



# OCTOBER 2019 NEWSLETTER



## EVEN MORE HELP FOR US

This month's issue contains Part 2 of Raj's Bridge Tips, this one about card playing. Once again, I think 'tips' is a major underbid. It is really a lesson on the fundamentals of card play.

Following up on Miles Hall's article last month on avoiding issuing unauthorized information, we have an article by Robb Gordon, ACBL National Recorder, further explaining the concept of unauthorized information. This article was stolen from the one of the Spring National's Daily Bulletins.

It's probably a good idea to read these two articles before you **play, play, and play some more in our Sectional.**

a Membership Game (**IMPORTANT NOTE – any partnership containing a non ACBL member is ineligible to win master points in a Membership Game**).

Wednesday, October 30<sup>th</sup> we will hold our final Individual Game of the year. No partner needed, you will get a new one each round. Special card fee of \$1.00 for members will apply. There will be a sign up sheet mid month. **Remember, you gotta sign up and you gotta show up.**

**Most importantly, the Aiken Sectional Tournament will be held Friday, October 4<sup>th</sup> through Sunday, October 6<sup>th</sup> at the Odell Weeks Center on Whiskey Road. So, please play, play, and play some more in our Sectional.**

## GAMES IN OCTOBER

The sports calendar for October is jam packed. The college and professional football seasons are well underway and my four picks for the College National Championship Playoffs all remain undefeated. October also brings us the beginning of the Pro Basketball and Hockey seasons.

The PGA Tour's newish Fall Season is in full swing. Unfortunately, none of the good players received the memo and are unaware that it exists.

Mercifully, the baseball season will finally end in another month or so. But, it's now playoff time, so please root, root, and root some more for my Atlanta Braves. They are a fun team to watch.

October at our club is much the same. We have a schedule full of many different types of games. There are six Jane Johnson Club Appreciation Games (one of which is our second Friday Team Game which pays 5% Gold Points), three Charity Games, a Grand National Teams Fund Game, and

### Game Schedule - October 2019

Monday 1:30pm	Wednesday 1:30pm	Friday 1:30pm
	2-Oct Jane Johnson	4-Oct Club Closed Sectional Tournament
7-Oct Charity Game	9-Oct Membership Game	11-Oct Dirty Dozen Teams Handicapped Jane Johnson
14-Oct Jane Johnson	16-Oct Jane Johnson	18-Oct Jane Johnson
21-Oct GNT Fundraiser	23-Oct Charity Game	25-Oct Charity Game
28-Oct Jane Johnson	30-Oct Individual Game	

## BRIDGE TIPS -- PART 2

### CARD PLAYING

By Raj

1. In general, the lead of a low card shows strength and the lead of a relatively high spot card shows weakness.
2. When partner leads low from length and dummy has small cards, third hand plays high. However, if third hand has two or three equal high cards, third hand plays the lower or lowest equal.
3. When returning the suit partner has led, with two cards remaining return the higher; with three cards remaining, return the lowest.
4. When partner leads low from length and dummy comes down with an honor and you have a higher and a lower honor, insert the lower honor if dummy plays low.
5. If partner leads a low card in one suit, gets in and shifts to a low card (showing strength) in another suit, partner wants a return in the second suit. If partner shifts to a high card in the second suit (top of nothing perhaps), he is asking for a return in the first suit. Got it?
6. One doesn't lead the same against 3NT as against 6NT. against 6NT avoid leading from an honor unless you have a sequence.
7. At no trump it is important to keep communications with partner's hand. If partner's lead looks like the top of a doubleton, it's usually a good idea not to take the first trick. Let partner keep that second card so when he gets in he can return your suit.
8. When declarer ignores a strong suit in dummy lacking one honor, assume declarer has the honor. If he doesn't, that would be the first suit he would be leading - the rule of 'Unattended Strong Suits'. If you see something like the K-Q-J-10-(x) or A-Q-J-10-(x) in dummy and declarer plays other suits, assume declarer has the missing honor.
9. When there is a short side suit in dummy and declarer draws all of dummy's trumps, the inference is that declarer doesn't have any losers in that suit to ruff. Meaning: It is safe to discard that suit.
10. When discarding, keep length parity with the dummy. You should have at least one higher card from dummy.
11. The best time to lead a short suit is with trump control. A-x-(x) or K-x-x are great trump holdings to lead from shortness. However, if ruffing will cost you a trump trick, leads from shortness with trump holdings such as J-10-x-x, Q-J-9-x or K-Q-9-x are counterproductive.
12. When signaling encouragement with equal spot cards, signal with the higher or highest equal. With A-9-8-7, signal encouragement with the 9 (which denies the 10). If you lazily signal with the 8, you are denying the 9!  
*Some partners actually watch stuff like that.*
13. When giving partner a ruff, the card you lead is suit preference telling partner which suit to return after the ruff.

