

CBA Mentoring Program



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Planning the Play by Steve Moese Tue 4/15

Board 3 ♠ K1042
South ♥ K86
Deals ♦ 108643
E-W Vul ♣ 5

♠ QJ9 ♥ 542 ♦ A5 ♣ A9642
N 8653 ♥ Q10 ♦ KJ72 ♣ 1073

♠ A7
NS 4♥; 3N; 2♠; 2♦; 1♣
♥ AJ973
♦ Q9
♣ KQJ8

<u>S</u>	<u>W</u>	<u>N</u>	<u>E</u>
1♥	P/2♣	2♥	P
2N	P	4♥	AP

Here's a hand that clearly shows why planning the play is important.

Bidding – South deals and does best to open 1♥. While 2=5=2=4 is semi-balanced with 17 HCP, this hand is stronger than 1NT. Some Wests might intervene with 2♣. Not my choice. The ♣ suit is too thin. EW are vulnerable. The risk is -500 or -800. North will raise simply (2♥) – remember, **Support with**

Support. Don't even think of bidding 1♠ with 4 cards if you fit partner's ♥s. Limit your hand early. Now South can make a game try – which one? 3♣ is WRONG because South doesn't need help in ♣s. 3♦ or ♠ are wrong because both suits are doubletons. 3♥ asks for trump extras to go to game, but South needs more than ♥KQ. In fact South needs general help in outside suits. A good game try here is 2N showing sound values (16-17 HCP) and interest in game. North will count 6 HCP + 2 or 3 Support Points for the ♣ Singleton and bid game. This game is a stretch.

Opening Lead: West will consider what suit to lead 1st. The case for a ♠? It's the unbid suit and partner rates to have some length. The case for ♦ West can ruff the 3rd round if East holds the ♦K, but this might develop their suit if partner holds no ♦honors. A ♣ might find partner with shortness, but there's great risk under-leading an Ace (and the auction does not indicate a ♣ is right). Declarer (South) has a strong hand. A trump is passive and gives nothing away that declarer could do themselves.

Planning the Play: Take stock first – NS has 4 winners and 4 losers. ♣s can offer 2 tricks, a ♣ ruff in dummy

4/15 - FM Leaders

1st OA: **James Meer & Lewis Temples** (65.2%)
2nd QA: **Darlene Young & Natalie Crowe** (63%)



Bring your Questions, Hands, Ideas. Let's learn together!

Tues Eve 6:30 PM Sharp!



CBA Newcomer Games – Play Often!

Mon 7 PM	Tue 11 AM	Tue 7 PM	Fri 11 AM	Sat 10-12 AM
		Let's Talk BRIDGE 6:30 PM	Free Lesson 10:30 AM	Supervised Play



Events at the Cincinnati Bridge Center

- Friday 4/18 NLM & Open games 11 AM. Lecture 10:15 AM. Phyllis Bishop - Attitude Signals.
- **Swiss Teams** Thur PM 4/17 & Tues AM 4/22. Join the fun!
- **April Flyer** –CBC, NKy, and Anderson offer Charity games & Club Championships with EXTRA MASTERPOINTS!
- Saturday May 3 – **New 2 Bridge!** 9 – Noon. **FREE!** 1st 16 people. Tell a friend. More new players = more fun!



Area Tournaments

Indianapolis, IN Sectional	May 2-4
Lexington, KY Sectional	May 16-18
Cincinnati OH NLM Sectional	May 24-25
Cincinnati Flying Pig Regional	June 2-8
ACBL Tournaments http://tournaments.acbl.org/display.php	

offers an extra trick, and a successful ♥ finesse eliminates a trump loser. **Our plan? Get the ♣ ruff in Dummy.** North has 3 entries: ♠K, ♥K, and a ♣ ruff. If West bid 2♣ they have 10+ HCP

Take the Opening Lead into Account: ♠Q shows the ♠J, so declarer will win in hand finesse the ♠J immediately. A losing ♦ goes away on the ♠K. South makes 11 tricks for a top score.

On a ♦A lead, EW threatens a ruff. Best to concede a ruff to their Q or 10 (if West Holds it) so South will ruff with the ♥7. South must lead ♣K immediately to ruff the ♣8 in dummy before drawing trumps.

On a ♥ lead, Declarer can win one trump but must switch to ♣K immediately to ensure a ♣ ruff in dummy. Drawing a 2nd round of trump is an error – West can win the ♣A and play their 3rd trump, guaranteeing the setting trick for the defense by taking away the ♣ ruff.

