



# bridge *Canada*

## Canadian Bridge Championships

The annual championship was to be held in Niagara Falls, Ontario May 27 - June 7, but has moved online due to Covid-19

Read more at  
[www.cbf.ca](http://www.cbf.ca)



## THE CANADIAN BRIDGE FEDERATION

The mission of the Canadian Bridge Federation is to promote bridge within Canada and protect and advance the national interests of Canadian bridge, including the selection and support of Canadian bridge teams and players for international bridge competition.



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## MEMBERSHIP

Bridge Canada is available to members only.

If you know of anyone who wishes to become a member of the Canadian Bridge Federation please share with them these options:

1. Be sure to include CBF dues with your ACBL dues.
2. Visit [cbf.ca](http://cbf.ca) and click **Join The CBF**.
3. Email [info@cbf.ca](mailto:info@cbf.ca) for more information.

NOTE: Membership dues are waived for Canadian players under 25 years of age. Junior players can join the CBF by sending their information to [info@cbf.ca](mailto:info@cbf.ca).

## Stay **CONNECTED**



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## EDITOR'S MESSAGE



**Neil Kimelman**

*Bridge Canada Managing Editor*

*Did You Know?*

## WHAT THE CBF DOES FOR ITS MEMBERSHIP AT ALL LEVELS.

52.3% of CBF members have less than 500 Master-points, while 67% have less than 1000. As such the CBF works hard to ensure that there are membership features that specifically cater to this group of players. These include:

In the bi-monthly CBF online publication, Bridge Canada, there are 3 regular features for less experienced players: The New Players Spot; Bridge Basics, and The Intermediate Spot.

During the Canadian Bridge Championships (CBCs) besides the open teams we have two team championships for players not quite ready to play in the open, the B and C events, with the latter for players with less than 1000 points.

We have 2 Rookie-Master games annually, the Erin Berry in the fall and the Helen Shields in the spring, to help new players learn from playing

with more experienced members.

We hold Sectionals at local clubs (STACs).

Every year have Mini-Richmond trophies and recognition for the top masterpoint winners for all categories of players.

We annually hold 2 CBF regionals for all levels of players.

We have a very active and growing Junior Program, for players under the age of 26. We fund different junior age levels to represent Canada at World Championships.

The CBF Board is always open to new ideas. If there are ways that we can make your CBF membership more rewarding, let us know! We will do our best to be more relevant for you!

## ***Congratulations!***

Congratulations to Jonathan Steinberg who topped the readers in June with a score of 54. Three expert panelists scored 56: David Turner, Martin Kirr and Stephen Cooper.

## ***2020 CBCs Update***

Last week the WBF cancelled the 2020 World Championships. In response the CBF has decided to hold the four 2020 major CBC events completely online. Winners will not represent Canada as there is no International competition. As a result, the entry fees have been significantly reduced, and will also cover the knock-out phase. Play will commence in June. Teams registered can choose to withdraw and receive a full refund. More details can be found at [cbf.ca](http://cbf.ca).

## **New Enhancements for the 2020 CBCs: Recognizing the highest level of achievement**

Starting this year the CBF will recognize outstanding play during the Championship events. Categories include best played hand, best defence and best bidding. Let us know if you become aware of an effort worthy of recognition.

## ***CBF Board Meetings***

Like all other organizations, the CBF has taken to a series of on-line meetings to administer the CBF on behalf of all its members. Let us know if you have any feedback or suggestions for us!



(L to R) Ina Demme, Huges Boisvert, Neil Kimelman, Angela Fenton  
Nader Hanna, Cathy Walsh, Wade Short, Jerry Mamer

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# THE CUEBID *Raise*

by Andy Stark

“IN YOUR LIFE, have you seen anything like that?!” If you’re a golf fan, you’ll remember that line. It was just over 15 years ago when Tiger Woods chipped in at #16 in the final round of the Masters. Verne Lundquist made the historic call.

So, here’s a question: Partner opens 1♠. Your RHO overcalls 2♥. If you have hearts and 10 or more points would you want to bid 3♥ to play? I mean...IN YOUR LIFE, have you seen anything like that? No, you have not. There are 5+ hearts with your RHO. If you have a heart stack you will want to double your opponents and collect a big number.

This leads us to another question: what does, or should, the 3♥ bid mean in that sequence? The bid actually has a name. It’s called the “cuebid raise.” You are bidding the opponent’s suit to show a good raise for partner’s suit. In effect, you are using the opponent’s suit against them. Vicious!

THE  
**NEW PLAYER**  
*Spot*

## THE CUE BID RAISE ... CONTINUED

The cuebid raise is an effective bid—we can use it in almost any auction in which both our partner and the opponents are bidding—it does not matter who has opened or who has overcalled. For example, say your partner overcalls. You may bid your opponent's suit to tell your partner that you have a good raise for their suit—at least invitational to game values (10+ dummy points). Here are three auctions with the cuebid raise in action:

		(Partner)		(You)
1.	West	North	East	South
	1♥	1♠	Pass	2♥*
2.	1♣	Pass	1♥	1♠
	2♥	3♣*		
3.	1♣	1♦	1♥	1♠
	2♣	2♥*		

\* = good raise of spades

Notice in all of the above auctions the bidding is competitive; both sides are bidding. In all three cases your side has cuebid one of the opponents' suits.

Sometimes (see example 3) there may be a choice of cuebids to make—if the higher cuebid is made (the cuebid that takes the bidding to the next level) then the cuebidder will have a better hand than if they had bid the lower cuebid. The point count may be the same but the higher cuebid usually shows a fourth or fifth trump. There is safety at the 3-level. In example 3, partner cuebid 2♥, and not 3♣, which means partner probably only has three-card spade support.

In all three cases above the cuebid implicitly agrees partner's suit. Partner first assumes you have only 10-12 points and bids accordingly. If they bid the game, then they probably have a good 14+ point-hand. If they sign off in a partscore, it is because they have a minimum and doubt a game can be made opposite your presumed 10-12 point hand. But if you have more than you promised, you can always bid again.

Making a cuebid guarantees you will get another bid.

For each auction noted above, the cuebidder could have any one of these hands below. Notice the hands all have at least 3-card spade support.

♠A J 4	♠K 4 3	♠8 6 4	♠Q 9 4 3
♥K 9 5 4	♥A 3	♥5 4	♥A
♦K J 5 4 3	♦Q J 5	♦A Q 9 8 7	♦K J 10 8
♣9	♣J 10 8 6 5	♣A 10 4	♣A 9 5 4

The cuebid raise promises 3-card support and 10+ points. If you happen to have (say) 11 support points and 4-card support, I suggest you do not jump to the 3-level in partner's suit. In today's modern style, jumping to the 3-level in partner's suit in competition usually shows a preemptive raise or possibly a mixed raise (6-9 support points), depending on partnership preference. Instead, use the cuebid raise whenever your hand is worth at least an invitation to game. When you hold 6-9 HCPs and 3-card support for partner, then do what you always do and just raise partner to the 2-level.

The cuebid raise allows us sometimes to invite at a lower level. We may not need to commit to the 3-level. Look closely at examples 1 + 3 above; we may get to play at the 2-level if the invitation to game is not accepted. Playing in 2♠ gives us a little leeway over 3♠, in case we run into foul breaks.

If you have not done so already, do go ahead and add the cuebid raise to your bidding toolkit. You'll be surprised at how often the bid comes up. You may even catch yourself saying, "In your life, have you seen anything like it?"



## DECLARER PLAY 12

This is the twelfth article in a New Player Bridge Canada series. Some of these concepts may be a review for you, but this series will also cover more advanced techniques and ideas.

# DECEPTIVE PLAYS BY DECLARER TO IMPEDE THE DEFENDERS

## Part 3

### False Carding

False carding is a mandatory skill for competent declarers. It can sow uncertainty and cause many contracts that should fail to be successful. In Bridge Basics 11 we looked at choosing which high card you with which you win the trick. There are two other categories of false carding as declarer:

False carding to *encourage* defenders to continue leading the suit you want led, or *discourage* a continuation that would prove to be detrimental.

#### ***Deceptive carding.***

The basic rule is to play spot cards as if you were the defenders. Here are examples to clarify this principle. Assume the opponents are playing standard carding, where a high card encourages partner to continue the suit.

Playing in a suit contract, West leads the ♥K (Assume the opponents lead the ace from AK). East plays the ♥5.

Ex 1: Dummy	Declarer
♥ 87	♥ 942

Ex 2: Dummy	Declarer
♥ 87	♥ AJ62

Ex 3: Dummy	Declarer
♥ 874	♥ A92



## BRIDGE BASICS ... CONTINUED

**Example 1:**

♥ 8 7  
 ♥ K Q 1 0 6      ♥ A J 5 3  
 ♥ 9 4 2

Assuming you want the opponents to switch, play the ♥2, a discouraging signal playing standard methods. After East plays the ♥5, West has to guess does partner have the actual holding or ♥95.