14. Before playing to the first trick, review the bidding and make sure you remember the opening lead.
15. As declarer, when you can take a trick with one of two equal honors, take the trick with the higher equal. It is far more deceptive.
16. When you have all the tricks but one and you are playing in a trump contract, play off every single one of your trump cards before you play your other suits. Keep the suit you have the loser in until the bitter end. Make them suffer!
17. At a suit contract holding A-x-x facing x-x-x and the suit is led, it is usually right to win the second round of the suit.
18. If you have a number of equal honors and you want second hand to cover the first honor, lead your highest equal honor. If you don't want second hand to cover, lead your second highest equal honor. It works!
19. Defenders take tricks with their lower or lowest equal. If you can take a trick with a jack or the queen, take it with the jack. Taking it with the queen denies the jack and can mess up your partner.
20. When defending, you can send a message to partner according to the size of the card you lead. The crucial ditty is "lead **Low** for **like**, lead **High** for **hate**".

9, 8, 7, 6: Leading high for hate cards.

5, 4, 3, 2: Leading low for like.

Tip from Ron: A great way to utilize your newfound knowledge of card play would be to **play, play, and play some more in our Sectional.**

## MORE ON UNAUTHORIZED INFORMATION

This article was written by Robb Gordon, National Recorder, and appeared in the Daily Bulletin at the Spring Nationals under the title "What is a "logical alternative"? The **shading** is for emphasis by Ron.

One of the most frequent causes for both tournament director calls and Player Memos involves unauthorized information. Law 16A defines specifically what information is authorized. Anything else is unauthorized. What are some examples of unauthorized information? You overhear a result at another table. The wrong pair starts play against you, and it is discovered during the auction. When these happen, it is your obligation to summon the director immediately. The director will either assign an artificial adjusted score, or permit you to continue to play the hand, reserving the option to adjust the score.

The **more troublesome** forms of unauthorized information (UI) include extraneous things like **Alerts by partner (when he shouldn't)**, **explanation of Alerts by partner (when they are incorrect)**, **non-Alerts by partner (when she should)**, and **sometimes even questions partner asks the opponents. Additionally, there are times when partner's tempo is unusually slow or fast. When a player breaks tempo, or asks a question out of turn, it is an irregularity.** Unlike some other irregularities, a director should not necessarily be summoned immediately. However, if you have reason to believe that this break in tempo or question is going to put your opponent in a difficult position, it is good to notify the director, first to establish facts, and second, to remind the recipient of UI about their obligations.

In and of themselves, none of these things are illegal. However, UI can put a burden on the partner of the person providing it. For example, you hold:

♠A K J x x    ♥K Q x x    ♦3    ♣K J 9.

<u>You</u>	<u>LHO</u>	<u>Partner</u>	<u>RHO</u>
1♠	Pass	2♠	Pass
3♥ (1)	Pass	3♠ (2)	Pass
??			

(1) Game try or choice of strain?

(2) Slow

If you had meant 3♥ as a game try, as many would, partner rejected the try. The fact that it was rejected slowly is unauthorized information. But perhaps you meant to bid game and offer an alternative strain. Sorry, but since there is no way to prove that (unless your system oddly carries only that specific meaning), you are stuck. Now, if your hand were much stronger, so you had obviously intended 3♥ as a slam try, of course, you may carry on to game.

