

Victorian Bridge Association Bulletin

May 2015

Editor: Bill Jacobs



Attendees at the recent Teams of Three event

THE SOAPBOX Ben Thompson



We're always working on bringing more state bridge and state development opportunities to players around the state. It's very much hit or miss – sometimes events that people are absolutely screaming for turn out to attract zero interest in practice, and vice versa.

Last month, we held the Teams of 3 on a weekend day for the first time. If you haven't played in one before, the idea is that 3 players get teamed up with a "pro" captain who takes a turn playing with each of their players, and gives them all some tips and advice.

No one was screaming for it, but thanks to the indefatigable and inexorable Laura Ginnan, 26 teams from around Victoria entered and had a tremendously enjoyable day of bridge, picking up some great tips in a friendly and encouraging environment.

I have a little confession to make here. I have just one superstition – I don't sit North. Special thanks from me to Laura for arranging for all the captains to sit South.

Later in the year, we're planning on putting on a teaching congress. The idea is that less experienced players, who have probably never played a congress before, can play in a Swiss pairs congress-style event purely for players at their own level (i.e. no scary congress players anywhere to be seen!), and also hear a few experts talk about IMP tactics and analyse a few hands from the day.

But don't let us stop there. If you have a great idea for promoting bridge or helping people enjoy it more, don't keep it a secret! Maybe we can help you do it or help you spread the message or even do it ourselves; we definitely can't if we don't know about it.

FOR STARTERS

You have friends over for dinner followed by some bridge. The mood is mellow and the conversation flows, but that doesn't mean you can't play well:

♠ - ♥ Q1062 ♦ A10762 ♣ KQ54

RHO deals and opens 1♠.

You have some options: a quiet pass, a 2♦ overcall, or perhaps ...

A takeout double is an often forgotten option. There are three requirements:

- Opening bid values
- Short (at most a doubleton) in their suit
- At least 3 cards in every other suit

Your hand meets all the criteria: there's only 11 HCP, but that is just about sufficient to be of opening bid strength. A takeout double is like bidding 3 suits simultaneously, and partner is expected to 'support' one of them by bidding their longest non-spade suit.

But it doesn't work out like that, as LHO blows your side out of the water:

LHO	Partner	RHO	You
		1♠	D'ble
4♠	Pass	Pass	Pass

So it's your opening lead:

First of all, throw out the concept of leading the ♦6, fourth highest of your longest and strongest. Fourth-best leads are an excellent guideline for *notrump* contracts, but have little value when your opponents play in a suit.

Leading a diamond (either the ace or a low one) is a criminal offence, even in the privacy of your own home: stay away from leading suits headed by the ace, against suit contracts, unless you also have the king.

Better is to look for honour sequences that you can lead the top card from. In this case, the ♣K stands out as your opening lead. Even if declarer or dummy has the ace, this develops your ♣Q as a trick for later in the play.

You lead ♣K and see:

♠ -	♠ AQJ4				
♥ Q1062	♥ 954				
♦ A10762	♦ KQ8				
♣ KQ54	♣ 1082				
	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px 10px;">N</td> <td style="padding: 2px 10px;">E</td> </tr> <tr> <td style="padding: 2px 10px;">W</td> <td style="padding: 2px 10px;">S</td> </tr> </table>	N	E	W	S
N	E				
W	S				

Partner plays the ♣7, declarer ♣3, and you have to decide what to do now.

The presence of dummy's ♣10 tells you that declarer did not start with ♣AJx. If he had, then he would surely have taken the ♣A at once, to guarantee himself a second club trick.

So partner has either the ♣A or ♣J (or both), and you should continue with a low club at trick 2.

Partner's ♣J is topped by declarer's ♣A, who then plays the ♦9.

Do you take your ♦A or play low?

It's very early in the play and difficult to know what is going on, even harder when you've had several glasses of wine.

Declarer's diamond could be a singleton, and if it is, perhaps you will want to grab your ♦A while the grabbing is good.

