

# Diana's Fun With Bridge

July, 2020



## Some great news regarding my lessons.

A fantastic new program has been developed for teachers that I am in the process of learning. It will mean that my lessons will be on line, however, I can still give you my great Power Point teachings with the added feature of playing interactive hands.

It may be a bit of time before I receive my training as the developers can only train up to five teachers a day and there is quite a list ahead of me. Will keep you posted. Naturally, I will be teaching in person as soon as it is allowed.

**Level 1 Defence** - will be a repeat

**Level 1 Play of the Hand** - will be a repeat.

**Level 2 Defence new.** These lessons will bring your defence to a whole new level.

**Level 2 Play of the Hand new.** Each lesson will cover only one subject. Lesson one will be on endplays.

Lessons two Squeezes. Lesson three cross-ruff. The final lesson is a fun lesson on deception.

**Slams** – two informative lessons on how and when to bid your slams.



This is a video that really starts to make you think and will help prepare you for my Defence Level 11 lessons. If you can't access it by clicking below then copy and paste it to Google or Safari.

<https://www.youtube.com/watch?v=8d-Opsa4cA>

Basics on counting cards.

<https://www.youtube.com/watch?v=0NKA3zHoizI>

Major suit raises.

<https://www.youtube.com/watch?v=A-Aw7e4iLzg>



One very important hand evaluation that is commonly overlooked is the power of nines and tens in your hand.

## TIP

When you are on lead avoid leading a useless doubleton in hopes you will get a ruff. If you do you are probably finessing your partner out of possible winning cards. E.g. of useless doubletons: 76, 32, 86, etc. etc.

### The Power of Tens

Tens and nines sometimes get overlooked in the bidding but, in notrumps especially, those high intermediate cards can be a big help.

♠K432 ♥QJ5 ♦J865 ♣Q76

or

♠QJ3 ♥K432 ♦32 ♣J432

Bad. Playing in notrumps, whether as declarer or defender, this isn't going to be much fun.

♠QJ10 ♥K1098 ♦109 ♣J1098

Good! Look how your tens and nine guarantee tricks. Maybe not a fun hand but not as bad as it would be without the tens and nines.

Partner opened 1NT.

You hold the following and both have 9HCP.

1. ♠K62 ♥AQ2 ♦952 ♣9545

Or

2. ♠K109 ♥AQ10 ♦1095 ♣10952

Hand 1 holds a terrible 9 count, balanced, with an empty long suit in clubs. It has an alarming lack of intermediate cards. You can only invite partner to game with fingers crossed.

Hand 2. What a difference, 9 HCP but all the tens have made a huge difference. You would put partner into 3NT.

If partner opened 1NT and you held:

♠K93 ♥A42 ♦J93 ♣5432

Don't even think of inviting with this terrible 8 count. Your honors are isolated. You have no honors in your long suit as well as a total lack of tens and good intermediate cards. PASS.



### What is a "duck" ?

Deliberately leading a low card in one hand and also playing low in the other, instead of playing a high card which might have won the trick

Four important applications for a duck ?

1. preserve an entry to a long suit.
2. to maintain trump control.
3. to drop an enemy honor card.
4. to develop extra tricks in a suit

You can duck more than once in a suit if that is appropriate.



**A**

♠A63  
♥Q7  
♦Q642  
♣KJ74

**B**

♠A104  
♥Q10  
♦Q1093  
♣KJ109

Both hands hold the same 12 HCP.

You would open hand A 1♦ with a great deal of trepidation. The honors are isolated and you have no tens or nines. Hand B you would happily open 1♦. 12 HCP and super intermediate cards. Great nine's and tens.

### Major Problem Area

A major problem area for many, many players is responding to partner's opener with a no trump response.

It is actually very simple but many overthink the bid and this is what causes the problem and gets them many, many, many, bottom boards.

### Bidding NT Point Ranges

The point ranges for responses in NT are.

1. 1NT = 6-9 points – without support, no four card major when partner opens a minor .
2. 2NT = 10-11 points – without support, no 4- card major when partner opens a minor.
3. 3NT = 12-15 points - without support, no 4-card major when partner opens a minor or 1♥.

If partner opens 1♥ and you hold 6+ points and 4+♣, then, of course, you will respond 1♣ if you do not have 3+♥.

♠KJ9 ♥Q6 ♦109872 ♣J108

Partner opens 1♦. You have enough values to bid, and you know there is no major suit fit. NT has a higher priority than minor suits, so you respond 1NT, not 2♦.

