

# Region 9 Newsletter for Future Life Masters

Volume 8 Issue 11



## From the Editor

Happy (almost) Thanksgiving.

As we head towards the holidays, consider gifting yourself with something bridge related like a new book, software or a series of lessons.

By way of a book idea, I noticed that the American Bridge Teachers Association (ABTA) recently awarded *Play It Safe*, by Barbara Seagram and David Bird, the 2022 Book of the Year winner in the Intermediate category.

Speaking of awards, nominations for the 2023 District 16 Teacher of the Year award are being accepted by Ed Rawlinson at [edrawlinson@satx.rr.com](mailto:edrawlinson@satx.rr.com) until November 30. All it takes is a brief statement of why you think your favorite teacher deserves this honor.

Please send your comments and suggestions regarding this issue to [INnewsletter.d16r9@gmail.com](mailto:INnewsletter.d16r9@gmail.com).

Lauri Laufman  
Editor

## In this Issue

Better Bridge Habits:

Keep It a Secret

Eddie Kantar's Tip:

Lead Inferences

Declarer Play:

Card Combinations

Demon Defense:

2nd Hand Play

Better Bidding

Opener's Rebid -

Unbalanced 1-

Suiter

It's the Law:

Conduct and

Etiquette

## Better Bridge Habits

Practicing these two habits may help win more tricks.

1. **Wait** until the opening lead is placed onto the table to pull any cards out of your hand, as dummy to avoid giving your opponents an early "leg up" on your holdings.

2. **Think ahead** and be ready for critical plays. Indecision will often tell opponent what you hold in a suit, so try to decide in advance which card you'll play when they lead a suit.

## Eddie Kantar's Tip

### Lead Inferences

If partner doesn't lead your suit, assume partner:

- (1) Is void
- (2) Is leading a singleton
- (3) Is leading top of a sequence
- (4) Has the ace and fears declarer has the king (particularly true if partner has supported the suit.)
- (5) Has forgotten the bidding

<http://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.

*This month:*

Upon discovering the defense has the Q-10 in your trump suit with the following holding:

A J x x

K 9 x

Cash the king and finesse the jack for a 19% chance of winning 4 tricks. Win 3 tricks 85% of the time if you cash the king and ace, then lead to the jack.

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## Demon Defense

### 2nd Hand Play

Presented in an easy-to-follow format, I thank [Larry Cohen](#) for the following article aimed towards intermediate players regarding 2nd hand play as defender:

In this instructional article on defense, our RHO will be leading to the trick (either declarer or dummy is leading to the trick). It won't matter if it is a suit contract or notrump.

The old saying for defense is: "Second Hand Low, Third Hand High." In general, when playing second to the trick, play low. The major exception is "cover an honor with an honor" (which also has exceptions). Don't you just love bridge?

In this brief summary, I think it will be helpful to start with a very common suit combination:

<b>DUMMY</b>	
♠J76	
	<b>YOU</b>
	♠K104

If the 6 is played from dummy, follow LOW with the four. But, if the JACK is led from dummy, cover with the KING.

	<b>DUMMY</b>
<b>YOU</b>	♠J76
♠A92	
	<b>DECLARER</b>
	♠Q or 3

If declarer leads low (3) from his hand, follow LOW with the two. But, if the QUEEN is led from declarer, cover with the ACE.

*Now, let's look at all 4 hands:*

	♠J76	
♠A92		♠K104
	♠Q853	

If declarer leads this suit from dummy or hand, he should lose 3 tricks. When he leads low from dummy (or hand), the next defender plays low. If declarer leads an honor from either hand, the next defender covers.

This basic premise: "2nd hand low, but cover an honor with an honor" will cover most situations.

When declarer leads low from either hand, be wary about grabbing an ace when playing second to a trick. Usually, this is a losing play. Your ace will capture "air." Aces are meant to capture higher honors. Also, you often remove a guess; declarer leading up to king-jack (trying to decide who has

the ace and who has the queen) will be delighted if you grab your ace, removing the guess. Here is a very typical ace-grab to avoid:

	♥K86	
♥A107		♥J954
	♥Q32	

Declarer leads the 2. If West grabs the ace, you can see what happens. West should play low, and declarer gets only one trick.

If they are in seven, then feel free to grab your ace. Every now and then, you will duck an ace and "go to bed with it." That's okay. If you never go to bed with an ace, you are grabbing them too quickly. I'd say that 90% of the time, it is wrong to take an ace when playing second to a trick.

As far as covering an honor with an honor, there are exceptions. Even experts don't always get it right. Here are two common exceptions, worth learning:

	♦AK109	
♦Q8765		
	♦J	

When you see the jack from declarer, don't cover. What good could it do? If covering won't promote anything in partner's hand, don't cover.

If dummy had AK9, then covering is okay (hoping to promote partner's 10).

