

# Diana's Fun With Bridge

May – June 2019.



*Sam says:*

A very warm welcome to the 35 new Let's Play Bridge Club members.

I know you will appreciate the warm welcoming attitude from club members and the fun of playing either in the open games or games created for newer players.

The whole object is for you to come out have fun and enjoy this wonderful game.

## I have some great lessons coming up this summer.

The first is 2/1 – This series is for more experienced players. July, I will have four lessons on Play of the Hand – Level 1. Followed by two lessons on Preempts in August. September I will start my new series for Beginners.

Flyers attached.

Come on out an enjoy the joy of learning.

1. With a combined holding of 10 cards in a suit missing the king, the finesse offers a much better chance than playing for the drop.

In 100 cases:

*Finesse is right 37 times*

*Drop is right 13 times*

*Irrelevant 50 times*

2. As a general rule holding 4-4 in the majors your response should be one heart to an opening of a minor, the lower ranking suit first. If partner has four spades she then bids the suit.

3. If you hold 5-5 in the majors and partner opens a minor you bid the spades first regardless of the relative strength of the suits. You will then bid your hearts if partner does not support your spades. This will show at least 5-4 or 5-5.

## The Danger Hand - Keeping The Bad Dude Off Lead

You will quite often find yourself in a position where one defender can beat your contract if they get the lead while the other defender can't. You then must plan to try to develop the required number of tricks without allowing the dangerous opponent to get the lead.



You may say to yourself: 'I could be in a lot of trouble if east gains the lead. They will lead through my king, so in such a situation I must try to develop the tricks I need without allowing east, the dangerous defender, on lead.'

On most contracts you will have to surrender at least one trick to the defenders while you set up the tricks you need.

After a hold-up play, one of the defenders may be 'safe' from declarer's point of view. e.g.

In NT he has no card to play in the suit that was led.

The other defender may be 'dangerous' as he has some winners to cash or can lead through an honor in your hand or dummy. E.g.

If west gets the lead and leads a spade through dummy's KJ3 into his partner's AQ10.

♠ KJ3



When losing a trick, you must lose to the east hand.

♠ 87

♠ KJ3  
♥ A9  
♦ AK874  
♣ 864

Example

♠ A6  
♥ KQJ73  
♦ J5  
♣ A972

W	N S	E
	♠ Q1098752	
	♥ 5	
	♦ 932	
	♣ K5	

♠ 4  
♥ 108642  
♦ Q106  
♣ QJ103

West leads the ♥K, what is your plan?

Losers: 1♠, 1♦ and 2♣ losers. East is the danger hand if he gets in and leads a ♣. You must duck the ♥ and when west plays them again you discard a ♦.

Play trumps and now there is nothing west can do. He can play the ace of ♣ or a ♦. You play the ace and king of ♦'s, ruff a ♦, get to the board with a trump and discard your losing clubs on the ♦'s.

West	North	East	South
1♥	dbl.	3♥ weak	4♠

Example

	♠ AQ6										
	♥ 10763										
	♦ 1094										
	♣ 862										
♠ 987	<table style="width: 100%; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K53
	N										
W		E									
	S										
♥ K52		♥ Q984									
♦ Q873		♦ 62									
♣ Q105		♣ J943									
	♠ J1042										
	♥ AJ										
	♦ AKJ5										
	♣ AK7										

West	North	East	South
Pass	3NT	all pass	2NT

West leads the nine of spades, top of nothing and south counts her winners. One spade, one heart, two diamonds and two clubs.

Three more are needed. If she finesses the spade then only one more trick is needed to make the contract.

Looking at the hands south can see that a heart switch would sink the contract. This makes east the danger hand.

Win the spade lead with the ace and now play the ten of diamonds finessing the queen.

West wins and it does not matter what he returns. If a spade then east wins and will probably play a heart but it is too late. South wins the ace and will make three spades, one heart, three diamonds and two clubs, making her contract.

*How To Bar Your Partner*



Did you know that if you touch the bidding box and then pass you have barred your partner from bidding?

Think about the information you have conveyed to your partner.

By putting your hand on the box, removing it and passing you have told your partner that you are close to bidding or supporting her/him.

Partner, who would have liked to possibly open or go to game now cannot due to the information you have conveyed.

