our next action depends on the call made by our RHO.

If our RHO passes (Law 32A1), we repeat our canceled call and the auction continues as if there had been no infraction, unless our double is inadmissible (does not meet the criteria in Law 19). If the double is inadmissible, Law 36, not discussed here, applies.

If our RHO makes a legal call (Law 32A2), we may make any legal call. If the director deems our call comparable to the withdrawn call, the auction continues as if there had been no infraction. However, if the director deems our call not comparable to the withdrawn call, then our partner must pass at his or her next turn to call. And if we become the defenders, the declarer may impose restrictions on partner's first lead (which may or may not be the opening lead).

The second situation is covered by Law 32B: Offender's Partner's Turn to Call. Our partner, at his or her turn, may make any legal call, but that call may not take into account our withdrawn call. At our proper turn to call, we may make any legal call and the director will apply the comparability determination described under Law 32A2.

If our out-of-rotation call was made at LHO's turn to call and it was not our first action, the out-ofrotation call is treated as a change in call and Law 25 applies.

It is important to understand the implications. If our replacement call is not deemed comparable to our withdrawn call, partner will be required to pass at his next turn, no matter what our replacement call is.

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