The other main exception is: Don't cover the first honor. Cover the second honor. For example:

	♠QJ9	
♠10742		♠K65
	♠A83	

When dummy's queen is led, East should NOT cover. If he does, declarer will win the ace and finesse against West's 10.

After the queen wins the trick and the jack is led next, East should cover.

Second-hand play is tough but following the basic rules above should be good enough 90+% of the time."

[www.larryco.com](http://www.larryco.com)

## Bidding Tips

### Opener's Rebid with a One Suited Major Opener after Partner's 1NT Response

Credit goes to Robert Todd, founder of [Adventures in Bridge](http://Adventures in Bridge) for the following info, examples and summary.

A 1-suited hand has a 6+card suit and no other 4+card suit. This means that

when we hold a 1-suiter we usually have an unbalanced hand (one with a singleton or a void). The only 1-suited hands without a singleton or void are 6322 or 7222 semi-balanced hands.

**1M    1NT**  
**—?**

As your opening bid shows partner at least a 5-card Major suit, your rebid will further describe your shape (additional distribution) and strength.

Example 1

♠ KQT873  
♥ AJ9  
♦ 5  
♣ K43

Here we rebid 2♠, showing a 6-card ♠ suit and minimum opening bid values. This 2♠ rebid usually shows a 1-suited hand (no other 4-card suit).

Example 2

♠ 9  
♥ AKJ843  
♦ AQ9  
♣ QT9

Here we rebid 3♥, showing a 1-suited hand with a 6-card ♥ suit and extra values (about 15-17 HCP).

Example 3

♠ 9  
♥ AKJT843  
♦ AQ9  
♣ T9

Here we only have 14 HCP, but with an excellent suit and a 7<sup>th</sup> ♥ we jump to 3♥. This hand has about the same playing strength as one with a 6-card suit and an extra King.

Example 4

♠ 9  
♥ AKT98743  
♦ AQ9  
♣ T

With this hand we jump to 4♥. This shows an 8-card ♥ suit and about minimum opening values.

Example 5

♠ AKT743  
♥ 9  
♦ A97  
♣ AKT

Here we are too strong to rebid 3♠ and we need to make a game forcing bid. So we make a jump shift by bidding 3♣, pretending like we have a 4-card ♣ suit.

Example 6

♠ AKQT743  
♥ J  
♦ A9  
♣ QT7

Here we rebid 3NT to show a solid 7+card ♠ suit and an outside Ace or King. This gives partner a choice of games between 3NT or 4♠. With about 8 tricks in our hand, we just need partner to produce 1 trick to make 3NT.

### Summary of rebids:

If we have a 1-suiter in a Major, we start by opening the bidding with 1-Major (1M), hear partner respond 1NT, and have the following rebid options:

**2M** 11-14 HCP with a 6-card suit

**3M** 15-17 HCP with a 6-card suit (with a longer suit we may stretch with fewer HCP)

**4M** 11-15 HCP with a good 7-card or 8-card suit (4-level shape + 1-level strength)

Other harder options:

**3-minor** Open 1-Major and jump shift into 3-card minor ("lie in a minor") - Game Force!

**20-21 Pts** Here we usually do not start with a 1M opening; we probably open 2♠.

**3NT** "Tricks" This rebid shows a solid suit, 6+card Major, with outside winners.

For Robert Todd's full article, [click here](#).

[www.advinbridge.com](http://www.advinbridge.com)

## Its the Law

**Law 74** covers matters of courtesy, adhering to "Zero Tolerance", and behaviors that might lead to a procedural violation.

### **LAW 74 CONDUCT AND ETIQUETTE**

#### **A. Proper Attitude**

1. A player should maintain a courteous attitude at all times.
2. A player should carefully avoid any remark or extraneous action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game.
3. Every player should follow uniform and correct procedure in calling and playing.

#### **B. Etiquette**

As a matter of courtesy, a player should refrain from:

1. paying insufficient attention to the game.
2. making gratuitous comments during the auction and play.
3. detaching a card before it is his turn to play.
4. prolonging play unnecessarily (as in playing on although he knows that all the tricks are surely his) for the purpose of disconcerting an opponent.
5. summoning and addressing the Director in a manner discourteous to him or to other contestants.

#### **C. Violations of Procedure**

The following are examples of violations of procedure:

1. using different designations for the same call.
2. indicating approval or disapproval of a call or play.
3. indicating the expectation or intention of winning or losing a trick that has not been

completed.

4. commenting or acting during the auction or play so as to call attention to a significant occurrence, or to the number of tricks still required for success.
5. looking intently at any other player during the auction and play, or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws a card (but it is appropriate to act on information acquired by unintentionally seeing an opponent's card).
6. showing an obvious lack of further interest in a deal (as by folding one's cards).
7. varying the normal tempo of bidding or play for the purpose of disconcerting an opponent.
8. leaving the table needlessly before the round is called.



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