**Example 2:**

Play the ♥6 (encouraging in standard carding). You are hoping this is the layout:

♥ 8 7  
 ♥ K Q 10 3      ♥ 9 5 4  
 ♥ A J 6 2

Once again, West has to guess: does partner have the actual holding or A42, and was encouraging?

**Example 3:**

Play the ♦2 (discouraging in standard carding). You are hoping this is the layout:

♥ 8 7 4  
 ♥ K Q 10      ♥ J 9 5 3  
 ♥ A 6 2

Once again, West has to guess after partner plays the ♥5: does partner have the actual holding and is encouraging or ♥965, and was discouraging? \*

\*On some layouts East can afford to encourage with the ♥9. This is one of them.

What about when the opponents play upside down attitude?

We continue to signal our intention using their methods. So, a high card is discouraging, so if we want to discourage a continuation, we play a high spot.

**Example 4:**

Play the ♥6 (discouraging in upside down carding). You are hoping this is the layout:

♥ 7  
 ♥ K Q 10 9 4      ♥ J 8 5  
 ♥ A 6 3 2

West won't know if East has the actual holding and was encouraging with the ♥5, or held ♥532 (giving declarer ♥AJ86) and was discouraging.

**Tip: On defense always give count or attitude with the clearest card you can play.**

So, if playing upside down attitude, on Ex 2 above, East should discourage a continuation by playing the ♥9, not the ♥5.

***Deceptive Carding by Declarer***

This is a technique that is often overlooked. Quite often you can gain an advantage by giving the defenders the wrong impression, either about your length and strength in a suit, or your take tricking strategy. Here are few examples of this theme:

**Example 8:**

Dummy

♥ 8 6

Declarer

♥ A K 7 3 2

Playing a notrump contract, you are blessed with the ♥Q lead. East plays a standard ♥5. The lead has the potential of setting up at least one extra trick in this suit, so you want to encourage West to play a 2nd round in the suit. It is much better to duck the first trick, but also false card by playing the ♥7. West will hope partner has something like ♥K532 and declarer ♥A97.

This strategy can also be applied in a suit contract.



## BRIDGE BASICS ... CONTINUED

**Example 9:**

After West overcalls your 1♠ opener with 2♥ you land in a contract of 4♠, and get the ♥A lead. Plan your play.

♠ 8 5 3 2

♥ 10 9

♦ K 9 5 4

♣ A 7 5

♠ K Q J 10 4

♥ Q 7 2

♦ A 9

♣ K Q 6

On the surface it looks like this is a slam dunk, with only three losers. However, danger lurks. West will usually have a six-card suit for their overcall, and if the defense leads three rounds of hearts East may be able to overruff dummy if they hold the ♠9. The solution is to follow low on the first round of hearts, but play the ♥Q on the 2nd round! Look at it from West's point of view. East high-lows encouragement. This usually shows a doubleton, but may also indicate no interest in switching to a different suit. Not wanting to give declarer a ruff and sluff, West may switch to a different suit. At least you have given them something to think about. The full deal:

♠ 8 5 3 2

♥ 10 9

♦ K 9 5 4

♣ A 7 5

♠ A 6

♥ A K J 5 4 3

♦ Q J 4

♣ J 4

♠ 9 7

♥ 8 6

♦ 10 6 3 2

♣ 10 9 8 3 2

♠ K Q J 10 4

♥ Q 7 2

♦ A 9

♣ K Q 6

**Next issue:** We will look at some basic strategies necessary to be successful playing IMPs. (Matchpoint strategy was reviewed in the Oct 2019 BC).

REPORT FROM THE  
CANADIAN BRIDGE FEDERATION*Charitable Fund***ALZHEIMER DAY OF BRIDGE**

This year 42 clubs across the country raised \$70,7012 for Alzheimer. This total was comprised of \$64,022 in outside donations along with \$5,990 in sanction fees. The top five clubs that raised the most money in Canada were:

Saskatoon Bridge Club (SK)

Bridge Centre of Niagara (ON)

London Bridge Centre (ON)

Monterey Bridge Club (BC)

Bridge on the Edge (NFLD)

Also impressive were the amounts raised in small games across the country. Many clubs had fewer than 20 tables and still raised in excess of \$1,000 each. It takes a tremendous amount of hard work and generosity on behalf of our members to make our Alzheimer event such a success. Thank you!

**DONATIONS MADE IN 2019**

The list of charities that received donations from the Charitable Fund are posted on our CBF website under the Charitable Fund.

**DONATIONS FOR 2020**

The focus for 2020 will be to assist those charities helping with the fallout from COVID-19.

## The Intermediate Series

# WINNING IMP STRATEGY

By Neil Kimelman

In a Matchpoint event, we are always looking for that extra trick or playing in a risky major suit or notrump rather than a poorer-scoring, but safer, minor suit. Why? Because it pays off big time when it works. We may even risk our contract to make a play for an overtrick. On defense we strive not to blow a trick rather than beat a contract.

In IMP scoring, however, the considerations change drastically. Now just making or beating a contract can give us a big score, while extra tricks are chump change. (OK, I know we have all won or lost a match by 1 IMP.)

### WINNING IMP STRATEGIES IN THE **BIDDING**

#### **Stretch to bid game when vulnerable.**

If vulnerable, game should be bid even if it is as low as a 40% chance. If not vulnerable, it should be a 50% prospect. If you bid three vulnerable games that your opponents do not bid and you make only one of them, you break even. If you are in an auction and the decision is now in your hands whether to bid game or not — if you have to think about it, bid game.

THE  
**INTERMEDIATE**  
*Spot*

## THE INTERMEDIATE SERIES ... CONTINUED

**Do not double their partial into game.**

You better have them down two in your own hand before you chance a double of a bid below game. And 'down two in your own hand' means you have a fistful of trump tricks. Do not count on your partner for many of these tricks. These rules apply to part scores of 2♥ or higher. Doubling 1NT or two of a minor is not as serious, because if they make it is only -180. However, if they redouble now it is game. Or if they make a vulnerable overtrick -180 turns into -380, a big difference. That is why expert wisdom is not to double a transfer or Stayman in the opponents' notrump auctions unless you have the suit bid AND values. Otherwise the opponents will redouble and often make. I have seen this happen when the fit was 3-3 or 4-2, just because the declaring side had so many high cards.

**Do not go for numbers.**

When overcalling a good suit is critical, especially vulnerable. At the one level a five-card suit, at the two level the length should be at least six. If you do not have a good suit pass, and decide later whether to enter the auction.

**Be Disciplined.**

Don't make some wild, preemptive bid just because you have six or seven (or more) cards in one suit. It is not worth it.

**Your competitive bidding should be more constructive at IMP scoring.**

Upgrade your overcalls by at least a queen. This means that if you would overcall with 8 points at pairs, overcall with 10 or more at IMPs.

**Play your safest contract.**

If in the bidding you find you have a better fit in a minor than a major, play in the minor, especially at a partial. You want to make whatever contract you bid. Plus 110 is only a bit worse than plus 140 and it

may not even make any difference sometimes. This also applies to game and slam bidding. If partner opens 1NT and you have a four-card major with at least invitational values, bid Stayman. +620 and +630 are the same at IMPs. Do not stretch to bid slams. Bid slams only when they have at least 75% probability of success.

**Do not stretch to bid slams.**

Oh, is this a repeat? Well, good. The point needs extra emphasis. You have partners at the other table.

**Don't make a risky bid or play because you think you are down in a match.**

Once, in a seven-board match, we bid a slam down two vulnerable for -200, bid 3NT with a combined 21 high-card points after a bidding misunderstanding — which my partner played well for down one and minus 100 — and doubled them in 4♥, making five for minus 990. We thought we were slaughtered. Wrong. We won IMPs on all three boards and blitzed the other team.

**Don't be a hero.**

Do not make a confusing bid that (1) may be passed when it is forcing or (2) shows extra values that you don't have. Make the call that shows your strength. "Take out insurance." In every team game, there will be a hand where both sides can make game. Usually it is a wild hand with lots of distribution, double fits and long suits. It is usually right to bid one more (called "taking out insurance") – unless you are sure they are going down and you cannot make your bid.

**WINNING IMP STRATEGIES IN DECLARER PLAY****Make your contract.**

Do not worry about overtricks or undertricks. If you are in the right spot, things will usually work out in your favor. Trust your bidding system. Even at pairs, you will be a winner if you are in the right suit at the right level despite blowing an overtrick once in a while.