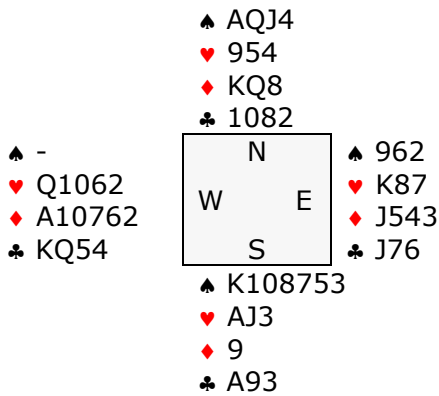
It's a friendly game, so you turn to declarer and say: "Is that a singleton diamond? Because if it is, I'm gonna take my ace."

Declarer look at you, and replies: "I cannot tell a lie. That is indeed my only diamond."

So what's it to be?

If you take your ace, that will be a trick for you, but then dummy's ♦KQ will provide two tricks for declarer. If on the other hand you play low, you will never take your ♦A, but declarer will only have one diamond trick.

You follow through on what you said and take your ♦A, but then unfortunately, declarer claims with a flourish, the full deal being:



You can cash your established club trick, but declarer discards two hearts on the diamond king and queen to make the rest.

However, if you had played low on the diamond, declarer doesn't lose a diamond, but will have to lose two clubs and two hearts for down 1. It's a strange situation, and you can't even blame declarer for answering your question truthfully.

Points to remember:

- The takeout double is a bid that starters often forget. In this deal, it was the perfect way to get involved in the auction, essentially bidding three suits with a single call.
- Against suit contracts, do not lead suits that are headed by the ace, unless you also have the king. Look elsewhere.
- There is a worthwhile saying: "aces are meant to beat kings, kings are meant to beat queens". It applies on this deal: if you grab your ♦A, it is played "on air", it's not beating any card. It is not easy to play low on the diamond, even harder when you happen to know that declarer has a singleton. Nevertheless it is the correct play. It is yet another example of why bridge is an eternally popular pastime.

Suppose declarer had held instead:



That's clearly a theoretically weaker hand to his actual one, yet now 4♠ cannot be beaten, as declarer can lead *twice* towards his diamond honours.

TEST YOUR BIDDING

Advancing partner's overcall

LHO	Partner	RHO	You
1♣	1♠	Pass	?

First things first: partner's one-level overcall shows a decent 5 (or longer) card suit and about 8 to 16 HCP.

It's important to remember that you are the overcalling side, not the opening side: the rules of engagement are different. In bridge literature, you are called the "*advancer*" (the partner of the overcaller), which is subtly different to being the "*responder*" (the partner of the opening bidder).

You are not required to bid with 6 HCP, because partner's strength range is lower, about 3-4 HCP lower, than that of an opening bidder. You can pass with a measly 6-8 HCP hand, if you lack support for partner's suit: however if you do have support, you should raise partner's spades, if only for no other reason to block out your LHO, who may be itching to bid.

Notrump bids are correspondingly stronger than those by a responder. 1NT shows about 8-11 HCP, and 2NT about 12-14 HCP. Notrump bids should also guarantee a stopper in opener's suit.

New suit bids are forcing, and promise suits of at least 5 cards.

Armed with this structure, how do you advance partner's overcall with the following hands?

- (a) ♠ J5 ♥ 10843 ♦ Q105 ♣ A874
- (b) ♠ Q105 ♥ 10843 ♦ A874 ♣ J5
- (c) ♠ J5 ♥ A1084 ♦ Q105 ♣ A874
- (d) ♠ J5 ♥ A1084 ♦ KQ1054 ♣ J8
- (e) ♠ 5 ♥ K1084 ♦ J8 ♣ QJ9874
- (f) ♠ Q105 ♥ A1084 ♦ A874 ♣ J5

Solutions over page.

TEST YOUR BIDDING - SOLUTIONS

LHO	Partner	RHO	You
1♣	1♠	Pass	?

(a) ♠ J5 ♥ 10843 ♦ Q105 ♣ A874

Pass. Partner is limited to 16 HCP, so where are you going? You don't have enough for game, and you are in a perfectly adequate 7-card fit. Even if you had a singleton spade, you should probably pass, because bidding is quite likely to make a bad situation worse.