**Keep your hands away from the bidding box until you are ready to bid.**

## High Card from the Short Side

Have you ever been in the position where you wished you could call a taxi to get to the other side of the table?

If the cards in the dummy and declarer's hand are unevenly divided, the order in which the cards are played is important.

N — A K J 3  
S — Q 4 2

In this example, there are more diamonds in the dummy than there are in declarer's hand.

Suppose that dummy has no high cards other than those in the diamond suit. Now suppose declarer plays the ace and king from the dummy first and then a small diamond to the queen.

The jack in the dummy is a winner, but there is no way to get to it.

N — A K J 3  
S — Q 4 2

For that reason, the best way to play the suit is to win the first trick with the queen.

Then declarer plays small to the dummy's winners and none of the cards are stranded.

This can be put into a maxim — play the high card(s) from the short side first.

N — K 4  
S — A 6 3

You expect to take only two tricks with the ace and the king, not three tricks, the number of cards in the longer side.

Now it doesn't make any difference whether you play the high card from the short side. There are other considerations before you decide whether you want to win the trick with the king or ace.

What high card would you win the first trick with in each of the suit combinations?

Dummy:     AQJ103  
Declarer    K2  
              **King**

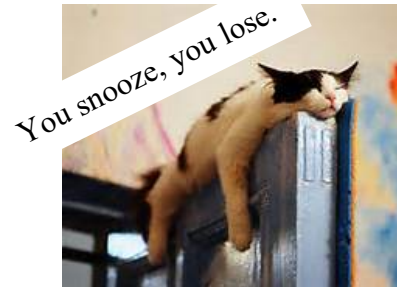
Dummy:     A4  
Declarer    KQ5  
              **Ace**

## Tips

Don't lead a singleton if you have a natural trump trick

e.g. Qxx or QJxx

Perhaps as much as **50%** of your success at bridge depends on your ability to keep your mind on the game.



When you sense a misfit quit bidding ASAP. Don't dig the hole any deeper.



You cannot defend properly unless you remember the bidding.

Dummy: A4  
Declarer: KQ5  
Ace

Dummy: AJ4  
Declarer: KQ73  
Ace  
(Jack)

Dummy: Q5  
Declarer: AKJ7  
Queen

Dummy: KQ6  
Declarer: AJ9  
Any

### FUN BRIDGE TERMS

#### GO TO BED.

Failure to take an obvious winner, usually an ace, and never taking a trick with it: "West went to bed with the ace of spades."

#### KISS OF DEATH.

A penalty of 200 points on a part score deal in a pairs contest, usually down two vulnerable or down one doubled vulnerable.

#### POSTMORTEM.

A term applied to the discussion of bridge hands after conclusion of play or any time thereafter.

### Points to keep in mind

Do not count a singleton or void until you have more information.

e.g. ♠Axxx ♥----- ♦AKxxx ♣QJxx

How valuable is your void if you open 1♦ and partner bids ♥'s and repeats ♥'s.

However, how valuable is your void if you open 1♦ and partner responds 1♠. Your hand has just shot up to 18+ points. Shortness is only an asset after trumps have been decided.

Before making an opening bid always plan your second bid.

e.g. ♠AKxxx ♥QJx ♦KJx ♣xx

You open 1♠ and partner responds 2♣'s. Your rebid is 2NT. If partner responds 2♥'s your rebid will be 3♥'s. If partner bids 2♠ you will pass. If partner bids 2♦ you will bid 3♦.

Have your rebids planned before your opening bid.

When the opponents bid and support each other, and you have the jack or queen of their suit and are considering bidding, don't count points for those honors. They are usually worthless.

#### MONSTER.

A bridge hand of great trick-taking potential either because of a preponderance of high-card winners or because of concentrated strength in long suits and extreme shortness in weak suits.

#### TRAP PASS.

A pass by a player holding a strong defensive hand, hoping the opposition will bid themselves into difficulties. It is usually made by a player holding length and strength in the suit bid by the opener on his right.

If you do not wish to receive this newsletter please click the 'forward' key and say 'please delete my name from the list'.

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

# 2/1

## Bidding System

Several players have asked me to repeat my popular series on the 2/1 system.