♠KJ9 ♥6 ♦109872 ♣QJ108

Partner opens 1♦. Now you don't have no trumpty distribution, so you should raise ♦'s instead of responding 1NT. This only works because you know there is a ♦ fit. Also, you have a singleton heart. If you didn't know about a fit, you might have to bid 1NT even with an unbalanced hand. Like this.

♦9 ♥K1064 ♦9763 ♣KJ102

Partner opens 1♣.

You respond 1NT, showing 6-9 points. You don't have a balanced hand, or the additional 10+ points and a 5+ card suit needed for a two-level bid.

Don't forget the LPBC has two limited point games a week for your enjoyment. Monday 6:15 and Thursday 10:00. These are great games for newer players who do not feel ready to play in the open games.



### Deception Touching Honors

When winning with touching honors in the closed hand, it is usually right to win with the top card. E.g. holding KQ7, you win with east's jack with the king. From west's point of view, east may then hold the queen.

When your touching honors are bare, it may be advantageous to let the defenders know you hold two honors. E.g. with a stopper of KQ doubleton in NT, you might choose to win east's jack with the queen.

Before leading touching honours from the closed hand, ask yourself if you want your left hand opponent to cover. If the answer is 'yes', then lead your top honour. If 'no', the second highest honour is better.

## Quiz – what is your bid

♠Q9 ♥J63 ♦A1087 ♣QJ52 Partner opens 1♠.  
 ♠KQ5 ♥A106 ♦987 ♣QJ82 Partner opens 1♦.  
 ♠KJ2 ♥10432 ♦KJ3 ♣KJ6 Partner opens 1♣  
 ♠852 ♥963 ♦AKJ4 ♣742 Partner opens 1◆.

2NT - 10HCP-no 5+card suit. Tell your story.

2NT – Same as above.

1 ♥ - Bid your 4-card major. Tell your story.

1NT – Tell your story, let partner know what you hold.

## Minor Suit Games

Minor suit games usually require a combined point count of 29 to 31, since they must be bid at the five level. The extra points are needed to provide reasonable assurance of taking eleven tricks.

Minor suit games may be bid with fewer points if the hands have distributional features that allow extra ruffing tricks.

## Minor Suit Openings

Before discussing minor suit raises, let's look at minor suit openings, since these often cause problems for newer players. Here are some guidelines:

1. Never open in a minor suit with a five card or longer major, regardless of how weak the major suit might be. E.g. ♠J10932 ♥A ♦AKQJ3 ♣32 – open 1 ♥.
2. When holding three cards in each minor, open 1♣.
3. When holding one four card minor and one three card minor, open in the four-card minor.
4. When holding two four card minors, open 1♦ and rebid either 1NT or 2♣.
5. When holding five diamonds and four clubs, open 1♦ and rebid 2♣.
6. When holding four diamonds and five clubs, open 1♦ and rebid 2♣ unless your hand is strong enough to reverse. A reverse would show 17+ points.
7. **NEVER** open a “short club” (i.e., opening 1♣ with fewer than three clubs). **EVER – EVER – EVER**

Minor suit openings have the same 12 to 21 HCP range as the major suits. But they do not have the same suit length requirement.

This is because we use minor suit bids as a catch-all for hands that don't have a 5+ major and don't qualify for a no-trump opening.

## BBO

Some of you may be looking to play with your favorite partner on BBO but don't know how.

No problem. Once on BBO, click Casual. Now you will see a heading, ‘I have a partner, take us to a table’. You will be asked, ‘who is your partner’. Type in their user name and BBO will take you to a table as partners.

If you wish to play with your partner and two friends, that to, is easy. Under the heading ‘find your own game’, click on Start a Table. Click on Start a Table-Relaxed Game. Click on each NSEW and click Reserve. Now type in the user name of your friend or partner. Do this for each direction including yourself.

You have now created a table of four with three of your pals. Enjoy.

Don't forget to click the History tab to see how you are doing on each of the hands.



♦ K Q 8 3  
♥ A 10 3 2  
♦ 6 5  
♣ K J 5

This hand doesn't have a 5+ major, and it isn't within the 15-17 or 20-21 HCP ranges for a NT opening. So, we open in a minor suit, 1♣ is the correct opening bid.

♦ A K J 10  
♥ 2  
♦ Q 10 9 6 5  
♣ A Q 5

♦ K84  
♥ A9  
♦ QJ75  
♣ K832

♦ AQ94  
♥ 8  
♦ AK3  
♣ AJ875

♦ K975  
♥ AQ73  
♦ A83  
♣ J4

♦ 8  
♥ Q10753  
♦ AKJ105  
♣ K2

You might think that any opening bid is an attempt to find a trump fit in the suit bid. With major suits, that's correct.