(b) ♠ Q105 ♥ 10843 ♦ A874 ♣ J5

2♠. You don't have enough for game, but you should show support for two reasons. First, this might make it more difficult for the opening bidder to get back into the auction. And second, if the auction does become competitive, your raise will allow partner to compete further in spades if he so desires.

(c) ♠ J5 ♥ A1084 ♦ Q105 ♣ A874

1NT. If partner has 15 or 16 HCP, you might well make game. But if he has 8-9 HCP, you don't want to get too high. 1NT is a constructive bid showing about 8-11 HCP.

(d) ♠ J5 ♥ A1084 ♦ KQ1054 ♣ J8

2♦. There's no reason not to show your suit. If partner goes back to spades, that's fine by you. And who knows – you may even uncover a diamond fit.

(e) ♠ 5 ♥ K1084 ♦ J8 ♣ QJ9874

Pass. It's 'orrible, but bidding 2♣ will see a quick transfer from the frying pan to the fire. For starters, 2♣ is opener's suit, so partner won't read it as a natural bid. But even if your long suit were diamonds, it would be correct to pass here. What you are hoping is that if the auction doesn't die in 1♠, you may be able to bid your suit later, without misleading partner about your high card strength.

(f) ♠ Q105 ♥ A1084 ♦ A874 ♣ J5

3♠. This shows spade support and a healthy interest in 4♠ should partner be at the top of his range. There is an alternative approach to bidding this hand ... read on!

CUE RAISES

LHO	Partner	RHO	You
1♣	1♠	Pass	?

♠ Q105 ♥ A1084 ♦ A874 ♣ J5

Let's take another look at hand (f), and hypothesise a hand for overcaller:

♠ AKJxx ♥ xxx ♦ Jx ♣ xxx

Partner has a perfectly adequate overcall, and yet 3♠ is not going to make: it has at least 5 losers. In fact on a bad day, even 2♠ may go down. It would be nice if you could stop at the 2-level ... and there is a way.

A bid of the opponents' suit is available after an overcall, and it can be used to show a sound raise of overcaller's suit: about 9 or more HCP. This is called a "Cue Raise" and is a valuable bidding tool. On our pair of hands, overcaller, with minimum values, simply rebids 2♠, and Bob's Your Uncle. With a stronger hand, overcaller can bid or investigate a game contract.

Cue raises have a second positive side effect. Consider this hand

♠ Q10xx ♥ Jx ♦ Kxxxx ♣ xx

Partner overcalls 1♣ with 1♠ and RHO passes. You would like to bump the bidding up in spades if only to inhibit your opponents who may well own the deal with their club or heart fit. When playing cue raises, simple jump (or double jump) raises become pre-emptive in nature.

On this hand you would advance 3♠, showing a weakish hand (typically about 4 to 8 HCP) with 4-card support. That could give your LHO a migraine, or at least you hope so.

Incidentally, if RHO takes a bid over partner's 1♠, perhaps a negative double or maybe a 2♥ call, then pre-emptive jump raises remain in effect: you would still bid 3♠. With a sound raise to 3♠, you still make a cue-bid of some sort.

♠ ♥ ♦ ♣

STATE EVENT RESULTS

Victorian Open Pairs

Championship

- 1 C. Ding – J. Yang
- 2 B. Thompson – W. Jacobs
- 3 M. Tencer – M. Chaprot

Plate

- 1 H. de Jong – S. Arber
- 2 K. Bailey – G. Bailey
- 3 A. Braunstein – R. Berlinski

Victorian Women's Team Playoff

- 1 S. Collins – M. Woods
- 2 C. Lachman – H. Snashall
- 3 K. Frazer – M. Callender

Victorian Teams of Three

- 1 E. Samuel, M. Tildesley, S. Collins,
B. Thompson
- 2 E. Stephenson, L. Healy, T. Marko,
P. Hollands
- 3 P. De Zoysa, M. Decouto, J. Rennie,
R. van Riel

