

and you receive the Q♠ lead. Count your tricks. 2 in spades, 1 in hearts, 1 in diamonds, 6 in clubs for a total of 10. At pairs you would try to take all those 10 tricks. But not at teams! If you start playing out your clubs from the top you will go down if clubs are not split 3-2. Instead you duck a club immediately by leading the 2♣ from dummy. That gives up on the overtrick but you make your contract so long as clubs are not 5-0. Yet another difference is that, at teams, you don't have to worry about those small margins between major suit scores and minor suit scores. If 3♦ is safer than 3♠ don't worry that it only scores 110 rather than 140; that's only 1 IMP and you don't want to risk your contract for that. Finally, don't worry if you haven't followed all my calculations about IMPs. The things to remember are simple: go for your games, don't sacrifice, don't worry much about overtricks, play part-score hands in your safest spot. If you are serious about computing your score remember this:

- 43.6 percent of all slam contracts fail.
- 62.7 percent of all bridge players are women.
- 97.8 percent of all bridge statistics, including these, are made up.

Taieri Bridge Club

♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠

Last month we were visited by a reporter from the Taieri Herald and a very short article subsequently appeared there. Such publicity is very important for us:- only if people know of our existence and the pleasure that bridge gives can we expect to recruit new members. At this time of the year recruitment is especially important since the club's bridge lessons for new players begin on 24 February. If you know of anyone who you think might like to learn bridge, please encourage them to enrol in our lessons (put them in touch with Tamsin, Ph. 489-1317).

And please be watchful for opportunities to publicise our club. You may not be about to appear on national television. But maybe you have a neighbour looking to broaden their interests, or maybe you have an opportunity to put up a useful poster about us. Every little helps!

Teams tactics and scoring

Like most clubs the standard event at Taieri is a "pairs" competition. At pairs your aim on each hand is to get a score that beats as many other pairs playing that board as possible; it doesn't matter by *how much* you beat them. However, since the club's teams competitions are just beginning and, since teams scoring and tactics are totally different to pairs, here are a few pointers that may help you. First, at teams, bidding your games is far more important than at pairs. Suppose (playing 5 card majors) and vulnerable you hold

♠ A J T 6 3; ♥ K T 6; ♦ J 4; ♣ K 6 3

You open 1♠ and hear your partner invite game by bidding 3♠. Do you accept? At pairs you would be inclined to pass. After all, game is maybe a 50% chance. By playing in a part score you will beat the pairs going down in 4♠; and maybe you will still beat some pairs in 3♠ by your superior dummy play. But at teams you will bid 4♠ automatically. The worst thing that could happen is that you will go down while 3♠ is bid and made at the other table (losing 240 points or 6 IMPs). The best thing would be you making it and the other table only bidding 3♠ but making 10 tricks (gaining 450 points or 10 IMPs). Don't worry about the exact scoring here - bid your games on less robust probabilities. The second thing to remember at teams is that

Answers to quiz on page 5.

1. 1NT. An overcall of 1NT shows a balanced hand of 15-17 HCP with a stopper in their suit. You should discuss with your partner whether you will play Stayman in this situation.
2. Double. You have a good hand and can support every suit but spades - and you have 4 hearts (the unbid major).
3. 2♥. You would like to have 6 cards in the suit but your 5 are very good.
4. Double! This contradicts the advice given to Voluptua but your idea is to bid no trumps after your partner has responded. That type of sequence shows about 18-20 HCP balanced with a stopper in their suit.
5. Pass. Your hand is defensive and you don't have 4 hearts.
6. Double. You don't have 4 hearts but your 3 hearts are compensated for by very good cards in the minors.
7. 3NT. On the expected spade lead you have 9 tricks. Yes, sometimes the opponents will lead a red card and you will be down a bundle; but 3NT will pay off in the long run.

Lebensohl: Part 1

This is the first of three short articles on the Lebensohl convention. The convention is fairly complex and this month I will just give an overview. Lebensohl is the standard expert's way to cope with interference over your opening 1NT. To set the scene, imagine your partner has opened 1NT (12-14 HCP), your right hand opponent has overcalled 2♥ (natural) and you hold one of:

1. ♠ A Q 9; ♥ A T 9; ♦ A 4; ♣ 9 6 5 3 2
2. ♠ A K 9; ♥ T 9; ♦ A K 4; ♣ 9 6 5 3 2
3. ♠ A J 7 6; ♥ A T 2; ♦ A 4; ♣ Q 4 3 2
4. ♠ A J 7 6; ♥ T 2; ♦ K 4 2; ♣ A Q 3 2
5. ♠ K Q 9; ♥ T; ♦ A K J 6 5 4; ♣ A 3 2
6. ♠ T 9 8; ♥ T; ♦ A J T 6 5 4; ♣ 4 3 2
7. ♠ A K J 9 5; ♥ T 8; ♦ 4 3 2; ♣ 6 3 2
8. ♠ A K J 9 5; ♥ T 8; ♦ K T 2; ♣ 4 3 2