### Why learn 2/1?

1. Learn why 2/1 is used by most top players.
2. Even if you do not use the system your bidding should improve 100%+.
3. Enhance your understanding of the system if you play only the basics.
4. Increase your number of partnerships by knowing how to play 2/1.
5. Find out how to consistently bid and make more rewarding contracts.
6. Upgrade your knowledge of conventions that make bidding 21 point games and 24 point slams much simpler.
7. Come on out and have fun learning something new or refresh what you know.

**Dates: Wednesdays, June 19 & 26, July 3 & 10.**

**Time: 9:30 – 11:30.**

**Location: St. Aidan's church, 380 Leathead Rd.**

**Cost: \$60.00**

**Contact: Diana Knowles – Phone 250-491 4704**

**Email: [dknowles9@icloud.com](mailto:dknowles9@icloud.com)**

# HOW TO PLAY A BRIDGE HAND

## Level 1

This series of lessons is designed for players who are fairly new to the game or feel the need to solidify their game by getting back to some of the basics.

### Lesson 1

We will cover on how to ‘make a plan’ and how to change your plan if all does not go according to The Plan.

Counting your winners – counting your losers, quick and slow. How and why to play high cards from the short side.

Review of opening bids and responses to the opening bid of no trumps and one of a suit.

Numerous hands to play in all the lessons.

### Lesson 2

Developing extra tricks by:

- a. Promotion of high cards
- b. Developing long suits
- c. How and when to lose tricks to the opponents early in the play
- d. Ducking
- e. Choosing which suit to develop when you have a choice

Review of rebids by opener and responder

Review, when defending, of which suit to lead against no trump contracts as well as a suit contracts.

### Lesson 3

How to become an expert finesser. How to eliminate your losers through ruffing and discarding.

The basic cross-ruff and the basic take out double.

Managing your trump suit, not as simple as you may think.

### Lesson 4

Preserving your entries and recognising entries that are not obvious. Second hand low. Splitting honors. The Stayman Convention.

Contact: Diana Knowles – 250-491 4704 – email: [dknowles9@icloud.com](mailto:dknowles9@icloud.com)

Location: St. Aidan’s church, 380 Leathead Rd., Kelowna

Dates: Monday July 8, 15, 22 & 29

Time: 9:30 – 11:30 - Cost: \$60.00

I hold a fun game after the lessons so you can practice what you learned. Cost: \$5.00  
Bring your lunch and be prepared for a great fun learning day and experience.

**What Fun!**

# **Two Afternoons Of Preempts**

**Learn how to bid them.**

**Learn when not to bid them.**

**Learn how to bid & defend over the opponent's  
2-3-4-& 5 level preempts.**

**Learn how to deal with the opponent's interference.**

**Learn how to preempt over the opponent's opening bid.**

**The lessons are meant to be a joyful learning experience with  
numerous hands to play.**

**Contact: Diana Knowles – 250-491-4704  
or: [dknowles9@icloud.com](mailto:dknowles9@icloud.com)**

**Dates: Monday, August 19 & 26.**

**Time: 9:30 – 11:30.**

**Location: St. Aidan's Church,  
380 Leathead Road, Kelowna**

**Cost: \$30.00**





## **BEGINNER BRIDGE LESSONS**

**Now is your opportunity to not only enhance your brain cells with a great new learning experience but also join a group of like-minded individuals in learning the amazing game of Bridge.**

**The lessons are meant for brand new players as well as those who played bridge another lifetime ago, in other words a long, long time ago.**

**You will be playing the game by your second lesson and each subsequent lesson will enhance your enjoyment and wonder of the game.**

**A partner is not required, just come out and enjoy the joy of learning.**

**Lessons start Wednesday September 4, 11, 18, 25 & October 2, 9 & 16.**

**Time: 9:30 a.m. – 11:30 a.m.**

**Location: Parkinson Senior Society – 1700 Parkinson Way.**

**Cost: \$75.00 + \$20.00 for the manual, (manual is recommended but not required). Price includes all lessons, coffee, tea & goodies. There is a \$15.00 membership fee if you are not a member of the Parkinson Senior Society. To register contact the Parkinson Senior Society 250 762 4108.**

**For information contact: Diana Knowles**

**250 491 4704 – [dknowles9@icloud.com](mailto:dknowles9@icloud.com)**

**Bridge is a “gym for the mind.” Bridge is a game where you never get to know everything and so it’s a great way to exercise the brain.**