CONGRESS RESULTS

Kings and Queens Easter Congress

Swiss Pairs

- 1 D. Clarke – K. French
- 2 S. Klofa – D. Harley
- 3 G. Hill – J. Tunks

Charlie Schwabegger Swiss Teams

- 1 A. Maluish, A. Mill, K. Anderson,
L. Anderson
- 2 A. Branicki, L. Branicki, R. Berlinski,
A. Braunstein
- 3 K. Daws, C. Shugg, C. Chakravorty,
J. Savage

Frankston Congress

Swiss Pairs

- 1 A. Hegedus – J. Howard
- 2 S. Klofa – S. Weisz
- 3 S. Hall – M. Lambert

Swiss Teams

- 1 N. Ewart, D. Beckett, L. Henbest,
B. Kingham
- 2 M. Darling, A. Mill, A. Hegedus, J. Howard
- 3 K. Frazer, B. Geyer, R. Steward, A. Czapnik

Whittlesea Congress

Matchpoint Swiss Pairs

- 1 A. Maluish – A. Mill
- 2 K. Bailey – G. Bailey
- 3 G. Ghali – V. Zhang

VBA ANZAC Day Congress

- 1 M. Clarke – J. Yang
- 2 S. Klofa – M. Gurfinkiel
- 3 T. Strong – J. Magee

Queen's Slipper Nationwide Pairs

Event 8 (April 26)

- 1 D. Newland – A. Smith (Ballarat)

UPCOMING CONGRESSES

Sale

Saturday 16th May, 11:30 am: Swiss Pairs
 Sunday 17th May, 10 am: Swiss Teams

Venue: The Laurels
 Greenwattle Racecourse
 Sale – Maffra Road

Contact: Di Baldwin, 0429-443-083

Enter: <http://bridgeunlimited.com>

Bendigo

Saturday 23rd May, 10:30 am: Swiss Pairs
 Sunday 24th May, 10 am: Swiss Teams

Venue: Kangaroo Flats Sports Club
 Dower Park
 Mackenzie Street West

Contact: Kevin Gunn, 0407-823-373

Enter: <http://bridgeunlimited.com>

Moonee Valley

Saturday 30th May, 10 am: Swiss Pairs
 Sunday 31st May, 10 am: Swiss Teams

Venue: 2a Pattison St
 Moonee Ponds

Contact: Michael Halfpenny, 0428-458-566

Enter: <http://bridgeunlimited.com>

**JUST FOR CLUBS ...
THE SUPERVISED DUPLICATE
Bill Jacobs**

In this occasional series we will explore procedures and activities that clubs can introduce to increase their effectiveness.

The transition from social bridge or beginners lessons to playing in club duplicates is a leap that is so challenging that it is best performed in stages.

Club duplicates present two enormous impediments to the novice player:

- the speed of play, typically around 6½ minutes per board, is considerably faster than what they are comfortable with
- inevitably, novices encounter real or perceived rude behaviour from their experienced opponents, and this can turn them off for life

The solution is the Supervised Duplicate. These are like ordinary duplicates, but with several essential differences:

- approximately 9 minutes are allocated per board
- players can consult notes or cheat sheets to help them with the bidding
- a supervisor roams, providing advice when requested
- everyone plays essentially the same basic system, no one is an expert (or thinks they are an expert!), and the emphasis is on a friendly game

In short, Supervised Duplicates provide an educational and enjoyable environment for introducing new players to the pleasures of duplicate bridge. Some players never leave (but more about that next month).

Here's how to run a supervised session.

Allocate around 2½ hours in total: that is plenty for new players. Your plan is to play 15 boards, which is technically the minimum number required in order to qualify for masterpoints. Masterpoints for supervised are

allocated at half the rate of an ordinary duplicate: players can and have reached Graduate Master status (and beyond!) simply by playing in Supervised, and for some people, this is a tremendous attraction.

It's great to have pre-dealt boards and hand records, however they are not essential. Supervised sessions work just fine with hand-dealt boards. If you have pre-dealt boards for your normal duplicates, there's no need to deal a new set for the supervised: you can simply use a set of boards and hand records from a previous session.