Did you see that coming?

On a ♣A lead, the defense will come to 3 tricks. Setting up the ♠10 cannot help. Declarer lacks sufficient dummy entries.

The lead of a low ♣ allows South to ruff a ♣ in dummy early. 10 tricks are the limit. Don't play ♣ for no losers – you'd be trading a ♣ loser for a ♥ loser (Try it!).

When we first see dummy take time to count losers, winners, entries and stoppers.

Review the bidding for information about strength and shape of the opponent's hands.

Analyze the meaning of the opening lead.

Formulate your plan, taking into account how to score ruffs in the short trump hand.

What the opponents lead will often change your plans because they establish a threat, eliminate a stopper, or put you in the wrong hand for your best plan.

Did you foresee that ruffing a ♣ in dummy was key to making this game? ☺

Bd 3	Scores		MPs	
	NS	EW	NS	EW
4♥ S	420		4.5	0.5
4♥ S	420		4.5	0.5
2♣ W	200		3	2
3♥ S	170		2	3
4♥ S		50	0.5	4.5
3♥ S		50	0.5	4.5
4♥ S	420		4.75	0.25
2♥ S	140		3.25	1.75
2♠ S	110		1.75	3.25
4♥ S		50	0.25	4.75

Newcomer News — by Mike "Keeping Fun On My Convention Card" Purcell 513 702 4007

If you want to play our regular games and need a partner, you are welcome to contact our partnership chairs Chris Hastie (cwadehastie@gmail.com, 513 793-1475) and Joanne Earls (jolman@fuse.net, 513 772-4395). You can also use the Sat game as a great way to meet new partners. Here is the schedule for the remainder of April:

Board 15 ♠ A 9 6 3

South ♥ 4

Deals ♦ J 9 3 2

N-S Vul ♣ A J 7 2

♠ K Q J 7 4

♥ J 5

♦ K Q 10 7

♣ Q 10



♠ 2

♥ A K Q 9 7 3

♦ 8 4

♣ K 9 8 6

♠ 10 8 5

♥ 10 8 6 2

♦ A 6 5

♣ 5 4 3

EW 4N 4♥;

2♠; 3♠; 2♦

Apr 19 - Mike Purcell & Bob Fisk

Apr 26 - Pat Hoffman & Phyllis Bishop

New 2 Bridge!
Bring your friends.
Sat May 3, 9-Noon
FREE!



This week we look at a hand that is easier to reach game bidding 2/1 versus Standard American.

(Tuesday 4/15)

Standard American Bidding – West with 14 HCP and 5 spades will open 1♠ (12+ HCP, 5+ spades). East with 12 HCP and 6 hearts will respond 2♥ (10+ HCP, 5+ hearts, forcing one round). West can rebid either 2NT or 3♦. I favor 2NT here. If 2NT East can rebid 3♣ and force game either in 4♥ or 3NT. If West rebids 3♦ instead of 2NT, East

will rebid 3♥ showing the 6th heart. West with 14 HCP and a heart fit can go to game in 4♥. Yes West has no Aces but partner has to have their 10+ HCP points somewhere right? With their 6 card heart suit we also know partner has to have some distributional points too.

2/1 Game Force Bidding – Bidding still goes 1♠-2♥ but now this is a game forcing auction. West will bid 3♦ to show their 5-4 pattern and East can rebid 3♥ knowing that even if West is on a minimum they will bid on. In this bidding most will find a 4♥ game.

Play of the Hand – On a ♣5 lead (top of nothing), declarer has 4 losers (1♠, 1♦, 2♣) but can establish spades to pitch a losing club. Best play is to draw trump and play on spades. Declarer can reach dummy in diamonds to run the spade suit and make 4♥ for +420.

Post Mortem – Hands like these where responder (East) has 12-13 HCP favor 2/1 bidding because 2/1 allows you to explore a trump fit without fear of not reaching game.

Bd 15	Scores		MPs	
	NS	EW	NS	EW
4♥ E	50		5	0
4♥ E	420		3.5	1.5
4♥ E	420		3.5	1.5
3 NT W	430		2	3
3 NT E	460		0.5	4.5
3 NT E	460		0.5	4.5
3♥ E	170		4.3	0.7
3♥ E	170		4.3	0.7
3♥ E	200		2.5	2.5
4♥ E	420		1.3	3.7
4♥ E	450		0.1	4.9

Looking to improve your game? If you have an Intel Computer we highly recommend the free software offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>