## THE INTERMEDIATE SERIES ... CONTINUED

**Minimize losses.**

Sometimes you bid to a contract that has no play, often because of bad breaks. Don't worry, the opponents with your cards will face the same adversity. Accept that you may not make your contract, and try to go down the fewest tricks. It is not unusual to see both sides in 4♠, but one declarer was down 1 for -100 while the other declarer lost focus and went down three. Five IMPs away.

**Always be on the lookout for safety plays.**

This is crucial. For example, playing in 6♠ you have no losers outside the trump suit. Dummy has KJ84 and you as declarer hold A9652. Playing Matchpoints (with no other information available) it is best to bang down the ace and lead to the KJ and guess whether to finesse or not. Playing IMPs there is a 100% line of play to guarantee no more than one trump loser: Lead low to dummy, and if West follows low, put in the Jack. If East wins the queen, the AK will pull the two outstanding trump. If West shows out on the low spade, put up the king and lead the jack. Once again, one loser maximum.

Often safety plays are a little more subtle. Here is an example: Contract is 6♠. West leads the ♥K. The bidding, E-W vul. at teams:

West	North	East	South
3♥	3NT	Pass	5♠
Pass	6♠	All Pass	

♠ A Q 3 2  
♥ A 10 9 3  
♦ K 8  
♣ A 9 5

♠ K J 10 9 8 7 4  
♥ 2  
♦ A 9  
♣ K 7 6

You have 12 tricks, claim and go onto the next board,

right? Wrong! If you go up the ♥A at trick one you go down. The full deal:

♠ 6	♠ A Q 3 2	♠ 5
♥ K Q J 8 7 6 5 4 3	♥ A 10 9 3	♥ -
♦ J 10 4	♦ K 8	♦ Q 7 6 5 3 2
♣ 4	♣ A 9 5	♣ Q J 10 8 3 2
	♠ K J 10 9 8 7 4	
	♥ 2	
	♦ A 9	
	♣ K 7 6	

West made a conservative decision to open only 3♥ with their eight-card suit because of the vulnerability. The safety play on this deal is to guard against an 8-0 heart break, and duck trick one! When West continues with the queen play the nine from dummy and ruff in your hand. Pull trump and claim. Just a little care in asking the question, 'What can go wrong?'

**WINNING IMP STRATEGIES IN THE DEFENSE****Strive at all costs to beat the contract, even if it means giving up an overtrick.**

You may take risks that you would never dream of at Matchpoints – such as leading the king from K-x, hoping to find your partner with the ace of that suit or the queen and a quick entry in trumps. Sometimes you give up an overtrick, so you lose 1 IMP. If your bold play sets a contract just one time in 10, you are ahead.

**Look for ways to give declarer a losing option.**

The same theory is true at Matchpoints. Here are a couple of examples. The opponents are playing in a spade contract, and you need a spade trick to set them. You know that declarer has Axxx in spades. Dummy is on your left and has KQ108. You hold J965. Declarer leads the ♠2 from their hand and you play...

## THE INTERMEDIATE SERIES ... CONTINUED

the 9! The idea is to give declarer a losing option as to who to play for holding four spades. If you played small, the only choice would be you!

Another example: Dummy is on your left, and the contract is 3NT. Your spade holding is Q73, and dummy holds K1086. Early on declarer plays a spade from their hand to your 3, dummy's 8, and partner's 9. A few tricks later you are on lead and decide to lead a spade. You know from the bidding declarer has the spade ace. Lead the queen! The likely, and actual layout from a recent team match was:

♠ Q 7 3                      ♠ K 10 8 6  
                                  ♠ A 4 2                      ♠ J 9 5

Not unreasonably declarer won the ace, and finessed the ten on the way back. Had you not played the ♠Q at that time, declarer could not misguess.

Another example. You hold ♥A2 of hearts. Dummy has ♥K986. You are on lead against a suit contract. You are in and know you need two heart tricks to beat the contract. You can lead another suit which is 100% safe. Lead the ♥2. You don't care if it gives declarer an overtrick. You are hoping for this layout:

♥ A 2                      ♥ K 9 8 6  
                                  ♥ J 7                      ♥ Q 10 5 4 3

At a recent CBF Online match declarer went wrong and played small.

**Next issue:** We change the focus of this column, and focus on bidding issues.



## QUIZ

## MOLLO ON PLAY IX

## ANSWER PAGE 30

**Editor's note:** Victor Mollo treated us to some great characters such as the Hideous Hog and Rueful Rabbit. In addition, he shared with us some great declarer play problems. Here is the last instalment of Mollo on Play.

♠ A K  
 ♥ A J 10  
 ♦ Q J 10 9 6 5 3  
 ♣ 5  
  
 ♠ J 10 9  
 ♥ 5 3 2  
 ♦ A  
 ♣ Q J 9 7 5 2

With E-W vul at IMPs, the bidding went:

West	North	East	South
-	1♦	Pass	1NT
2♥	3NT	All Pass	

Lead: ♥K. Plan the play.



Your play was much better tonight, and so were your excuses.

Author unknown



# THE EXPERT *Spot*

## GREAT (TRICK) EXPECTATIONS: A BRIDGE MOVIE

*By Neil Kimelman*

One day my regular partner (Brad Bart) and I were practicing by playing on BBO in a speedball event. IMPs, both vul, you pick up ♠AQJ103 ♥54 ♦J105 ♣Q43. What do you think of your hand?

It is easy to love this hand because of the great spade suit. But in fact it is a nine loser hand with flat distribution and soft stuff.

The bidding starts pass on your left, 1♦ by pard and 1♠ overcall.

### **What do you bid?**

2NT is an option. You have the equivalent of 10-12 HCPs. And definitely spades stopped. Instead, I chose pass, intending to convert to penalties. We may have a game, but maybe not. I don't see why we can't hold declarer to five tricks or less. +500 is a fine score when game may not make. And you could get more.

It goes pass, double by Brad, 2♣ on your right.

### **What now?**

You are sad that they are no longer in spades, but the consolation is they are one level higher! The traditional way to show you had a penalty double of 1♠ is to double 2♣. What does this double say about your club holding?

Not a lot. The only inference is that with very short clubs you may choose not to double. However I think double is always the preferred choice. You may sometimes catch the opponents with a big fit, but often partner will be 1-5-3-4 shape. It goes all pass.



## A BRIDGE MOVIE ... CONTINUED

**What do you lead against 2♣ doubled?**

The theory on these hands is straight forward. Your side has the majority of high card points and declarer's 2<sup>nd</sup> suit wrapped up. The only way declarer can generate tricks is by ruffs. Leading trumps at trick one will reduce this ability, and maximize the defence's trick-taking potential. It is a no-brainer: automatic small club lead. How many tricks do you expect to take?

I anticipate taking five tricks as South: four spades and one trick in a minor. Declarer will be playing out of their hand as dummy may have very little, and possibly no entry. How many tricks did I actually take?

Well that is a very sad story, I took only one trick!

**Which one?**

I took no spades tricks, just the ♣Q!

**How many tricks do you think North took?**

I will give you a hint: it is the same number as players on a baseball team!!

**What do you think happened to cause this unlikely result?**

I intended to lead the club three. However I was too quick and my cards automatically resorted as it does on BBO when the final contract has been determined. To my horror I had led the spade three!!

Here is the full deal:

♠ 8 2	♠ K	♠ 9 7 6 5 4
♥ 9 7 3 2	♥ A Q J 8	♥ K 10 6
♦ 9 6 3 2	♦ A K Q 8 7	♦ 4
♣ 8 6 2	♣ 9 7 5	♣ A K J 10
	♠ A Q J 10 3	
	♥ 5 4	
	♦ J 10 5	
	♣ Q 4 3	

No worries! Partner won is stiff king of spades and shifted to a club. Declared finessed and I returned a club. Declarer got out a diamond to my ten and North's queen who returned a third club. Declarer got out the ♥10 and partner won, returning a diamond, which declarer ruffed with this last trump. Declarer got out the ♥6 and partner claimed the last five tricks! I took only 1 trick, the ♣Q. Brad took 9 tricks!!

If you had said that I would only take one trick with this hand I would not believe you. You never know in this game...



## Another queen guessed right!

P. Hal Sims a great expert of yesteryear had the reputation of never misguessing a queen in a two-way finesse position. He finds himself playing against two ladies missing a queen and finally announces that neither one of them has it. Sure enough the queen was on the floor.



# June 2020

Host: Ray Hornby

For Panelists, see page 27

## 1. IMPs, no one vulnerable. As South you hold:

♠ K 9 8  
♥ Q  
♦ K Q 3 2  
♣ A 5 4 3 2

West	North	East	South
Pass	Pass	1♦	Pass
Pass	Double	Pass	?

