

## A Director writes...

Declarer as West has lead a heart. South in turn plays a small club, then realises that he has a heart and quickly makes the correction. The Director is called and rules that the small club is a major penalty card. It must be played at the next legal opportunity, but also, if partner of the offender gets on lead, declarer can demand or prohibit a lead of that suit. All would have been well if South had not said, "That's a bit harsh. Partner knows I have got clubs because I have already signalled it!" Well if partner hadn't noticed the signal, she knows now! This is unauthorised information and has only made the situation worse. Be careful what you say.

### From the Archives:

It is recorded in the minutes that one of the important decisions to be made by the Club at the outset was how much to charge for drinks to be sold at the end of play. After much deliberation it was decided that a nip of Whisky would be 20c, Gin 15c and Sherry 10c and that these prices would include lemonade if wanted. After these prices had been in operation for a few weeks it was decided not enough profit was being made on the Sherry and a decision was made to cut down the amount of Sherry served to 2 nips for 10c. It appeared that a full glass of Sherry was being given for 10c.

## News Letter 2005

# Taieri Bridge Club

Issue Number 102 June 2005



## Tournament News

Our B point tournament was held on 7 May and attracted a field of 24 tables. The club made a profit of \$800. As usual the organisation was meticulous and the food excellent. Thank you all for the work you put in towards the success of the tournament. The winners were Joan Somerville and Pat Dixon from the Otago Club. At one point it seemed that the slip for board 6 had been lost. However, Kaye Wilson had the brilliant idea of phoning Kevin Farnden, the last person to have played that board. Kevin, by then, was at the Casino; he found the slip in his pocket, and read the scores out over the phone!

## The Senility Prayer

(contributed by a member)

Grant me the senility to forget the people I never liked anyway, the good fortune to run into the ones I do, and the eyesight to tell the difference.

### Count, count, count (2)

In this month's article about counting we shall look at a very useful principle that helps you to make better decisions than by pure guesswork.

Imagine that you are West and are declaring the adventurous contract of 2♠.

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

North leads K♦ which South, to your surprise, overtakes with the Ace. South returns a diamond to North's Queen and ruffs the third diamond lead. South now exits with the K♥.

Assuming no help from the bidding, how should you play? You can bank on 4 spades, 2 clubs and 1 heart; an extra trick can come either from a successful spade finesse or a club finesse (which you can take in two ways). So the critical questions are:

1. Where is the K♠? 2. Where is the Q♣?

You should reason as follows. North is known to have 5 diamonds so 8 of his cards are unknown.

South is known to have 2 diamonds and one trump so 10 of his cards are unknown. Therefore it is 10-8 on that South has a given one of the key cards. Hence a trump finesse is more likely to fail than succeed. For the same reason, the Q♣ is more

♠ J 4  
♥ A K Q T 7 4 3  
♦ 7  
♣ A K 6

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

♠ 9 7 6 2  
♥ void  
♦ Q T 6 2  
♣ T 8 7 4 3

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

you might try leading up to the K♦ first. If that failed you would try the spade finesse.

The computer sees that both finesses will fail and plays as follows: cash 7 hearts and 3 clubs (since the Q♣ drops) leaving these cards:

♠ J 4  
♦ 7

♠ K ?  
♦ A ?

Immaterial

♠ A Q  
♦ K

If West has unguarded the K♠ then a spade to the Ace drops the King. If West still has the K♠ guarded then the A♦ is bare. Throw West in with a diamond for him to lead into the ♠ A Q.

### **DealmasterPro**

By now you may have seen hand records produced by our new program DealmasterPro. The significant new piece of information that they contain is the number of tricks that each side can take in various contracts. The numbers are worked out by the computer and it is often very interesting to work out how the computer arrives at its conclusions. The first thing to note is that the computer assumes the line of play that works best - that is not the same as the best line of play. For example, if you have to play the suit combination

A K J 5 2 opposite 9 7 4

then the best line of play is to finesse the Jack, not play for the drop ("eight ever, nine never"). However, the computer can see all hands and plays for the drop if the Queen is doubleton.