But with minor suits, we often use the bid as the beginning of a two-bid sequence where the second bid is more important than the suit opened. Minor suits are well named – they have only minor importance. Majors and no-trump are both higher priority for final contracts.

No 5+ major, so we don't open in hearts or spades. 16 HCP fits right into the 15-17 range for a 1NT opening, but this isn't a balanced hand. The singleton heart disqualifies the hand for a NT opening. So, we're stuck with a minor suit opening. Open 1♦.

Open 1♦. This is a minimum balanced hand. With the choice of two four card minors open the higher-ranking suit.

Open 1♣. The hand has 19HCP + 1 length point. With an unbalanced hand with no five-card major and without a four-card diamond suit open the clubs. Do not count anything for the singleton as you have not established a trump suit.

Open 1♦. When you are 4-4 in the majors with three ♦ and two ♣ with an opening hand, this will be the only time you open 1♦ without a 4+ card suit.

Open 1♥. Recall you open the higher-ranking suit first.

## TIPS on how to really annoy your partner.



Make a lead that gives the opponents a ruff and sluff.

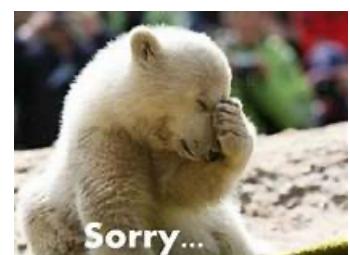
### What is a "ruff and sluff"?

A ruff in one hand and a discard of a loser in the other hand. This situation is possible when both declarer and dummy are void in the same suit.

Make a lead that allows the opponents to make a 'loser on loser' play.

### What is a "loser on loser" play?

Playing a loser in one suit in declarer's hand and (on the same trick) discarding a loser in an other suit in dummy's hand.



Sorry...

## Responding to a minor suit opening.

The minor suit opener could have from 12-21 points and be either balanced or unbalanced.

Responder can't immediately determine how high and where the contract should be placed.



## Responders priority – finding a major suit fit.

Why? It takes 10 tricks for a major suit game and 11 tricks for a minor suit game.

Partner opens 1♣.

♠ 82  
♥ J763  
♦ Q984  
♣ 932

**Pass.** You don't like clubs as a trump suit however, you only have 3 HCP and if you respond you are likely to get the partnership too high. Partner could easily have five or more clubs. It does not matter how many clubs you think your partner has. PASS.

♠ AJ84  
♥ 92  
♦ 86  
♣ KJ1053

**1♣.** Your priority is to find a major fit even though you have support for clubs. You can show that support later. You only need a four-card suit when responding in a major at the one level.

♠ AQ83  
♥ KJ965  
♦ Q7  
♣ 54

You have 12 HCP + 1 length point, enough to be in game. First you must find your fit. Bid 1♥.

♠ Q9753  
♥ 84  
♦ KQ865  
♣ 7

**1♣.** You have 7 HCP + a length point in both spades and diamonds. Bid your higher-ranking suit first.

♠ KJ75  
♥ QJ62  
♦ 83  
♣ A75

**1♥.** With two four-card majors bid your lower ranking suit first. With no heart fit opener can bid 1♣ with a four-card suit. With no fit in the majors the partnership will play in NT or clubs.

♠ KQ83  
♥ 754  
♦ Q976  
♣ 102

**1♣.** Because of the priority of finding a major fit.

Assuming there are no high cards in the dummy other than the ones in this suit, how would you play in order to avoid stranding your established winners in the dummy? How many tricks would you expect to take?

Dummy: AK763  
Declarer: 852  
**Duck once**  
**Expect 4 tricks**

Dummy: A8642  
Declarer: K93  
**Duck once**  
**Expect 4 tricks**

Dummy: AK8742  
Declarer: 63  
**Duck once**  
**Expect 5 tricks**

Dummy: A8632  
Declarer: 754  
**Duck twice**  
**Expect 3 tricks**

	♠ 854		
	♥ A105		
	♦ 974		
	♣ A952		
♠ 762		♠ QJ109	
♥ KQ97	N	♥ J843	
♦ QJ108	S	♦ K3	
♣ Q10	E	♣ J84	
		♠ AK3	
		♥ 62	
		♦ A652	
		♣ K763	

West	North	East	South
			1♦
pass	1NT	all pass	

South opens 1♦ and north, without a 4 or 5-card major bids 1NT showing 6-9 HCP.