Action	Votes	Score
3♣	3	10
2♦	4	9
Pass	5	8
2♣	1	7
2NT	8	7
1NT	2	6
3NT	4	4

Quite the array of responses to a challenging problem. Partner's balancing double should be in the 8-11 HCP range with at least two places to play. We have a good looking hand with a variety of choices, though the hand has a couple of flaws.

First, the blasters (aka, why involve partner):

**Dalton:** 3NT - Diamonds double stopped, clubs a source of tricks, most likely game. I think I've got too much to just bid 2NT.

**Stark:** 3NT - 2NT is probably the right value bid, but I like my club spots. Oops, I mean my club length. All my HCPs are working, and even though pard might only have a 9-count, I don't want to miss a game. Feels like a 2♦ cuebid would imply a major suit, which I don't have. Time to invoke Hamman's Law which states: If you have a choice of reasonable bids and one of them is 3NT, then bid it.

**Treble:** 3NT - I thought of just inviting since partner is a passed hand and we are nv, but with my fifth club there may be a decent play for nine tricks even if partner is light for his re-opening double

**Thorpe:** 3NT - I know it's a bit of a shot, but it is IMPs - might keep it lower at match-points.

All but one of the 3NT bidders express some reservations about hanging partner for balancing light, something mentioned by many of the 2NT bidders:

**Todd:** 2NT - It seems choices are pass, some number of notrump, or 3♣. Passing doesn't look great as there may be no or only a minor penalty. West may be waiting to bid hearts with a weak hand and long suit. If notrump is right, 3♣ may or may not get us there. I will give partner some leeway and bid 2NT.

**Miles:** 2NT - The value bid, striving for the most likely game. If partner is weak in hearts, perhaps they have a slow stopper like 109xx. West is unlikely to have an entry if he has 5+ hearts, (unless they can work out to duck a round) so we should be able to isolate the danger hand as East will hold the high cards. A 2♦ cuebid runs the risk of partner playing us for more major suit cards.

Bob & Danny might be on to something here, our editor also has some reservations.

**Kimelman:** 2NT - Just enough to invite game. 2NT seems better, but I can easily see 3♣ making while 2NT going down. Partner should know I have this much to invite game, as they are limited to 8-11.

Balcombe, Grainger, Lebi & Thurston all echo similar sentiments regarding 2NT.

And a couple of lower bids where the bidders see the glass as half empty:

**Fung:** 1NT - Partner is passed hand. My partner's do not pass 12 points so I don't think we have game.

**Bart:** 2♣ - A lack of spot cards and partner's passed hand status suggest there is neither a game nor a penalty.

Also staying lower but raising the stakes somewhat:

**Mackay:** Pass - Tough. I think I will pass but I doubt if this will end the auction. Second choice: 1NT.

**Campbell:** Pass - The alternatives seem to be Pass, 2NT/3NT and 2♦. With a possible source of tricks, I may be too strong for 2NT but do not want to punish Partner. Instead, bidding 2♦ then 2NT over 2M, may suggest I have the other major and self-propel to 3NT when Partner with 4-4-1-4 corrects to 3♠. When in doubt take the (nearly) sure plus with Pass and lead the ♥Q. If we were making 3NT, we should get at least +300, otherwise we will beat a club or notrump partial our way.

**Blond:** Pass - Game prospects are touch and go at best opposite a passed partner and we could collect a nice number here, 300 or even 500 on a really good day. Would love better diamond spots, but since I'm leading my singleton ♥Q and plan to get a ruff or two, the spots won't matter as much. I can see us winning two spades, one heart, three diamonds and a club for starters and possible tricks in the wash. If they run from 1♦ doubled, partner might be happy to hammer them if they land in hearts.

Summing up the preceding:

**Marcinski:** 2NT - involves partner, caters to a range of his strengths, and aims for the greatest possible gain (+400 or more if he accepts) as +500 against 1♦ doubled is most unlikely in my judgment. Both 3NT and Pass are candidates that I rejected as overly presumptuous. 3NT punishes partner for an enterprising light balance. Pass could be right if we can't make 3NT (even 2NT is not assured) yet carry 1♦ doubled for +100 or more (possible if balancer's length and stuff is in the Majors rather than clubs) but it strikes as a narrow target and against the odds: (A) I have no way of discerning if partner's values are better or worse for me on offence, (B) I hold neither a 5<sup>th</sup> diamond or a meaningful spot card (even the 8?), and (C) I have no obviously attractive candidate for an opening lead.

His partner is of a different mind, along with some other scientists and suit bidders:

**L'Ecuyer:** 2♦ - Looking for either 3NT or a black suit contract. First priority is to tell partner I am serious about this hand. I will bid 3NT over 2♥ and will bid 3♦ over 2♠. No need to rush to bid 3NT although that was (and always is) my first instinct.

**Kirr and Jacob** bid 2♦ intending to follow 2♦ with 2NT. Better than that IMO is:

**Kuz:** 2♦ - I plan to follow with 3♣. We are on the game range. Even 4♠ on a 4-3 fit might be best.

Bob's plan involves showing values and his suit. Finally, the direct suit bidders:

**Bishop:** 3♣ - Let's start with a discussion of defending a WHITE [yes, doubled] diamond contract at the one-level (especially when partner is a PASSED HAND and we have horrible spots)... there, is that enough of a discussion"... Cue bidding might (and I emphasis might) get us to a playable spade contract but we would have no idea whether that was better or safer than some number of clubs. Bidding either 1NT, or 2♣ (yes, I know... hiding all those values at least for now) probably is not a good idea if West wakes up and introduces long weak hearts as we really don't know



what to do over that. So my vote goes to 3♣; value showing as I'm jumping as a passed hand (and opposite a passed partner) that didn't (or couldn't) act over the initial 1♦ opening; and it's also mildly pre-emptive in that it shuts out the opponents' potential heart fit.

**Turner:** 3♣ - first thought was 3NT, then 2NT, but... I need a good club fit to make 3NT, and I'm worried about a sneak attack in hearts as well. I expect partner to treat this as very invitational.

Your host thought these two had somehow got their hands on the solution. Finally:

**Cooper:** 3♣ - Game is remote, not vulnerable. When partner has hearts well stopped, we probably lack enough tricks for 3NT. I bid 3C to show some values in case they think of bidding again, or if partner has a weird distributional hand (Axxx Jxxx - Kxxxx) or similar. I tend not to invite when we have at most 25 HCP. With light openings prevalent, partner usually has at most 10 or bad 11.

## What happened at the table?

Partner thought for a long time before bidding 1NT (!) passed out, down one (!) on a heart lead:

♠ J 10 3 2	♠ AQ54
♥ A 8	♥ KJ72
♦ 7 6	♦ AJ98
♣ K 10 9 8 7	♣ Q
♠ 7 6	♠ K 9 8
♥ 10 9 6 5 4 3	♥ Q
♦ 10 5 4	♦ KQ32
♣ J 6	♣ A5432

North's balance was aggressive but not totally unreasonable IMO. As a passed hand, they can pull a heart response to 1♠ without partner taking them for a big hand. 5♣ is cold but almost impossible to bid. All NT contracts are doomed.

Passing the double of 1♦ might work out but is just as likely to let the opponents find their heart fit and now it's hand to hand fighting in the trenches.

I deducted a point from 2♦ because most bidders intended it as a "slow" 2NT. Pass scored lower as the opps almost certainly will find their heart fit. 2♣ had the advantage of getting you a plus, something 1NT doesn't do. Both bids aren't really trying IMO, something that gets 2NT an extra point even though it's hopeless. 3NT brings up the rear for reasons stated by many of the panelists, along with the -200.

## 2. IMPs, both vulnerable. As South you hold:

♠ Q 10 8 2  
♥ A Q J 4  
♦ J 5 3  
♣ K 8

West	North	East	South
1♦	2♣	Pass	?

Action	Votes	Score
2♦	23	10
2NT	1	7
2♥	3	6

Somewhat of a letdown of a problem with the panel weighing in heavily in favour of the 2♦ cue bid. First the dissenters:

**Klimowicz** opted for 2NT without comment. His score reflects the fact that his bid worked here.

**Marcinski:** 2♥ - (A) looks like a 5-card suit, (B) leaves ample room for partner to show 4 spades (C) maximizes the chances of hitting an 8-card major suit fit, (D) may play very well as a Moysian [imagine xx / K9x / xx / AQxxxx where 4♥ may be either impregnable or

very difficult to defeat], (E) does not at all preclude 3NT. All other candidates (that have occurred to me at least) strike me as distant “also-rans” so I look forward to reading the dissenting panelists’ and moderator’s thoughts on what I may have missed out on here.