The fact that it "cheats" explains sometimes why you didn't make as many tricks as it said you should. But, even taking that into account, can you see the line of play that makes 6♥ by South in the hand opposite (as claimed by DealmasterPro)?

Think before reading on.

On the face of it you only have 10 tricks (1 spade, 7 hearts, 2 clubs). But wait! The Q♣ is doubleton so, once you play off the Ace and King, your Jack will be an 11th trick. And the 12th trick?

If you were faced with this problem at the table

likely to be in the South hand than in the North hand. So you should immediately play a club to your ten. If it holds, cash the K♣, and play a spade to the Ace. Cash the A♣ for a heart discard.

The principle is very simple: if one hand has more unknown cards than another, play that hand for holding a critical card. Or, even simpler, if one hand has a known long suit, play the other hand for holding a critical card.

Of course, the role of counting is to see whether one of the opposing hands has a small or large number of unknown cards compared to the other.

### **The beginners class has graduated**

Eleven members from the Beginner's classes have experienced their first Club nights. They proved to be very successful. We look forward to them all joining the Club. Thanks are due, not only to Tamsin and her helpers, but also to Senior players who have made themselves available to partner the beginners in their first few weeks.

### **Contributed humour**

Two elderly women were having coffee one morning. Ethel noticed something funny about Mabel's ear and said, "Mabel, did you know you've got a suppository in your left ear?" Mabel answered, "Do I?" She pulled it out and stared at it. Then she said, "Ethel, I'm glad you saw this thing. Now I think I know where my hearing aid is."

### Wedding slam

The wedding day had dawned sunny and clear and the ceremony had gone swimmingly well. No-one had forgotten their lines (despite Gordon's nightmare of the previous week where he had dreamt he had fluffed a line as "My awful headed wife"). Rather than a traditional dinner and dance reception the bridal couple had decided to have a night of bridge, wine and nibbles. (Somewhat unbelievably, all their friends and relations were keen bridge players). No-one was taking the bridge very seriously and so, when Frieda (West) picked up this monster hand:

♠ A Q 3 2; ♥ A Q 9; ♦ void; ♣ A K Q J T 9

she decided that everyone was too far into their cups to have patience with a long scientific auction: she simply opened the bidding with 6♣ and awaited Gordon's dummy with a thrill of anticipation.

North led K♦ and this is what she saw.

♠ A Q 3 2

♠ J T

♥ A Q 9

♥ J T 8 7 6

♦ void

♦ A 3 2

♣ A K Q J T 9

♣ 4 3 2

At trick one Frieda faced a knotty problem.

Should she discard a heart or a spade on the Ace of diamonds? Which major suit should she finesse in? Would her new husband forgive her for going down? Had she packed suitable nightwear for the

honeymoon? If you, dear reader, empathise with Frieda's dilemma you may wish to think about how you would solve the problem before reading on.

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Frieda's mind cleared. She played low in dummy and ruffed the opening lead. Then she drew trumps. Her next move was to play the Q♥ from her hand. It does not help the defence to take this trick since Frieda can win the return, play A♥, enter dummy with J♥, and discard her losing spades on the winning hearts and A♦. The alert defence spotted this, of course, and let the Q♥ hold. But now Frieda simply played a low spade from her hand. The defence can take this or duck it (in the latter case, another low spade allows Frieda to enter dummy). So Frieda could now discard her losing heart on the A♦ and lose one spade only.

It was a wonderful start to married life and, as news of Frieda's prowess spread around the room, a cloud of confetti was showered over the card table from happy well-wishers. Gordon regaled bridge players and non-bridge players throughout the honeymoon with the story of how Frieda came into his hand after sacrificing her Queen of Hearts. This raised a few eyebrows among non-bridge players but Frieda and Gordon were blissful in their ignorance.