If your club uses Bridgemates, then use them for the supervised as well: it is part of the process of introducing newbies to the procedures. They have no problems with them after the initial fear: indeed I find they make fewer data entry mistakes than their more experienced counterparts in the regular duplicate.

Start the session with a short lesson of about 15 minutes duration. A whiteboard is all you need. Keep the subject matter simple: it's worthwhile to repeatedly imprint the basics. You can also call for topics ... "anything anyone would like to talk about?" Don't teach for too long – people want to play bridge – but it's a good way to start, and allows for any stragglers to arrive.

Then on to the bridge. First thing is to pair up the singles, trying to match like with like. Those who are playing in the supervised for the first time are *very* nervous: it's a good idea to pair them up with someone more experienced who can act as a mentor, showing them the ropes and generally being nice.

It's great to have a multiple of four players, but if not, you can still cope.

If there is one player over (eg 21 players), then they cut in at a table, replacing one player for one board, then another for the next and so on. Everyone else will 'lose' at most one board.

If there are two players over, then you have a half-table and a sitout: no problem, as long as your rounds are only 2 or 3 boards. Players don't mind having a break, indeed sometimes they welcome it.

If you are one short of a round number (eg 19 players) then the supervisor makes up the table. This is the least desirable setup, but the supervisor can leave after the bidding, and whoever is the dummy plays their cards.

As a supervisor, when called to the table during the bidding, if it has totally gone off the rails, then get them to 'start again', as long as the auction is not too far advanced. The beauty of supervised bridge is that you are not completely bound by the laws!

One crucial aspect to conducting a Supervised Duplicate is that of *safety*. That means avoiding embarrassing the players. You should never criticise, instead concentrate on using positive language: "another option for you would have been to bid 1NT" or "were there any other possibilities – did you think about making a takeout double?" (It takes a long time to recognise takeout double opportunities.)

Supervisors need not be advanced players – in the land of the blind, the one-eyed man is king – but they do need to have empathy and an understanding of what it is like to be a beginner. Moreover they should know their customers. For example, if a bidding problem can be solved with a negative double, there's no point advising this to someone straight out of the lessons. However it might be appropriate for a more experienced player.

And if on a deal, the correct contract is 4♠ making 11 tricks, and a pair actually reach 2♠ making 9 tricks, then they are pleased, *and I am pleased*, even though the auction and the play were wrong.

Above all else, beginners like to make their contracts: they have not yet learned the concept of going down for a good score. That sort of insight comes later.

In summary, the Supervised Duplicate is the mechanism by which beginners can be encouraged to join the club. There is absolutely no point in running Beginners Lessons if you do not have a Supervised as the follow-up.

Next month, we will talk about the process of transitioning players from the Supervised to the regular duplicate.

RECENT MASTER PROMOTIONS

State

Barbara Cheshire	Patterson Lakes
Prue Court	South Yarra
Beverley Fisher	Bairnsdale
Caroline Marshall	MCC
Louise McKenna	Dendy Park
Margaret Stalker	Warrnambool
Paul Waylen	Phillip Island

*State

Janet Attrill	Warrnambool
Lanny Chan	Moonee Valley
Bob Coker	Knox
Christopher Leach	MCC
Sally Marshall	South Yarra
Barbara McKean	Warrnambool
Leif Michelsson	Moonee Valley
Gillian Shanks	Moonee Valley

National

Helen Dolan	Ballarat
Rob Graham	Traralgon
Robin Hecker	Traralgon
Nigel Phillips	Frankston
Frances Pohlen	Bayside
Robert Quirk	Waverley
Helen Tyler	Bairnsdale
Marg Wylie	Ocean Grove

*National

Faye Bell	Geelong
Helen Ingram	Dendy Park
Anne McNaughton	Moonee Valley
Honor Middleton	Frankston
Betty Turner	Warrnambool
Sandor Varga	Lakes Entrance

Life

Susie Hawkins	Kooyong
John Lawrence	Bairnsdale
Heather Scott	Geelong
Rhonda Van Dyke	Traralgon

