

District 16 Newsletter for Future Life Masters

Volume 6 Issue 6

From the Editor

I hope that all of you are safe and healthy! Virtual club play continues and a few clubs are starting to reopen. Some tournaments are planned to be held face-to-face. I believe that we'll be in a hybrid world between virtual play and face-to-face for several months.

ACBL will be holding special events each month. Silver Linings Week was a huge success in May for players, clubs and ACBL. This month we have The Longest Day next weekend and the 2nd opportunity for red and gold points from June 25 thru 28. The schedule is greatly expanded so take advantage!

Best wishes to all

Paul Cuneo
District 16 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.

To assist players, the ACBL has published an "Alert Chart":

<http://cdn.acbl.org/wp-content/uploads/2014/02/AlertChart.pdf>

The chart is supplemented by a document on alert procedures that must be followed: <http://web2.acbl.org/documentLibrary/play/AlertProcedures.pdf> **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.