Law 16B1 states: "Any extraneous information from partner that might suggest a call or play is unauthorized. This includes remarks, questions, replies to questions, unexpected Alerts or failures to Alert, unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism. (a) A player may not choose a call or play that is demonstrably suggested over another by unauthorized information if the other call or play is a logical alternative. (b) A logical alternative is an action that a significant proportion of the class of players in question, using the methods of the partnership, would seriously consider, and some might select." To use Edgar Kaplan's description of logical alternative, "Would it have been obviously foolish to pass, an egregious error, absurd? No, it wouldn't; pass would be right quite often."

A similar hand was recently discussed on Bridge Winners. East was dealer, both vul:

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

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
1♠	2♠ (1)	3♠	Pass
Pass	Dbl (2)	Pass	4♥
Pass	4♠ (3)	Pass	5♥
Pass	??		

(1) Michaels (Hearts and a Minor)

(2) Take Out (more and better Michaels)

(3) Rock Crusher -- do you have anything?

As a bidding problem, probably most of you would press on. But it isn't automatically right (say partner had: ♠x x x x    ♥x x x    ♦x x    ♣x x x x). But when partner breaks tempo over both 3♠ and 4♠, doing what you were "always going to do" doesn't cut it. Pass is a logical alternative. Remember Kaplan: "Would it be obviously foolish to pass?" Hardly. To avoid this problem, you need to make a bid that incontrovertibly pushes you to 6♥ over 4♥ or give up on the grand and just bid 6♥ over 4♥, or find a partner who doesn't create problems in tempo-sensitive situations!

With East dealer and E-W vul, you hold this hand as North:

♠10 8	♥Q J 4	♦A K Q 8 7 2	♣6 2
<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
		Pass	Pass
1♠	2♦	Pass	Pass
Dbl	Pass	2♠	Pass (1)
Pass	??		

(1) Break in tempo

This is a hand from an older NABC which the director got right and the appeals committee dropped the ball. This was from a single-session matchpoint game, and North bid 3♦ which was passed out and made on time. One is tempted to bid 3♦ with the solid suit, but certainly risks disaster. As it happened, partner had a 3♦ bid the first time as well as the second, so all was well. **But passing 2♠ is certainly a logical alternative here.** You have no assurance of a diamond fit or any useful values from partner. In fact, you might be changing a plus to a minus by bidding. After receiving UI from partner (break in tempo, missed Alert, body language), if one chooses an action that is judged to be suggested by the UI) when a logical alternative exists, the director must do two things. First, the director should determine if there is damage to the non-offending side and adjust the score as appropriate. If the director feels that offender's action, although not permitted, is normal for a player of this ability, then an adjustment could be made with no procedural penalty. However, **if a player with the offender's level of expertise should have known that he was violating the Law, then the director should also penalize the offender.** The reason that these violations are not fully remediated by simple restoration of equity is that players should be aware that **when they cross that line two things will happen.** The first is that they get the worst of equity, **keeping their bad results and losing their good ones,** but additionally **may receive a procedural penalty.**

Ron Note: I've been told by a reliable source that Robb **strongly** recommends that you **play, play, and play some more in our Sectional.** Hey, trust me; you really don't want to mess with the National Recorder.

**So, what's new from our guy in Wallingford?**



**Fall  
Sectional**

**AIKEN**

**South  
Carolina**

**October 4 – 6, 2019**



**Location: Odell Weeks Activity Center  
1700 Whiskey Road (Hwy 19)  
Aiken, SC**



**EVENT SCHEDULE**

**Friday – October 4, 2019**

Stratified Open & 499er.....10 am  
Regional rating charity game

Stratified Open & 499er.....2:30 pm

**Saturday – October 5, 2019**

Stratified Open & 499er.....10 am  
Regional rating charity game

Stratified Open & 499er.....2:30 pm

**Sunday – October 6, 2019**

Stratified Open Swiss Teams .....10 am

Stratified 499er Swiss Teams .....10 am

Catered lunch provided on Sunday

- Weeks Activity Center – ample parking, ground-level access
- Numerous nearby restaurants
- Light refreshments and beverages
- Bridge lecture between games
- Electronic scoring, pre-duplicated boards

**Tournament Chair**

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**Partnerships**

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**Stratifications**

0-1000/1000-2500/2500+

499er at Director's discretion

Pairs and Swiss Teams strats based on average MP