

Duties and responsibilities of dummy

You may think it is the simplest thing in the world to be dummy but many people are unaware of exactly what dummy's duties are. The main ones are to lay out their cards in suits with trumps on the right, play cards as directed by declarer, keep track of the tricks lost and won, and give information to the director (but not call the director). And what else? Surprisingly, the laws of bridge, in relation to dummy are otherwise about what dummy *cannot* do. For example, dummy may not leave their place to watch declarer play the hand, nor may they exchange hands with declarer (as is common in social bridge). Lastly (and this must be why dummy has this name) dummy must not talk during the play of the hand. No wonder we would prefer our partner to be dummy than ourselves!!

Amazing anagrams

As a crossword buff I love anagrams. Here are some of my favourites:

Eleven plus two = Twelve plus one

Slot machines = Cash lost in 'em

Desperation = A rope ends it

Alec Guinness = Genuine class

The Morse code = Here come dots

Dormitory = Dirty Room

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♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠♣♦♥♠

Alexandra New Year Tournament

The first tournament of 2007 is always the Alexandra tournament (their bridge club is in Clyde!). The format is Friday and Saturday evenings as two halves of a pairs competition. The idea is that the weather will be good and you can enjoy the art, scenery and fleshpots of Central Otago during the day.

This year's tournament was very well attended and several Taieri players made the top 10: Donna Ruwhiu (playing with Adrien Dever), Frank Gradon and Judy Robertson, and Mike Atkinson and Tamsin Meaney.



Failures to alert

It happens to all of us: our partner has made a bid that we should have alerted but we forgot. We remember after the bidding has concluded but before the opening leader has played the first card. What should we do?

The answer is that it depends on whether your side is declaring or is defending. If your side is declaring one of you should draw attention to the fact that some of your bids were not alerted.

That sounds all right and proper and it will then be the opponents' right to ask the tournament director for further guidance should they think the failure to alert has disadvantaged them. For example, consider the auction

1NT - pass - 2♦ - pass
2♥ - pass - 4♥

If 2♦ was a transfer into hearts then normally the defenders will not have been disadvantaged *except if the conventional bid 2♦ might have been doubled to indicate a good lead*; in such a case merely call the director to "reserve your rights" and don't say "I would have doubled 2♦ for a diamond lead"! (that can be explained after the hand is over and to say it prematurely gives your partner unauthorised information).

The situation is entirely different if you are the defending side. You must not say anything until

obvious source is to hope that the K♥ is held by South and then you can finesse and make a trick with Q♥. But, if you have paid attention to the bidding and the lead you will spot a line that is almost certain to succeed.

♠ A K 7 6 5 2
♥ A Q
♦ 9
♣ Q J 9 3

♠ Q J 9
♥ 7 4
♦ K J 7 3
♣ A K 8 7

What do you think South holds in diamonds? It looks as though she holds 6 or 7 diamonds and that North has led a singleton or the top of a doubleton. In other words South has diamonds headed by the ace, queen and ten. So play low in dummy and force out South's 10♦. Probably now South will lead a heart but you shouldn't finesse. You have the king, jack, seven of diamonds in dummy and these can only be beaten by the ace and queen.

So win the A♥ and go to dummy with a trump. If both opponents follow simply lead the K♦ and ruff South's A♦. Draw trumps ending in dummy and play J♦. When South covers just ruff it *and now 7♦ is a winner on which you can discard your heart loser*. It is important to look at your spot cards! Here your own 9♦ and dummy's 7♦ were critical cards.

Internet bridge sites

I like to try my hand at play and defence problems and there are many internet sites that offer food for thought. In previous articles I have recommended Frank Stewart's Daily Bridge column. Sadly that is no longer being maintained. However, another daily site continues to provide excellent reading: www.bridgeclues.com

I've written about this site before but it is now even better because it features *two* daily problems, one for newer players and one for more experienced players. The site presents you with a problem and then offers a series of clues to lead you the answer. Here is a problem that I liked (and I'll present it without the clues, in the interests of saving space).

West declares 6♠ and receives the 8♦ lead after this auction:

East	South	West	North
1♣	2♦	2♠	Pass
3♠	Pass	4NT	Pass
5♦	Pass	6♠	All pass

South's 2♦ overcall was weak and natural and

West's 4NT was Blackwood.

Dummy is displayed (opposite). How should you play? Counting your tricks you see that you have 6 spade tricks, 1 heart trick and 4 club tricks. So you need one more from somewhere. The most

the hand is over. The reason again is that you may be giving your partner unauthorised information. For example, if your partner did not alert one of your conventional bids and you say, prematurely, that the bid should have been alerted, then you remind your partner of something that he might have forgotten. So own up after the hand is over; the opponents may wish to call the director (although it would be quite a rare situation where they had been disadvantaged).

Note that calling the director should not be seen as an unfriendly act. It is not. It is the fair way of correcting any inequities. Note also that you do not incur an automatic penalty for your failure to alert - only if the opponents have been unfairly disadvantaged.

Saturday Bridge at Taieri

One of the most pleasant and relaxed bridge events of the week is our Saturday game. For many years this has been co-ordinated by Jane Archer who has charge of "the book" into which you enter your names if you intend to play. Jane is now giving up that important task and we all thank her very much for all splendid work she has done. Mary Hibbs is taking over the job of Partnership Officer and you can phone her on 489-8262 if you want a Saturday partner. 3

Voluptua gets mixed up

Voluptua gazed dreamily at Randy. He had just laid down a rather bare dummy and she had the task of making 4♥. But her thoughts were far away from bridge and were focused much more on Randy's broad shoulders, noble brow, strong arms, long.... (enough - this is not an X-rated magazine - Ed.)

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

Pulling herself together with a jerk Voluptua concentrated on the task at hand, noting that West had led J♥. She counted her winners: 4 clubs, 1 diamond, probably 4 hearts - only 9 tricks. Where was the 10th trick going to come from? There were several possibilities. She might lead

up to K♠ hoping that East held A♠; or she might try to ruff a spade in dummy. The first of these was a 50% chance; the second seemed doomed to failure by the trump lead for surely the opponents would lead trumps twice more if she lost two spades.

Her forehead furrowed but then again her attention began to wander. She smiled as she remembered how that week Randy had reversed Frieda's car into the garden hedge; what a dummy he had been reversing like that without looking. And then it came to her: dummy reversal. All that needed was a 3-2 break in trumps. So she won the opening lead with K♥, cashed A♦, and drew a second round of trumps ending in dummy. She then left the outstanding trump out and turned her efforts to another suit. She was able to ruff three diamonds in her own hand, using the clubs as re-entries to dummy (her winners in this strategy were diamond ruff, K♣, diamond ruff, A♣, Q♣, T♣, diamond ruff). It did not matter if West ruffed one of her club winners for that promote a trump trick in dummy.

Flushed with pleasure Voluptua made her contract. As Randy praised her efforts she smiled coyly and said "You were an inspirational dummy". Later that evening she wished she said "ymmud" instead but that would have been too hard to pronounce.