**Campbell:** 2♥ - what’s the problem? Partner has room to bid 2♠, 2NT, 3♣ or 3♥ depending on his hand. If he bids 3♥, I bid 3♠ and scramble again. Opposite 2-3 small diamonds and ♥Kxx, 4♥ may be the only makeable game.

**Kimelman:** 2♥ - 2♦ is ok, and I expect it will be the panel’s choice. I prefer, and bid 2♥. Partner can still bid 2♠ or 2NT with the right hand, but this gives us a chance to get to the magic 4♥ game opposite Kx Kxx xx AQJxxx or Ax Kx xx AQJxxxx.

The 2♦ bidders are split into 2 factions, those who pass 3♣ and those prepared to press on. First, a couple of views on 2♦ vs 2♥:

**Thorpe:** 2♦ - Of course I’d rather have another club, but to bid 2♥ (second choice) I’d rather have another heart!

**Kirr:** 2♦ - have to admire 2♥ if is forcing, problem is on next round of bidding.

Some general views on 2♦:

**Bishop:** 2♦ - I think this will be a pretty close to a unanimous vote. We have a good hand and are certainly interested in finding out whether partner has a 4-card major. Overcalls of the 2♣ variety usually deliver the goods [sometimes good shape - another suit, perhaps; high-card values; and often at least a 6-card holding. Also our 2♦ call tends to fill the bill whereas all of the other possible choices suffer from at least one serious flaw “...”

**Fung:** 2♦ - Is this a problem? If partner has a major, now is the time to bid it. If partner has a stopper in diamonds and no major, partner can bid 2NT. With partial stopper in diamonds, partner can bid 3♦, otherwise 3♣ return to suit. Kx should be enough with this hand.

**Blond:** 2♦ - This is a really awkward hand. Partner made a vulnerable overcall and you have an opening hand with an important fitting honour in his suit. Alas, you don’t have a stopper in diamonds or a five-card suit to bid. I would start with the cuebid to show limit raise or better values and if partner bids a major I will raise that. If he bids notrump, I will happily raise “...”

None of these three say what they’ll do over 3♣. Nine other 2♦ bidders on the panel are similarly vague. Todd, Oddy & Stark all intend to pass 3♣ (glass half empty again). Some others are more certain (glass half full):

**Lebi:** 2♦ - I have an opening bid opposite partner’s equivalent of an opening bid, with a filler in pard’s suit. We must have a 9 or 10 card game, let’s find an eight card major suit fit, or an ♦ stopper for NT. I will force to the 4♣ level.

**Cooper:** 2♦ - If partner bids a major, I’ll raise to game. Probably okay even if he has bid a 3-card feature. If he bids 3♣, I’ll bid 3♦ looking for a half-stopper.

**Balcombe and Thurston** echo these sentiments.

## What happened at the table?

Partner rolled the dice with 2♥ and went on to game over the 3♥ raise. Alas the Moysian was doomed to failure by the 5-1 break, while the more delicate 2♦ might have fetched 3♦, cobbling together a stopper for a successful 3NT.

Even if the 2♣ bidder retreats to 3♣, advancer is worth another try with 3♦ getting to the making 3NT:

♠	K 7 6	♠	4 3
♥	8 5 3	♥	K 10 9 6 2
♦	Q	♦	10 4 2
♣	A Q J 10 5 4	♣	9 7 2
♠	A J 9 5	♠	Q 10 8 2
♥	7	♥	A Q J 4
♦	A K 9 8 7 6	♦	J 5 3
♣	6 3	♣	K 8

### 3. IMPs, E-W vulnerable. As South you hold:

♠	-
♥	7 6 4
♦	A Q 5 4
♣	A K 10 7 3 2

West	North	East	South
1♠	Pass	Pass	1♣
		3♥*	?

\*Fit jump raise of spades (4+spades and 5+hearts)

Action	Votes	Score
3♠	2	10
4NT	1	10
4♦	3	9
5♣	1	8
Pass	7	7
Double	8	7
3NT	4	6
4♣	1	5

After a short break of relative panel unanimity on problem 2, we're back to 8 different ideas on how to proceed on this "action flop" of a deal. Most of the

panelists are on the right track of bidding either now or later; typically "more is more" with these hand types at "terrorist" vulnerability. Also, South has some degree of "slam insurance" with their 2 Aces & extra defence, should the opps put it to them with a speculative slam bid in what rates to be a high level competitive auction.

First up, a man who puts it out there with an eye to taking advantage of the vulnerability while describing his hand and seriously getting in the opponent's way:

**Campbell:** 4NT - surely shows 4 diamonds and 6 clubs. Put pressure on. Apologize if Partner holds 1½ S-tricks. 3NT even if it also suggests 4-6 (which it probably doesn't), is too wimpy at this vulnerability. The vulnerability made this unilateral bid, otherwise I would involve pard with 3♠.

And on to his second choice ...

**Jacob:** 3♠ - Likely we will have a fit in one of the minors; It will be up to the partner to bid or pass over 4♠. 4♠ may not make if partner has defensive cards in the majors.

**Cooper:** 3♠ - Maybe a fancy 3NT should show 6+Card 4+D, but 3♠ should have the same effect without confusion. I like 3NT to always be natural, although it's hard to imagine the hand type (maybe A, Ax, Jxx, AKQxxxx)

Segueing over to 3NT ...

**Thurston:** 3NT - should be this shape with more extreme distribution a possibility – their game might or might not be on but ours might be too – I once had a partner deliver xxxx-xx-Kxxxxx-x on this auction!

**Mackay:** 3NT - Surely there is a chance that partner will read this the way I intend it.

Let's hope so Steve, though you can't get caught speeding here because 3NT-450 still picks up 5 IMPs! If the opps double you, just put on your sneakers. Bishop & Marcinski are also of a 3NT mindset.



A few more outliers before we look at the panel's plurality of votes for Pass & Double:

**L'Ecuyer:** 4♣ - I don't really think I want to hear 5♦ over 4M since my clubs can easily be enough to beat 4M. But I would like to hear 5♣ if partner has a few clubs. I have defense and offense. I will double on the way back if partner does not act over 4M.

And if the opps go on to 5♠ after partner pulls your double to 4NT?

**Bart:** 4♦ - The penalty may be severe if partner has no shape, e.g., Qxxx-Kxx-xxx-Jxx, but I've learned it pays to be optimistic with extreme shape.

**Miles & Dalton** are of a similar mindset as Brad. Meanwhile, the passers and the doublers want in on the action also. The passers just don't want to commit before the opps bid the auto 4♠ you know is coming here, while the doublers are hoping partner can make an educated guess. I don't think the doublers have the tickets for their call while the passers might as well have followed Campbell's lead if they always intended to bid over 4♠. Some of the passers are at least willing to take their -650 with a clear conscience:

**Kimelman:** Pass - Yes, we might have a big diamond fit. But what would I bid? 3NT is probably going to be taken as a solid suit with major stoppers, and double should show a better hand, perhaps with a high heart honour. We might just be beating 4♠. Double just might be right as partner will double 4♠ with QJ108 and out for +100 or +300, but sticking with a conservative pass.

**Thorpe:** Pass - They won't play here and I can decide if I want to bid later (unlikely).

**Todd:** Pass - Another tough problem. Although this hand isn't strong enough, I wonder what a double is. Pure takeout, or a good hand that includes some heart and diamond length and values. If I double, bid 4♣ or 4♦, West is going to bid whatever he was going to do

anyway. After the expected 4♥ or 4♠, I will consider whether I want to bid 4NT!

**Treble and Stark** both hedge their bets as Todd does. Kirr has no reservations:

**Kirr:** Pass - see what happens, if it goes 4♠ then I would bid 4NT.

Finally, let's hear from the doublers:

**Kuz:** Double - When/if 4M by my opponents, I will bid 4NT. Longer clubs and diamonds. This has the makings of a 2 way game swing.

**Blond:** Double - You have a really good offensive hand and want to bring diamonds into the picture. Give partner as little as 10642 6 K105432 54 and you are odds on to make 6♦. 3NT should be to play here with long clubs and stoppers and 4NT just seems too unilateral.

**Turner:** Double - Should be safer than 3N and maybe clearer. No guarantee we aren't in line for a huge minus score, but it'll be hard for them to catch us (what does opener's redouble mean, and if opener passes the double and partner bids 4♣, responder with extra shape will feel obligated to bid in front of opener). (I prepared this rationale before bidding and going for my life). Strong second choice: sober pass.