Bronze Life

Geoff Read	Geelong
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Silver Life

Jean Barbour	South Gippsland
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Grand

Erica Windmiller	VBA
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Bridge For Brains, at the VBA

Monday May 4th, 7:30 pm

\$12 per player – proceeds to Neuro Science Research Australia

**TEAMS OF THREE A HIT!
Kim Frazer**

The Teams of Three moved to a one day weekend format this year to allow more participation from players across the state. If you missed this year's teams of three event at the VBA, talk to some of the people who came along and I am sure you will want to join us for next year's event.

Participants enjoyed a day of enjoyable bridge and learning while playing with a more experienced player who acted as team captain. Amongst those participating as captains were international and state representatives such as Bill Jacobs, Leigh Gold, Ben Thompson, Robbie Van Riel, Jenny Thompson, Andrew Mill, Peter Hollands, Jeannette Collins, Dee Harley, Simon Hinge and a range of other top bridge players.

Each team member played 2 matches with the captain, as well as 4 other matches with each other. Captains used the opportunity to provide some coaching on play, bidding and defence. A basic system card was provided that players could refer to during play so that learning for the day was maximised. My team all told me they learnt a couple of things that would be extremely useful for them in their future games, and I am sure other team participants had the same experience.

But it wasn't all about the bridge. Organiser Laura Ginnan and her band of helpers did a sensational job providing superb food all day, a BBQ lunch with great variety and I am sure everyone went home feeling quite replete. There was a range of prizes as well as some fun competitions that participants could enter outside the bridge. Our thanks to the team captains who generously donated their time for the day.

If you missed it this year - I highly recommend you come along in 2016.

**A DEAL FROM THE TEAMS OF THREE
Bill Jacobs**

It's not so easy being a Captain in this event. There is a certain expectation from your teammates: basically that you will bid and play flawlessly. But of course it doesn't work

that way, and let's face it, even Rory McIlroy occasionally takes a double-bogey. And none of us captains are Rory McIlroy.

So little potential humiliations lurk at every turn. For example, with E/W vulnerable, I held as South:

♠ 10876 ♥ A74 ♦ 109 ♣ 8753

and the bidding proceeded:

West	North	East	South
Irene Hamilton	Penny Blankfield	Meredith Lambert	(c) Bill Jacobs
		1♦	Pass
1♥	D'ble	1♠	Pass
2♥	3♣	4♥	?

Penny's double showed both black suits, and her subsequent 3♣ sounded like 6 clubs and 4 spades. At favourable vulnerability, I decided to make a Captain's Call, taking a 5♣ sacrifice.

The auction still had a way to go:

West	North	East	South
Irene Hamilton	Penny Blankfield	Meredith Lambert	(c) Bill Jacobs
		1♦	Pass
1♥	D'ble	1♠	Pass
2♥	3♣	4♥	5♣
5♥	Pass	6♥ (!)	

At this point, I could only double in rage, and watch as Irene wrapped up 6♥ doubled, the full deal being:

Dlr: East ♠ KQ93
 Vul: E/W ♥ 8
 ♦ KJ
 ♣ QJ10642

♠ 5	N W E S	♠ AJ42 ♥ Q2 ♦ AQ432 ♣ AK
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♠ 10876
♥ A74
♦ 109
♣ 8753

The diamond position was fortunate for E/W, but what nice judgment was shown by Irene with that 5♥ bid, and then Meredith with 6♥. Meredith astutely deduced the nature of partner's hand when she freely bid 5♥.

And Penny's bidding was correct, so where else could the blame go but poor old South? This is the first time in my life that I have balanced opponents out of their 4-level contract into a making slam.

At the scoreup, my teammates were actually not that upset that their captain had botched the bidding so monumentally. But I think I was entitled to some sympathy, wasn't I? You can email your sympathy to bulletineditor@vba.asn.au.

OPEN & RESTRICTED PAIRS FINAL

This will be played at the VBA on Saturday May 9th, starting at 10 am.

