

Diana's Fun With Bridge

December, 2018



A very, very Merry Christmas and Happy New Year.

May all your bridge games be fun, challenging and wonderful learning experiences.

Lessons Coming Up Next Year



End of February or beginning of March:
Beginners for new player or players who have not played in years. 6 -7 sessions.
The course will be repeated in September.

Coming up but dates not set for the following:

Bidding for newer players and those who need help with their bidding. Four sessions.

Doubles: an absolute must for those who wish, not only to improve their game, but to take the game seriously. Two session, covering.

1. Take out doubles
2. Negative doubles
3. Lead directing doubles
4. Penalty doubles

My new email address:

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Monday Game

Yes, I will be holding my fun Monday game this Monday.

No game Christmas and New Years eve. Start again Monday January 7, 2019.

For stocking stuffers and gifts, I have a great selection of books for you to choose from.

Prices are below retail with the added bonus of no taxes.

Defense: for newer players, four sessions.

Defense: for more experienced players, four sessions.

Conventions: I will cover several of the most current conventions: 2way reverse Drury, Bergen, Jacoby 2NT, Unusual vs. Unusual, Michaels, Meckwell –three to four sessions.

Slams: two sessions.

Signals: Beyond Standard, I will not be covering Standard signals. Two sessions.

The use of proper signals will improve your defense 500%. If you can't signal accurately you simply can't defend a hand.

Pre-empts: two sessions, one lesson on two level pre-empts and the other on 3, 4 and 5 level pre-empts.

Play of the hand: Newer players – four sessions.

Play of the hand: Experienced players – four sessions.

Your newsletter is more like a mini lesson rather than news; however, I have noticed a few areas where several of you are having problems so choose to address those issues.

Overcoming these problem areas will make your games much more enjoyable in the coming year.

Which hands have the most potential?

LHO opens 1♣, partner overcalls 1♦ and RHO passes. Which hand is more useful?

C. ♠85 ♥92 ♦8752 ♣A8643

D. ♠Q85 ♥Q75 ♦982 ♣Q643

C is far better due to distribution values that can help partner in a ♦ contract. The A is gold and both doubletons will limit partner's major suit losers particularly with the 4th ♦.

Here neither opponent has shown a major which means partner is likely to hold 3 cards in the suits, so having doubletons allows partner to ruff the 3rd round.

You open 1♠ and partner jumps to 3♠ (showing 10-12 and at least 3 ♠) which hand contains more slam potential?

E. ♠AQ875 ♥QJ2 ♦KQ4 ♣KJ

F. ♠QJ1052 ♥----- ♦AK1054 ♣KQ63

E, has 18 HCP and F 15, but F could produce a grand slam while E is worth no more than game.

**Do not count short suit points for unprotected honors, which can be eaten up by higher honors.
Count no distributional points for:**

- 1. Singleton K**
- 2. Double or singleton Q**
- 3. Tripleton, doubleton or singleton J**

The following bids always seem to be a problem for newer players. When partner opens a minor and responder does not hold a four or five-card major, the responses are cut and dried. The problem lies in the fact that many players have an aversion to playing in no trump.

You must remember, you have a partner who cannot make an intelligent decision without the proper information. Here are the bids again and hopefully you will all be more comfortable with them.

If partner opens a minor and you hold 7-9HCP and no four card major and balanced, your bid is 1NT. This is a very precise bid and tells partner exactly what you hold. You do not need stoppers in all suits, you are describing your hand E.g.

♠AJ43	♠Q109
♥KQ4	♥1032
♦A32	♦Q54
♣983	♣AJ107

If partner opens a minor and you hold 10-12HCP and no four card major and balanced your bid is 2NT.

This is a very precise bid and tells partner exactly what you hold. You do not need stoppers in all suits, you are describing your hand E.g.

♠AJ43	♠Q109
♥KQ4	♥J32
♦A32	♦QJ54
♣983	♣AJ107

If partner opens a minor and you hold 13-15HCP and no four card major and balanced your bid is 3NT.

This is a very precise bid and tells partner exactly what you hold. You do not need stoppers in all suits, you are describing your hand E.g.