South, with a minimum hand passes. East should lead the queen of ♠ from his sequence. South counts her tricks. Two ♠, one ♥, one ♦ and two ♣. Short one trick.

The only possibility for the seventh trick is in the ♣ suit. South should win the ♠ trick as she does not want the opponents switching to ♥. Now play the ace and king of ♣ and out a ♣.

South is in luck as the suit splits 3-2 and now the fourth ♣ is set up for the seventh trick.

	♠ 87		
	♥ KJ43		
	♦ KQ1053		
	♣ J10		
♠ Q1042	N	♠ A965	
♥ 65	S	♥ 97	
♦ J94	E	♦ 72	
♣ AK62		♣ Q8753	
		♠ KJ3	
		♥ AQ1082	
		♦ A86	
		♣ 94	

West	North	East	South
			1♥
pass	2♦	pass	3♦
		4♥	

South opens a normal 1♥ and north bids 2♦ showing 10+ points and 5+♦. South, with a minimum hand simply raises to 3♦, showing a minimum hand with ♦ support. Now north can show her support and strength by bidding 4♥. North calculates her hand with 10 HCP, + 1 point for the two doubletons as she holds 4♥ and one point for the fifth ♦.

West should lead the AK of ♣. When dummy tables south can see two possible ♠ losers and 2♣ losers for down one. If west continues playing ♣ he will give south a sluff and a ruff meaning south can sluff a losing ♠ in dummy and ruff the ♣ in her hand.

When west sees the nine of ♣ fall from the south hand under his king of ♣, he should realize that south has either a doubleton or three to the queen and so must discontinue the suit. If he leads a ♠ east wins and south makes the rest of the tricks.

South wins the second ♠ if west led a spade, pulls trumps and now plays the ♦ 6 over to the king, a ♦ back to the ace and a ♦ to the queen. She plays the ♦ this way to protect against west holding four ♦ to the jack. Dummy now holds two good ♦ on which south can discard her losing spade.



I have several books for sale from new to advanced players. They are discounted 10% and I look after the taxes. What could be better? For pick up I could meet you at the front door of the club, 380 Leathead Rd. All books will be wiped before I give them to you. Another great bonus: I have a few Aloe Vera plants looking for homes. If you are looking for a great plant to go along with your book, I am happy to give you one, while supplies last.

#### **FOR NEWER AND ADVANCED NEWER PLAYERS**

1. **Barbara Seagram's - Beginning Bridge** - This books takes players from bidding right up to several more advanced techniques like, the takeout double, bidding bid hands, and pre-emptive bidding. A fantastic book. \$20.00
2. **Barbara Seagram's Cheat Sheet** - A super handy reference that most newer players can use at the table. \$10.00
3. **Defensive Play at Bridge** - Quizbook - this book feature amazing quizzes and hands, that if studied, will advance a player to new heights in their bidding and play of the game. Numerous hands to play. \$14.00 One copy only
5. **Jeff Bayone - A Taste of Bridge** - Jeff owns the largest bridge club in NA and created this book for beginning players. A great book. \$20.00
7. **Patty Tucker - Defense Carding & Opening Leads** - A must for players struggling with their opening leads, signals, count, Rule of 11, as well as 2nd and 3rd hand play. Numerous hands to play. \$15.00 One copy only

#### **INTERMEDIATE TO ADVANCED PLAYERS**

8. **Patty Tucker - After a Notrump Opening** - Patty's book not only teaches Stayman & Jacoby but several additional conventions, Texas transfers, Smolen, four suit transfers, 3 level responses to 1NT openers, 3 spades over 2NT and Lebensonhl. \$18.00
9. **Audrey Grant - Five Steps to Simplify the Endplay** - this little book simplifies the mysteries of the end play and will greatly improve your playing skills. \$8.00
10. **Joan Anderson - Hands on Weak Two Bids** - Joan's book was the ABTA (American Bridge Teachers Association) book of the year in 2008. It teaches you a disciplined approach to opening weak two bids in all four seats. \$12.00
11. **David Bird & Larry Cohen - On The Other Hand - This** amazing book has 100 pairs of deals that look very similar; however, different techniques are required for each deal. Don't go onto the next deal until you have mastered the why's of the two you are studying. \$22.00
12. **Eddie Kantar Teaches Advanced Bridge Defense** - Take your defence to another level with this book. One copy only. \$28.00
13. **Barry Rigal - Step-by-Step Deceptive Declarer Play** - Barry teaches everything you always wanted to know about deception. \$15.00. One copy only.

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My apologies if you receive the newsletter twice. You are on two different lists.