The qualification rules are as follows:

If a pair finished in the first 80, they are entitled to play in the Open final, regardless of their Master Point limit.

If a pair finished in the first 130 and each person in the pair in each week of the qualifying rounds had less than 300 Master Points as at Jan 1 2015, the pair may play in the Restricted Final.

Any qualified pair may play in only the one Final, either the Open or the Restricted. No substitutes are permitted in the finals.

Visit <http://vicsim.bridgeunlimited.com> to view the qualifying results. Those pairs displayed in Orange are eligible restricted pairs.

An entry form for each Final is on the <http://bridgeunlimited.com> web site, under 'Upcoming Events'.

If there are any queries regarding eligibility or the results, please email vspinfo@bridgeunlimited.com.

Please be aware that results may change IF there are queries/amendments.

The top two pairs in the Restricted final are eligible to receive a \$2000 per pair subsidy from the ABF to enable attendance at the ANC in Fremantle in July. A great prize so be sure to put your entry in on Bridge Unlimited.

WINTER APPROACHES ...

How to Stop Colds and Flu Spreading in Your Bridge Club

When you have the sniffles or a cough, how can you stop those cold germs getting onto the cards and dragging the whole club down?

Here are two valuable tips that can help stop a cold from spreading.

Cold Prevention Tip 1: Wash Your Hands

You've heard it many times before, but washing your hands is the single most important way to stop the spread of colds. About 80% of infectious



diseases are spread by touch:

the cold germs get on the hands and from there into the eyes and mouth.

If you keep everybody's hands clean, they'll be much less likely to get sick.

When you wash your hands, do it thoroughly. Use soap and water and scrub for a minimum of 20 seconds. When you're not near a sink, a hand sanitizer that's at least 60% alcohol is a good substitute.

Cold Prevention Tip 2: Don't sneeze or cough onto your hands

Most of us were raised to cover our mouths and noses with our hands when we sneezed or coughed. Instead, use the crook of your elbow or a tissue or handkerchief.



That way, the cold germs won't get onto your hands and spread via the cards you touch.

**OUR LOSS – CANBERRA’S GAIN
Chris Heesom**

Richard Milner began bridge lessons with Anne Den Houting in Lakes Entrance in 2003 – he didn’t manage to attend the full course and often laughed about how he was thrown in at the “deep end” to sink or swim. Fortunately for this area, he was able to keep his head above water and swim!



Since then Richard has developed into a very astute bridge player and is only a few points away from becoming a Silver Life Master – not such an easy achievement when you live in a relatively remote country area of the State.

Richard has contributed greatly to the three clubs in the Eastern end of the State – being Treasurer and President at Lakes Entrance Bridge Club, Secretary and President of Paynesville Bridge Club, Publicity Officer for Lakes Entrance, Paynesville and Bairnsdale Bridge Clubs, and assisting with the Masterpointing at Bairnsdale Bridge Club. Richard has also successfully tried his hand at Directing and bridge teaching.

Richard’s move to Canberra, where he and wife Chris will join their two sons and their families, is imminent. He will be greatly missed!

**BLACK MAGIC
Bill Jacobs**

♠ QJ5
♥ A1062
♦ 864
♣ J93

N
S

♠ AK764
♥ 4
♦ A2
♣ AKQ84

Oops. You have gotten yourself into 7♠, and after West leads ♦Q it seems you have an inescapable diamond loser.

But don’t give up. With some decent breaks and a winning finesse, perhaps you can make this contract!

Finesse? What finesse?

♠ 103 ♥ Q873 ♦ QJ105 ♣ 1052	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ 982 ♥ KJ95 ♦ K973 ♣ 76 ♠ AK764 ♥ 4 ♦ A2 ♣ AKQ84
N					
W E					
S					

Dummy reversals are notoriously difficult to spot: they are best played standing on your head. Win the diamond lead and play ♥A, heart ruff. Next play two rounds of trumps: ♠A and a spade to dummy’s queen, then ruff another heart.