**Grainger, Balcombe, Oddy and Fung** also prefer doubling to other options.

## What happened at the table?

As I was playing with an unfamiliar partner and since 3♥ promised a spade fit, I offered 3♠ as takeout with asymmetrical minors. LHO bid 4♠ and partner wasn't up to either 4NT or 5♦. 6♦ makes on a spade lead and turns out to be a favourable sacrifice if the opps compete to 5♠ (see next page):



♠ Q 8  
♥ 10 9  
♦ K 9 8 7 3 2  
♣ Q 5 4

♠ A J 10 9 7 3 2  
♥ K Q 5  
♦ J 10  
♣ 8

♠ K 6 5 4  
♥ A J 8 3 2  
♦ 6  
♣ J 9 6

♠ void  
♥ 7 6 4  
♦ A Q 5 4  
♣ A K 10 7 3 2

**Editor's note:** *Bidders might want to give careful thought to the next time this hand comes up and the layout for North and West is slightly different:*

♠ Q 9 8 3  
♥ Q 10 9 5  
♦ 8 3 2  
♣ 5 4

♠ A J 10 9 7  
♥ K  
♦ K J 10 9 7  
♣ Q 8

♠ K 6 5 4  
♥ A J 8 3 2  
♦ 6  
♣ J 9 6

♠ void  
♥ 7 6 4  
♦ A Q 5 4  
♣ A K 10 7 3 2

#### 4. IMPs. NS vulnerable. As South you hold:

♠ K J 10 9 5 2  
♥ A  
♦ void  
♣ A Q 10 8 6 2

<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>
1♦	2♥*	3♦	?

\*Pre-emptive overcall

Action	Votes	Score
4♣	3	10
3♠	16	7
4♠	4	4
3♥	1	3
Pass	3	3

Another good hand and we're already running out of room courtesy of our 3 opponents (at least it seems like that at times). Taking the low road:

**Dalton:** Pass - Very interesting problem. Double should probably be penalty here and we could very well have no real fit in either black suit. If the opponents get the tap going I think the chances of going for a number are at least as great as any potential game bonus to be had, so I'm not going to risk bidding.

**Kimelman:** Pass - Tough hand! Partner rates to be short in both black suits, such as x KJ10xxx Qxxx xx. Could go for a number bidding, especially as you cannot describe your hand below the five level! I pass and hope we do not have slam opposite - KJ9xxx xxx Kxxx!

**Mackay:** Pass - I'm sure I will get a zero for this choice. Second choice, 4♣.

Almost as low was Klimowicz with the sole vote for 3♥, offered without comment. The passers are on to something here, but they're not giving out the game bonus if you're not in game. It's a bidder's game, haven't you heard? Speaking of game bids:

**Bishop:** 4♠ - This hand has a ton of potential opposite as little as xx trumps and the ♣J, or almost any hand with xxx small or the ♠ Queen. We could pay a price if an opponent has AQxx and we get tapped out before clubs are 'up'; but that's the price we'll have to pay.

**Fung:** 4♠ - The most practical bid. This hand doesn't guarantee the 5 level. I think there is an expectation that you should bid 3♠, but there are difficulties if partner rebids 4♥. Bid what you think you can make and avoid being at the 5 level. If you bid 4♣ intending to bid spades later, partner will never believe you have 6 good spades.

On this hand that turns out to be a good thing. The problem with 4♠ is that it ends the auction, for better or for worse. Grainger & Kuz are also 4♠ bidders. Backing up to the majority panel bid:

**Campbell:** 3♠ - must be forcing. The problem is what to do if they bid 4♦. Answer, I will bid 4♠ again hoping that my near-solid ♠ can draw trumps and withstand the tap. I fear 5♣ will have too many losers even if a better fit.

**Blond:** 3♠ - Partner will stretch to raise with any doubleton in spades. If he retreats to 4♥, I will let him play it there. True, I've lost the club suit, but I'm trying to find the most likely game. Partner should have something for his vulnerable pre-emptive overcall.

**Lebi:** 3♠ - Must begin to get my suits in, the most likely game is 4♠. I will introduce the Clubs later if necessary. If Double was responsive, I would try that.

**Thorpe:** 3♠ - Ouch. A case can be made for 4♣, hoping to get spades in later at the 4 level, but will partner ever plays us for six of them then?

**Balcombe:** 3♠ - What else can you do? This should be forcing. If partner retreats to 4♥, it sounds like a 7 card suit, so I would pass.

The problem with 3♠ is that pretty much all the bidders intend to follow up by passing 4♥ or bidding 4♠. Like Todd said "Torture! 4♥ will not play well on an ♦ lead." 4♠ declarer may find themselves in the same (leaky) boat. Expecting pre-empting partner to introduce a 2nd suit or fragment over 3♠ without trump support is dreaming in Technicolor. If you get lucky (it's a pretty big if) and partner "marks time" over 3♠ with 3NT, you'll get to try 4♣. However, if you start with 4♣, intending to bid 4♠ over 4♥, where's the downside? You get to play 5♣ when it's right and 4♠ the rest of the time. And it even handles the situation where the opps bid 4♦ or 5♦.

**Turner:** 4♣. And then 4♠ if possible. In view of all my high cards I assume righty is bidding on long diamonds, and so I hope we'll have a fit in one of the blacks. And if they bounce to 5♦, I'll be able to double without the possibility we have a concealed 10-card fit!

**Treble:** 4♣ - Most interesting hand of the set. Which black suit is partner going to have decent support for? If the opps bid 4♦, I can now bid the spades and wind up in the best spot. If partner bids 4H, then I have to guess whether to pass or try 4♠ now, which I probably will.

## What happened at the table?

North had stepped out over the 1♦ opener with an off shape 2♥ with responder joining the fray with an ultra light 3♦. South (holding the real hand) chose 3♠ and landed in 4♠ doubled, which should go down on a forcing defence as declarer can't get to dummy for the club finesse. 6♣ is cold, rewarding the 4♣ bidders, even if they stop in 5♣:

♠	Q		
♥	K Q J 5 2		
♦	J 8 5 3		
♣	J 9 7		
♠	A 8 7 4	♠	6 3
♥	4 3	♥	10 9 8 7 6
♦	A K 6 4 2	♦	Q 10 9 7
♣	4	♣	K 3
	♠ K J 10 9 5 2		
	♥ A		
	♦ void		
	♣ A Q 10 8 6 2		

## 5. Matchpoints, no one vulnerable. As South you hold:

	♠	A		
	♥	A J 10		
	♦	J 10 3		
	♣	A Q 8 6 4 3		
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>	
2♠*	Double	3♠	1♣	
			?	

\*Pre-emptive overcall



Action	Votes	Score
Double	22	10
4♥	2	8
4♣	2	6
3NT	1	4

Another problem where the panel is mostly of the same mind. Pre-empting opponents and extra values opposite a partner showing some values:

**Stark:** Double - Denies four hearts, extras. Perfect. Should garner 80+% of the panel's votes.

**Fung:** Double - This is an auction that should be discussed within your partnership, but should be played as a garden variety responsive double intended for this type of hand (any good hand with shortness without 4 hearts)

**Kimelman:** Double - Over 4♣ or 4♦ I will bid 4♥, expecting partner to convert to a minor with only 3 hearts.

**Balcombe:** Double - Takeout I presume, allows for a variety of contracts. 3NT might make if I bid it, but that seems unilateral.

**Turner:** Double: Extra values, not 4 hearts. I think 3N is too speculative. Second choice 4♥.

A few differing views:

**Jacob:** 3NT - take a rosy view that partner has the right hand, or Double. (Partner does not have the right hand for 3NT but may have 5♥)

**Dalton:** 4♣ - Tough one. 3NT could be the winning call but will probably require partner to have the ♣ king. Double doesn't feel right with the stiff ace so I'm going to content myself with a pedestrian 4♣. It leaves open the potential for 4♦, 4♥ or 5♣ from partner.

**Campbell:** 4♥ - Partner may hold 5 hearts. Even if not, the Moysian should play well. Of course any of the other possible game contracts may be better but as I can't find out, I try something that has a good upside. The popular bid is probably double, but that may only delay the problem.

Summing up the majority view:

**Grainger:** Double - Good hand, short spades, obvious.

## What happened at the table?

Partner made an aggressive negative double against after the 2♠ preempt with East raising the stakes with 3♠. 4♥ and 6♦ are available to N-S here along with a sizeable penalty defending 3♠ doubled. Both red suit contracts require finding the ♥Q, something easily determined defending 3♠ doubled, not so easy playing 4♥ or 5/6♦. This problem was a bit of a dud with an almost unanimous vote for double by South. It may have been better presented as a problem for North a) pass or negative X over 2♠, and b) action over 3♠ doubled:

♠ 8 4 3	
♥ K 8 7 2	
♦ A 9 8 6 2	
♣ 5	
♠ Q J 10 7 5 2	♠ K 9 6
♥ Q 6 4	♥ 9 5 3
♦ K 7 5	♦ Q 4
♣ 7	♣ K J 10 9 2
♠ A	
♥ A J 10	
♦ J 10 3	
♣ A Q 8 6 4 3	

## 6. Matchpoints, EW vulnerable. As South you hold:

♠ 9 8
♥ A 7 5 4
♦ A 10 9 7 5 2
♣ 10

West	North	East	South
Pass	1♣	1♦	Pass
1NT	Pass	Pass	1♥ <sup>1</sup>
			?