On both hands 1 and 2 you might bid 3NT; but with hand 1 you can do this confidently as you have a heart stopper, while on hand 2 you have to trust that your partner has one. On hands 3 and 4 you have a similar uncertainty compounded by the fact that you don't know if your partner has 4 spades, making 4♠ playable. On hands 5 and 6 you cannot bid 3♦ on both the monster and the set of tram tickets; how will partner know which hand you have? Likewise 2♠ cannot be used to describe both hands 7 and 8. Lebensohl to the rescue next month!

sacrificing should be much rarer. Suppose neither side is vulnerable and you hold

♠T; ♥K T; ♦A K 6 5 4; ♣K Q 8 7 6

You open the bidding with 1♦ and the auction goes

1♦ - 1♠ - P - 4♠

Do you "sacrifice" by bidding 5♣ (inviting partner to choose between your suits)? At pairs you will often do this. After all if you are doubled and go down 2 you will beat the pairs making 4♠. And maybe your opponents will bid on anyway. But at teams it is silly to bid 5♣. If you lose 300 rather than 420 you will have won only 3 IMPs. But if 4♠ was going down you have just talked yourself out of 8 IMPs (defending would have given you +50 rather than the -300 for bidding on and 350 is 8 IMPs).

The third difference between pairs and teams tactics is: don't worry about overtricks.

Certainly, never jeopardise your contract pursuing overtricks. Indeed you may even make "safety plays" which give up on overtricks in order to ensure the contract. Suppose you are West in 3NT with

♠ K 8 7 2
♥ A 6 5
♦ A 6 5 4
♣ 4 3

♠ A
♥ J T 2
♦ J T 2
♣ A K Q 8 7 2

Continued on page 8.

Sardines: the codicil

18 year old Voluptua was feeling rather out of sorts. The surprise of seeing her aunt Frieda entering the living room on Christmas Day hand in hand with her friend Gordon had worn off. Instead she was pondering on her boyfriend Randy. They seemed to have one thing only in common and while that single thing was rather pleasant they were both getting rather bored of a continual diet of sensual delights. What could be done to spice up their relationship? Frieda herself, despite the rosy glow of new found romance, was aware that not all was well with Voluptua. "Why don't you and Randy join the bridge club, dear?" she suggested. The suggestion would certainly have fallen on deaf ears had not Randy entered the room at that moment and said "Oh, Voluptua couldn't play cards for toffee". Voluptua quivered like cherubic jelly and some very hard words followed. The result was that she resolved to take up her aunt's suggestion, and she threatened to withdraw physical favours from Randy unless he also took up the game. So it was that the two of them presented their applications to the Taieri bridge club for membership and enrolled in the lessons. In their third lesson Voluptua found herself holding this hand

♠ A K Q T 9; ♥ T; ♦ A K 4; ♣ 6 5 3 2

She successfully managed to sort her hand, count her points, and recognise her longest suit. All set to open 1♠ she was somewhat flummoxed to find her right hand opponent (Randy, the dealer) making that very same bid. "Double" she proclaimed, confident she could defeat the contract and, at the same time, establish ascendancy in her personal life. To her chagrin, her partner bid 2♥. That ended the auction and they played in their undignified 4-1 fit as Randy smirked irritatingly. Voluptua was later advised that her only sensible bid initially was "Pass". "What!" she exclaimed "but I had 16 points". "Yes, Voluptua" her teacher explained "However suit doubles at the one level are for take-out, and they generally promise some length in the unbid majors, hearts in this case". Would you have passed with Voluptua's hand? What would you bid after your right hand opponent has opened 1♠ in the following cases:

1. ♠ A K Q 9; ♥ T 9; ♦ A K 4; ♣ 6 5 3 2
2. ♠ A 9; ♥ K Q T 9; ♦ A K 4; ♣ 6 5 3 2
3. ♠ A; ♥ K Q T 9 8; ♦ A K 4; ♣ 6 5 3 2
4. ♠ K Q 9; ♥ T 9 8; ♦ A K 4; ♣ A K 3 2
5. ♠ K Q 9; ♥ T 9 8; ♦ 6 5 4; ♣ A K 3 2
6. ♠ T 9; ♥ T 9 8; ♦ A K Q 4; ♣ A K 3 2
7. ♠ A 9; ♥ Q 8; ♦ K; ♣ A K Q J 7 6 3 2

Answers on page 7.