With the lead in your hand, this is the position:

♠ - ♥ Q ♦ J105 ♣ 1052	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ Q ♥ 10 ♦ 86 ♣ J93 ♠ 9 ♥ K ♦ K97 ♣ 76 ♠ K ♥ - ♦ 2 ♣ AKQ84
N					
W E					
S					

Here comes the finesse. Play a low club and put in the *nine*. When that wins, ruff dummy’s last heart with your ♠K. Now a club to the jack and draw the last trump, on which you discard your losing diamond. Enjoy the rest of the clubs.

Dummy reversals make excellent magic.



GETTING TO KNOW THE LAWS

More Unauthorized Information

In the previous article, we looked at Law 16B, and gave an example of how it is applied. Law 16B helps directors and committees to make their ruling in the case of Unauthorized Information (UI).

Now we consider a related law, 73C, which is designed to help players cope with the knotty problems of UI. Let's start by revisiting a one hand from the previous article:

♠ 3
♥ AJ6
♦ AQ952
♣ 9873

You open 1♦ and LHO's 2♠ is passed around to you, partner having a good old think before making his pass. Is it ethical for you to re-open the bidding with a double?

Here's Law 73C:

Player Receives Unauthorized Information from Partner

When a player has available to him unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, undue emphasis, inflection, haste or hesitation, an unexpected alert of failure to alert, he must carefully avoid taking any advantage from that unauthorized information.

This is a simple sentence, contrasting to Law 16B with all its talk of logical alternatives and the like. If you feel that the re-opening double is absolutely clear cut, then go ahead and make it. But if you think it's a marginal decision, then you should allow partner's hesitation to sway you into passing.

There's no absolute right and wrong about these decisions: it is perfectly legitimate for two different players to take two different actions, each behaving ethically.

Now let's look at another situation, one that occurs distressingly often.

♠ J976	N	♠ 42
♥ K2	W E	♥ QJ10875
♦ AKQ	S	♦ 764
♣ A1042		♣ 65

West	North	East	South
1NT	D'ble	2♥	Pass
2♠	Pass	3♥	All pass

West alerted East's 2♥, and when asked explained it as a transfer to spades. 3♥ scraped home. The opponents smelt a rat, several rats in fact, and called the director.

Let's start with East's decision to bid 3♥. Partner's alert and explanation is unauthorized information to him, and Law 73C tells him to carefully avoid taking any advantage.

Nevertheless, East's 3♥ bid is beyond reproach, because there was also *authorized* information available. What was this 2♠ bid all about? If 2♥ is a natural signoff, then West has no business bidding 2♠, unless perchance he has mis-sorted his hand and actually opened 1NT with about 6 spades. East can deduce from the auction itself that partner has mistakenly treated 2♥ as a transfer bid.

In the parlance of Law 16B, there was in fact no logical alternative to East's 3♥ bid, and it should be allowed.

OK, what about West's pass of 3♥? If East had indeed been transferring to spades, shouldn't 3♥ show both majors, and therefore shouldn't West clearly go back to spades, showing his clear preference for spades over hearts?

Well, West is certainly entitled, in theory, to deduce that he had misunderstood the 2♥ bid, and therefore he can pass 3♥. From *his* perspective, there is no unauthorized information: partner has simply bid 2♥ then 3♥, and he can do what he likes.

However, if East has issued any body language or commentary indicating his alarm at West's explanation of 2♥ as a transfer, then that is unauthorized information, and West would be duty bound to bid 3♠ or even 4♠.

Tricky beast, this Unauthorized Information. Next month, we will look at the crucial matter of how innocent *opponents* should behave, when faced with apparent use or misuse of Unauthorized Information.



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This year, we offer a new Swiss Pairs event especially for players where the partnership has a combined total of less than 200 Masterpoints as at January 1 2015.

This means if you have 120 MP and your partner has 50, you can play together. Additionally, we recognised that many restricted players found the 2 day event a bit of a slog, and some of our country players found the overnight stay expensive so players in this category can choose to play on only one day - either Thursday or Friday, or both days if desired.

Our format change is offered based on feedback from players and we hope you will show your support. There are plenty of prizes to be won!

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