1. Do you agree with South's 1♥ bid? If no, what call would you have made?
2. What do you bid?

1. Action	Votes	Score
Yes	12	6
No/Pass	14	5
No/1NT	1	4

2. Action	Votes	Score
Pass	25	4
2♦	1	4
Double	1	2

The first half of this problem (max score-6) split the panel, the 2nd half (max-4) not so much. As is often the case, the editor is flying solo (on both sides of the problem):

**Kimelman:** 1) No. I don't mind pass, but 1NT is probably better, potentially shutting out any spade fit of the opponents. 2) I bid 2♦. This is risky, as partner may not take it as natural, which is why pass or 1NT on the first round was better. I am hoping partner will reason I would have doubled with any invitational plus hand.

Another voice in the wilderness regarding the 2nd half of the problem:

**Lebi:** 1) No/Pass and then pass if pard reopens with a double. 2) Double, showing values.

Other views from both sides ...

**Cooper:** 1) No/Pass. 1♥ is technically ok, but maybe not tactically. Pass aims at penalizing them if partner reopens. 2) Pass. If I had passed the first time, I might bid 2♦ natural here. Not sure what it means on this

sequence, but not clear it shows 4-6! Double is way too speculative when we might not have the balance of the strength

**Campbell:** 1) Yes, I agree with 1♥, do I really think that I will get to defend 1♦ – dreamer. 2) Pass as 2♦ is not natural!! But I would probably have violated all the rules (side-4M, poor-♦, good-defence) and opened a weak 2♦. Misleading/pre-empting two opponents is often better than misleading one partner.

**L'Ecuyer:** Pass. I agree with the bidding. Passing 1♦ is dangerous with short spades. I will pass thereafter also since partner is bound to make a bad lead and I am really not sure of beating 1NT. Partner is likely to be 4-3-1-5. Why should we beat this? I tend to believe them when they bid at these colors.

**Dalton:** 1) No/Pass - hoping for a reopening double. At matchpoints, have to try for 200 or 500. 2) Pass - I don't think partner would read 2♦ by me now as natural.

**Turner:** 1) No/Prefer Pass. 2) Pass. I think absent an agreement to the contrary that 2♦ should be natural and non-forcing, but partner won't expect a Canapé. I'd feel better about it if partner's pass of 1NT denied 3 hearts, but I don't think Support Doubles apply to 1NT overcalls. Double should probably deliver good hearts and a diamond stopper. Maybe our side will be in 2♦ going down elsewhere.

A final thought:

**Marcinski:** 1) No/Pass. 2) Pass- no reason whatsoever to suppose that we can defeat 1NTX'd or have better prospects elsewhere for a plus. I hadn't given 2♦ more than fleeting consideration, but my hand's salient features [♦ spots, 4-6 pattern, A's] suggest much more value on offence than defence so you could well be right and I can indeed achieve +90 (or even -100 into -120). On reflection, I wish that I had thought of 2♦ as it has my sneaking admiration .... and it shouldn't be misinterpreted though partner will undoubtedly stew over it

## What happened at the table?

Partner passed 1♦ and passed again when 1NT came back around going -90 on a board where both 2♥ and 2♦ will produce a plus. 1♥ may catch a raise from partner after 1NT, while South has to decide whether or not to back in with 2♦ after 1♥ or pass, and 1NT passed back around to them. The hand structure is very offensive despite the opponents' bidding and argues somewhat for another call at Pairs:

♠	A K 7 3	♠	10 4 2
♥	10 3 2	♥	K 8
♦	J	♦	K Q 8 6 3
♣	A 9 7 5 4	♣	Q 8 6
♠	Q J 6 5	♠	9 8
♥	Q J 9 6	♥	A 7 5 4
♦	4	♦	A 10 9 7 5 2
♣	K J 3 2	♣	10

## KAPLANISM 17 (Quotes attributed to Edgar Kaplan)

**Editor's note:** *This is the seventeenth in a series of quotes attributed to Edgar Kaplan, one of the game's greatest. He was a bridge writer, teacher, administrator, commentator, coach, journalist, player and lawmaker.*

At the table the score was 270-268, but the official result was 264-244 after various slow time and late arrival penalties. "The official committee, which had been sitting around kibitzing for days on end, could feel that they had been genuine participants in the event. Anyway, Morehead had played 2 imps better than Reisinger (...), 13 imps faster, and 5 imps prompter, to win their way into the final match." "Playoff Semi-final", TBW 3/79, p. 17

"On a rainy day, or even a cloudy one, the slam might be beaten by a 4-1 trump break, or a 4-1 diamond break and a ruff, or by a heart lead and misguess. However, the sun was shining bright, and nothing of the sort happened – six clubs rolled home." "Playoff, II", TBW 4/79, p. 10

The player holds ♠AJ963 ♥AJ109753 ♦- ♣8

"He chose to open four hearts (it is only when you hold *four* cards in the other major that you are not supposed to preempt)."

Ibid, p. 14



## PANEL'S ANSWERS

	Hand 1		Hand 2		Hand 3		Hand 4		Hand 5		Hand 6				Total
Panelists	Bid	Score	Bid	Score	Bid	Score	Bid	Score	Bid	Score	Y/N	Score	Bid	Score	Total
Balcombe, Keith	2NT	7	2♦	10	Dbl	7	3♠	7	Dbl	10	N	5	Pass	4	50
Bart, Brad	2♣	7	2♦	10	4♦	9	3♠	7	Dbl	10	Y	6	Pass	4	53
Bishop, Ron	3♣	10	2♦	10	3NT	6	4♠	4	Dbl	10	N	5	Pass	4	49
Blond, Jeff	Pass	8	2♦	10	Dbl	7	3♠	7	Dbl	10	N	5	Pass	4	51
Campbell, Gordon	Pass	8	2♥	6	4NT	10	3♠	7	4♥	8	Y	6	Pass	4	49
Cooper, Stephen	3♣	10	3♣	10	3♠	10	3♠	7	Dbl	10	N	5	Pass	4	56
Dalton, Roy	3NT	4	2♦	10	4♦	9	Pass	3	4♣	6	N	5	Pass	4	41
Fung, Kismet	1NT	6	2♦	10	Dbl	7	4♠	4	Dbl	10	N	5	Pass	4	46
Grainger, David	2NT	7	2♦	10	Dbl	7	4♠	4	Dbl	10	Y	6	Pass	4	48
Jacob, Dan	2♦	9	2♦	10	3♠	10	3♠	7	3NT	4	N	5	Pass	4	49
Kimelman, Neil	2NT	7	2♥	6	Pass	7	Pass	3	Dbl	10	N	4	2♦	4	41
Kirr, Martin	2♦	9	2♦	10	Pass	7	4♣	10	Dbl	10	Y	6	Pass	4	56
Klimowicz, Peter	1NT	6	2NT	7	5♣	8	3♥	3	4♥	8	Y	6	Pass	4	42
Kuz, Bob	2♦	9	2♦	10	Dbl	7	4♠	4	Dbl	10	Y	6	Pass	4	50
L'Ecuyer, Nic	2♦	9	2♦	10	4♣	5	3♠	7	Dbl	10	Y	6	Pass	4	51
Lebi, Robert	2NT	7	2♦	10	Dbl	7	3♠	7	Dbl	10	N	5	Dbl	2	48
Mackay, Steve	Pass	8	2♦	10	3NT	6	Pass	3	Dbl	10	N	5	Pass	4	46
Marcinski, Zygmunt	2NT	7	2♥	6	3NT	6	3♠	7	Dbl	10	N	5	Pass	4	45
Miles, Danny	2NT	7	2♦	10	4♦	9	3♠	7	Dbl	10	N	5	Pass	4	52
Oddy, Vince	Pass	8	2♦	10	Dbl	7	3♠	7	Dbl	10	N	5	Pass	4	51
Smith, Julie	Pass	8	2♦	10	Pass	7	3♠	7	4♣	6	Y	6	Pass	4	48
Stark, Andy	3NT	4	2♦	10	Pass	7	3♠	7	Dbl	10	Y	6	Pass	4	48
Thorpe, Katie	3NT	4	2♦	10	Pass	7	3♠	7	Dbl	10	Y	6	Pass	4	48
Thurston, Paul	2NT	7	2♦	10	3NT	6	3♠	7	Dbl	10	Y	6	Pass	4	50
Todd, Bob	2NT	7	2♦	10	Pass	7	3♠	7	Dbl	10	N	5	Pass	4	50
Treble, Bill	3NT	4	2♦	10	Pass	7	4♣	10	Dbl	10	Y	6	Pass	4	51
Turner, David	3♣	10	2♦	10	Dbl	7	4♣	10	Dbl	10	N	5	Pass	4	56

# August 2020 Problems

Host: Dave Willis

## 1. Imps. N-S Vul., you, South, hold:

♠ K 5  
♥ A 7  
♦ A K Q 8 6 5  
♣ 8 7 3

West	North	East	South
-	1♣	1♥	2♦
2♥	2♠	Pass	3♥
Pass	3♠	Pass	?