♠AJ43	♠Q109
♥KQ4	♥J32
♦A32	♦KQJ54
♣983	♣AJ107

If partner opens major and you hold two card support and 6-9 HCP your bid is 1NT.

♠AJ432	♠109
♥KQ4	♥J32
♦A32	♦QJ54
♣983	♣AJ107

If partner opens major and you hold two card support and 10-12 HCP your bid is 2NT. (unless you are playing Jacoby 2NT)

♠AJ432	♠Q9
♥KQ4	♥J32
♦A32	♦QJ54
♣983	♣AJ107

Overcalls are another problem area and the following should be helpful.

There are several advantages to overcalling.

1. It interferes w/the opponents.
2. Often it locates a fit w/partner.
3. It is lead directing for your partner.

Points to consider:

1. The length of your suit.
2. Your suit strength.
3. General strength of your hand.
4. Vulnerability.
5. Level of the bid you will be making.

Requirements for one level overcalls

1. Five card suit or longer.
2. 8+ points up to 16-17.

I am suggesting a minimum of 8 HCP; however, you will see the more experienced players overcalling w/as little as 6HCP and sometimes w/5HCP.

You Hold

Opponent bids 1♣

♠ AQ1074
♥ 863
♦ K73
♣ 54

What is your choice?

- a. pass b. 1NT c. 1♠

1♠ - you have 9HCP and five spades. A perfect overcall.

You Hold

Opponents bid: 1♣

♠ AKJ76
♥ 1042
♦ K4
♣ AJ8

What is your choice?

- a. pass b. 1NT c. 1♠ d. dbl.

1♠ this is close to a maximum overcall. If partner raises spades consider going to four.

You Hold

Opponent opens 1♣

♠ 42
♥ 865
♦ AKJ103
♣ 1075

What is your choice?

- a. pass b. 1NT c. 1♦ d. dbl.

1♦ - this is a perfect overcall at the one level.

Responding to partner's overcall.

One of the reasons to overcall is to take away bidding space from the opponent. This means you should raise partner's overcall when you have a trump fit.

LHO	Partner	RHO	You
1♦	1♠	pass	?
What action will you take with these hands?			

♠ K63
♥ J65
♦ 10654
♣ Q65

♠ A103
♥ KQ76
♦ 87
♣ Q654

♠ K1063
♥ 2
♦ 1032
♣ J7654

Not much of a hand but raise to 2♠. This deprives the opponents of a whole level of bidding.

A much stronger hand, make a cue bid of 2♦ telling partner you have support and 10+ points.

Wow – almost a bust but w/great ♠ support & a singleton. Bid 3♠, make life difficult for the opponents. The jump shows a weak hand with good support.

Responses w/out support.

Unfortunately, this happens but you have options.

1. Pass
2. W/7-10 (or11) HCP & a stopper in the opponent's suit bid 1NT.
3. Bid a suit of your own.

LHO	Partner	RHO	You
1♥	1♠	pass	?
What action will you take with this hand.			

♠ J3
♥ KJ43
♦ K103
♣ J1084

1NT – you have enough strength w/2 possible ♥ stoppers.

Requirements for a two-level overcall.

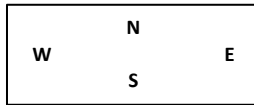
Overcalls at the two level require more points and a better suit.

You need a 5-card+suit and 10+ points to overcall at the two level.

Hand to play

♠ KJ83
♥ A62
♦ Q82
♣ QJ5

♠ A2
♥ QJ108
♦ A43
♣ 10642



♠ 65
♥ 974
♦ 10975
♣ A983

♠ Q10974
♥ K53
♦ KJ6
♣ K7

North	East	South	West
1♣	p	1♠	p
2♠	p	4♠ all pass	

North opens one club, south one spade. North with a minimum hand and four spades bids two spades. South, with opening points, bids game.

West should lead the queen of hearts from the sequence. When dummy tables south can see a loser in each suit so must find a way to discard a heart. Win the heart with the king, keeping the ace as an entry to dummy.

Now play the king of clubs and continue clubs until east wins his ace. East will return a heart which you win in dummy. Play your queen of clubs, discarding the losing heart. Take out the trumps you will lose one spade, one diamond and a club.



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