

District 16 Newsletter for Future Life Masters

Volume 8 Issue 4

From the Editor

Tournaments are returning to the district and are being run successfully with little or no reported Covid-19 issues. The attendance is improving slowly and I'd like to encourage you to participate in your local sectionals and the upcoming district regionals.

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=18f24e1649>

I'm interested in your feedback, so please send your comments to paulcuneo@sbcglobal.net.

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Region 9 Director

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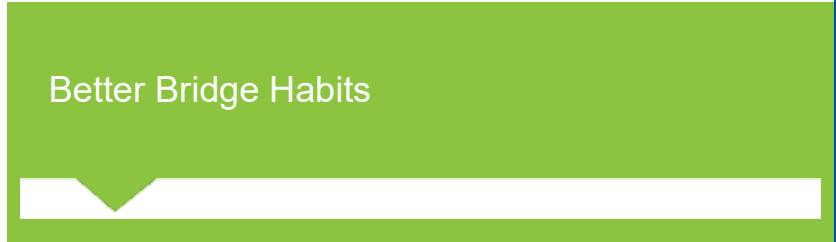
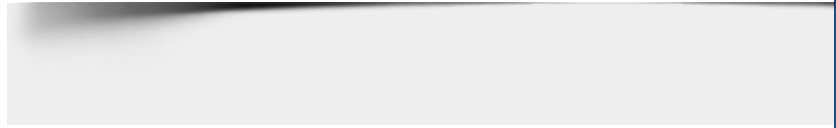
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Even the Best Study



Developing good habits at the table is an important part of learning bridge. I was recently reminded about an event I attended a few years ago 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.

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:

A J 10 9 x x

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.”

N – 643

W – KQ1082

E – A7 (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 an 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
1C	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.

www.michaelslawrence.com

Its the Law

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. Play will then continue and dummy is faced before declarer plays from their own hand.

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.

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.

Region 9 Newsletter for Future Life Masters

Volume 8 Issue 6

From the Editor

I hope that all of you are safe and healthy! Virtual club play continues and clubs Throughout ACBL are open. Tournament attendance continues to be disappointing. I'd like to encourage you to attend local sectional and STaC events as there are no more online events scheduled for 2022 that will award silver points. I'm confident there will be some in 2023.

ACBL will be holding special events and this month we have The Longest Day the week of June 20. Play and support research by the Alzheimer's Association to find a cure for this disease.

Best wishes to all

Paul Cuneo

Region 9 Director\

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Better Bridge Habits

Be Kind to Partner

Developing good habits at the table is an important part of learning bridge. The most important person in the game is your partner. From Dummies.com: "Most bridge players value a reliable, happy partner above anything else. It's important to the success of your partnership that you work together as a team. You both want to win, so you can't gain anything from getting upset when play doesn't go exactly as planned. It seldom does!

Here are a few tips on keeping your partner one happy camper.

Treat your partner like your best friend

Even if you don't know your partner well, treating her with respect improves her play. Treat your partner like your best friend, and you'll be repaid in "spades." Be a pleasant, courteous opponent, and you'll win everyone's "hearts."

Tolerate your partner's errors

Don't keep harping on your partner's errors — just forgive and try to forget (at least until after the game). After all, do you want to be reminded of all the mistakes you've made? (Everybody makes mistakes, including you.) If you have constructive criticism, save it for after the session, when you'll both be calmer. Expect (demand) that your partner show you the same respect.

Keep a poker face

Never make any facial or body mannerisms that indicate whether you're pleased or displeased with a bid or play. You'll lose the table's respect. Facial and body mannerisms can be construed as illegal signals.

Deal well with disaster

A truly good partnership handles the inevitable disaster with a touch of humor. If your partner doesn't have to worry that you'll have an apoplectic fit whenever something goes wrong, he'll play better.

Play conventions you both want to play

Don't force your partner to play your favorite conventions. A partner worried about a convention inevitably makes more errors in the bidding, play, and defense, not to mention screwing up the convention if it comes up.

Pick up the slack for the weaker player

The better player in a partnership should make the weaker player feel at ease. Make your bids, leads, and signals as simple and clear as possible, and don't give an inexperienced partner tough contracts to play. When you judge that it's going to be a tough hand to play, bid conservatively.

Own up to your own errors

Avoid the human tendency to lay your own errors at your partner's doorstep. It makes a weaker partner feel good to know that you, the stronger player, make errors as well — and are a big enough person to admit them.

Offer words of encouragement

Give your partner a few words of support after the hand is over, particularly if he doesn't make his contract. "Tough luck" and "Nice try" go over better than "My great-grandmother could've made that hand in her sleep."

Treat your partner the same whether you win or lose

When the session is over, win or lose, tell your partner how much you enjoyed playing with

her (no matter how you feel). Kind words mean the world to a player who knows that she hasn't played well. It also shows class.

Know when to have fun. When all is said and done, you play bridge to have fun, and so does your partner. You've done your job if your partner leaves the table happy.”

<http://www.dummies.com/how-to/content/being-kind-to-your-bridge-partner.html>

Eddie Kantar's Tip

Takeout Double by a Passed Hand

A takeout double by a passed hand shows 9-11 HCP with shortness in the opener's suit. If the opponents have bid two suits, the double promises at least four-card support in the other two suits.

You hold: S - AJxx H - xx D - KJ10xx C - xx

South (you) West North East

Pass 1C Pass 1H

Dbl. (Your double shows diamonds and spades. A 2D bid might lose a spade fit.)

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 I hate to have as declarer:

K x x x
J x x x

Lead Low to the King hoping West has the A Q doubleton. If it is covered, return to dummy and lead to the Jack. Only a 3% chance of 3 tricks. To maximize chances for 2 tricks, Lead low to the King. If the Q fails to appear, duck, When you regain the lead, return to hand and lead low to the King. 50% chance of 2 tricks.

Demon Defense

Third Hand Play – Eddie Kantar writes in his book “Modern Bridge Defense” about third hand play. We’ve all heard the axiom “third hand high”, but that is not always correct. When partner leads a trump and you have an honor that might be used to overtrump dummy, save your honor. Spades are trump:

	S – 985	
	H - K	
S – K4		S – J32 (you)
H – Q10972		H – J3
	S- AKQ107	
	H – A8654	

Eddie Kantar writes: “Partner anticipating heart ruffs in dummy leads a trump. You can “see” that you can overtrump the third round of hearts with the Jack, if you keep it.” www.kantarbridge.com

Bidding Tips

Reopening after opponents bid and raise

In his book “The Complete Book on Balancing” Mike Lawrence states “On sequences where your opponents have shown a fit and limited values, your attitude on reopening should vary from strongly inclined to obsessive. It is almost inexcusable to let your opponents play at the 2 level when they want to do so.

The sequence: 1S pass 2S pass

pass ?

This is the only sequence in this family which is often passed out. This is because you must reopen at the 3 level and all suits are dangerous in that either opponent may have a long, strong holding.” www.michaelslawrence.com

Its the Law

Alerts As a part of Law 40 which discusses partnership understandings, both partners are required to have filled out identical convention cards. All conventions marked in Blue on the card require an announcement. All conventions marked in Red and all unusual treatments require an alert. New Convention Cards are coming, but most clubs are working off their inventory.

To assist players, the ACBL has published an “Alert Procedure update”:

Alert Procedures Update 2022 (acbl.org)

Remember that on BBO you must alert your own bids.

Please note that while a player's bids above 3NT at their second turn to bid or later are not directly alerted, there is a requirement to provide a delayed alert or explanation of the calls at the end of the auction before the defender has selected their opening lead.