## 2. Imp pairs, N-S vul., you, South, hold:

♠ Q J 8 7  
♥ Q J 5 4  
♦ 9 3  
♣ K 7 3

West	North	East	South
-	1♣	1♦	Dbl
3♦ <sup>1</sup>	Dbl	Pass	?

1. Weak

## 3. Imps. both vul., you, South hold:

♠ 10 7 6 4 2  
♥ K  
♦ K 10 6 5  
♣ A 8 6

West	North	East	South
-	-	-	Pass
Pass	1♥	Pass	1♠
Pass	3♣	Pass	3♦ <sup>1</sup>
Pass	3NT	Pass	?

1. Waiting bid, allowing partner to describe his hand

## 4. Imps., N-S vul., you, South, hold:

♠ A 9 8 6 5 3  
♥ 6 4 3  
♦ K Q 7  
♣ K

West	North	East	South
-	-	-	1♠
Pass	2♥	Pass	?

## 5. IMPs, Both vul., you, South, hold:

♠ 8  
♥ K J 9 8 7 6 4 3  
♦ -  
♣ 8 7 5 4

West	North	East	South
-	1♦	Pass	1♥
Pass	2♠	Pass	?

A) Would you have bid 1♥ or something else?

B) What do you bid now (2NT is Ingberman)?

# Food for Thought



## The Best Toast Skagen (Swedish Shrimp Toast)

*Wade Short* - If you've been looking for a festive appetizer that's quick and easy to make, but will blow your dinner guests away, look no further. For the full experience, make this recipe with the Drop Recipes app. Recipe by Peter from Drop @ getdrop.com

Total Time: 15mins

Serves 6

Calories 299

## Ingredients

Shrimp	500g (about ½ cup)
Red onion	x 1 (about 135g)
Dill	5¼ tbsp (about 21g)
Lemon	x ½ (about 29g)
Mayonnaise	3 tbsp (about 54g)
Sour cream	3 tbsp (about 44ml)
Horseradish	as needed
Salt & pepper	as needed
Soft bread	½ units
Butter	1 tbsp (about 14g)
Dill	as needed
Lemon	x ½ (about 29g)

## Tools

Stove, serving plate  
Serving plate  
Work surface  
Frying pan  
Large mixing bowl

## Step preview

1. Add shrimps, red onion, dill, mayonnaise, sour cream and lemon to a clean large mixing bowl
2. Mix well
3. Add horseradish and salt & pepper to the mixture to taste
4. Chill in fridge and continue
5. Add soft bread to a clean work surface
6. Cut out into rounds
7. Add butter to a clean frying pan
8. Heat - medium-high heat
9. Transfer bread to frying pan
10. Fry each side until golden brown
11. Transfer content of frying pan to serving plate
12. Transfer mixture to work surface evenly
13. Garnish with dill and lemon
14. Serve



# MOLLO On Play

Solution from page 26

Contract: 3NT by north, IMPs

Lead: ♥K. Plan the play.

♠	A K		
♥	A J 10		
♦	Q J 10 9 6 5 3		
♣	5		
♠	4 3 2	♠	Q 8 7 6 5
♥	K Q 9 8 7 6	♥	4
♦	K 2	♦	8 7 4
♣	A K	♣	10 8 6 4
♠	J 10 9		
♥	5 3 2		
♦	A		
♣	Q J 9 7 5 2		

The easiest way to see the correct play here is to follow the outcome of each possibility. Here, it is easy because declarer's play will all be forced.

Suppose first that declarer wins the ♥A, clears away the ♦A, and returns to dummy with a spade. (He cannot lead a heart since West, who is likely to have all the missing high cards for his vulnerable two-level overcall, can clear hearts while retaining the ♦K.) Now declarer can knock out the ♦K, perhaps expecting to take nine easy tricks. However, West can cash the ♣AK, squeezing dummy. Only a diamond discard staves off immediate disaster, after which a spade shift will defeat the contract (unless spades are 4-4).

Now suppose declarer ducks the first heart. Everything is clear sailing. West can attack either major; but declarer will win, lead to the ♦A, return to dummy in the major West did not attack, knock out the ♦K, and make the contract.



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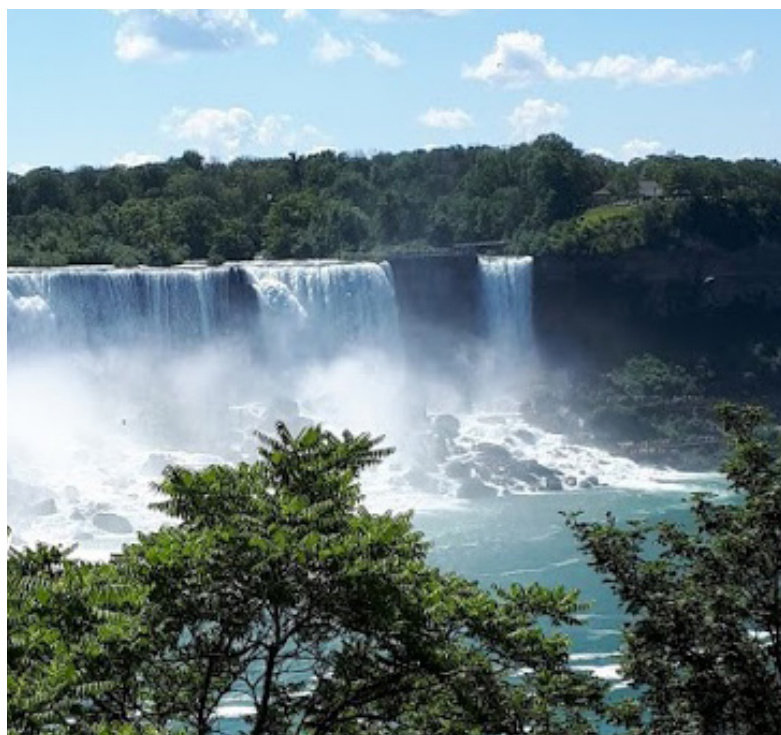
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Helen Sobel, when asked how it feels to be playing with an expert (She always played with Charles Goren), said: "Ask Charlie".



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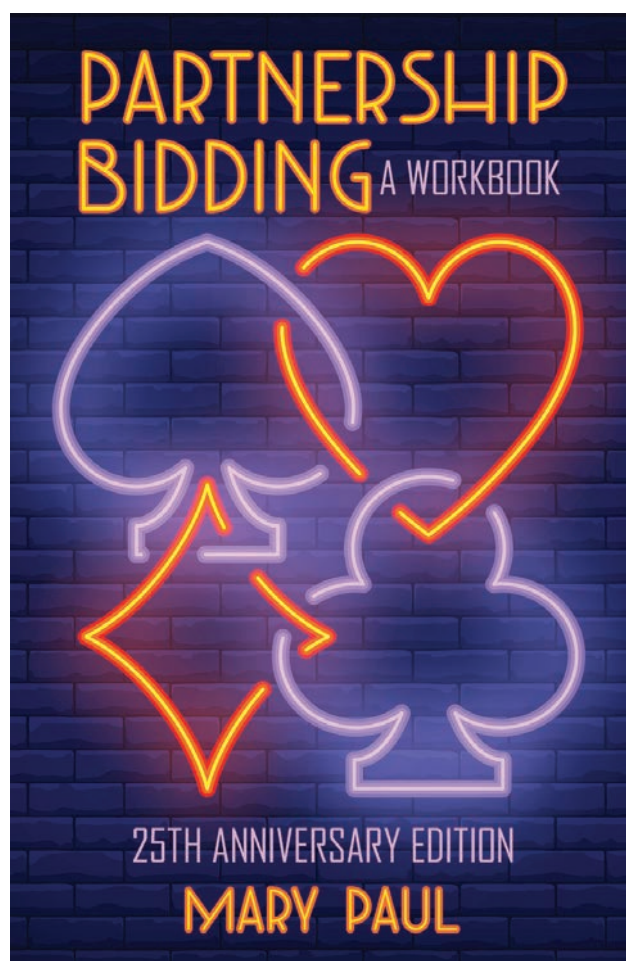


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