

TAIERI BRIDGE CLUB APRIL 2018 NEWSLETTER



NEWS FROM THE COMMITTEE

- ⇒ We are looking for more volunteers to do bar duties as to date we have insufficient numbers to open the bar every night. Please approach a committee member if you can help.
- ⇒ A Special General Meeting will be held on Monday 18th June at 6.45 pm. Information will be emailed out next month.
- ⇒ It was of interest to note that 23 of our own members attended the successful Open 8B Tournament in March. Great turnout!
- ⇒ Our Otago Hospice Charity Event will be held on May 6th. As usual we are looking for some great raffle prizes—things you would love to win yourself is a good idea.

TOURNAMENTS COMING UP:

14th/15th April —Winton Open 5A Teams, entries close today.

15th April —Waimate All Grades Open 8B Pairs

21st April —Alexandra Open Graded 8B Pairs, entries close 16th April.

29th April —Otago 3B Junior Pairs—one tournament run over 2 days. Second day 22 July. Entries close 27th April.

5th May—Wanaka Open 3A Pairs, online entries close 1st May.

6th May—Taieri Hospice Charity Pairs—looking for lots of club support for this.

12/13 May—Otago Southland Inter-Provincial Trials.



EXTRACT FROM 'COUNTDOWN TO WINNING BRIDGE BY TIM BOURKE AND MARC SMITH

I've been reading up trying to improve my bridge and found this book in Otago Bridge Club Library. Here's a little bit about it if you are interested.

Why Count? - It's a very useful skill to learn. Counting during play starts with keeping track of trumps played. It's easier to remember how many are outstanding rather than how many you have. Count your tricks before playing a card so that you can learn to develop where the extra trick may come from.

After you have mastered this then you should start trying to work out the distribution of an opponent's hand. This will become clearer during the play as you watch the cards that are discarded. The more you know about how the opponents' card lie, the better your decisions will be. You may often get clues from the opponent's bidding.

There's so much more to read about this subject but this gives you a little taste.

WELCOME TO 'WHAT I TEACH AND WHY PART 4' BY KRISTEN COLLINS

The reason I teach only two strong openings is to keep it simple. If a hand is balanced with 20-22 HCP open 2NT, with any other hand and 20+ HCP open 2C. There is no need for learners to try and evaluate a hand for a losing trick count or to count playing tricks.

Two level openings:

2♣ : artificial, 20+ unbalanced or 23+ any shape

2♦ : pre-emptive, 6 card suit 6-10 HCP

2♥ : pre-emptive, 6 card suit 6-10 HCP

2♠ : pre-emptive, 6 card suit 6-10 HCP

2NT: 20-22 HCP, balanced



My criteria for a 2 level pre-emptive opening:

- ⇒ 6-10 HCP and exactly a 6-card suit
- ⇒ 2 of the top 3, or 3 of the top 5, honours – a GOOD suit
- ⇒ Remember that Partner will pass with 0 or 1 card in your suit and less than game values - so make sure your suit is good enough to play by itself
- ⇒ Do not open a 2 level pre-empt with another 4-card Major in your hand (your hand is 2 suited and too strong).
- ⇒ Once you make a pre-emptive opening bid, you've described your entire hand, so you shouldn't bid again unless partner makes a forcing bid.
- ⇒ The only ways partner can force are by bidding a new suit or by asking for Aces.

Responding to a Weak 2:

- ⇒ Without a strong hand (16 + HCP) or a good fit simply Pass – even if you have a void in the Opening suit
- ⇒ A bid of game in partner's suit or No Trump (2♥-4♥ or 2♦-3NT) shows a strong playing hand with a fit and Aces and Kings.
- ⇒ A new suit response (2♠-3♣) shows a strong hand and a good suit. Partner won't have 4-card support (even 3-card support is unlikely), so don't suggest a new suit unless you have a very good one.
- ⇒ A change of suit is forcing, Opener must bid, if it is below the level of 3NT they can rebid their own suit or rebid 3NT.
- ⇒ A simple raise below game (2♥-3♥) shows a fit, but no interest in game. You may raise to put pressure on the opponents, to compete for the contract or to sacrifice. A raise does *not* invite partner to bid



My criteria for a 2C opening:

- ⇒ Opening 2C is an artificial bid which shows a hand that is stronger than one that should be opened at the 1 level and does not contain 20-22 balanced.
- ⇒ It shows 20+ HCP unbalanced or 23+ with any distribution.
- ⇒ This is a forcing bid and partner MUST reply to you.
- ⇒ Usually the bidding doesn't stop until the partnership reaches game.

Responding to a 2C opening:

- 2♦ : 0-7 HCP. Any shape. A negative bid which usually indicates that Slam is unlikely.
- 2♠ / ♥ 3♣ / ♦ : 8+ HCP unbalanced. 5+ card suit
- 2NT: 8+ HCP balanced



Slow Play is Selfish Play

The real keys to playing fast are in forming habits that serve to keep the game moving and staying alert at the table. Suppose the auction goes 1NT on your right, you pass and LHO makes a transfer. You are likely to be on opening lead eventually, and you should start figuring out what your best lead might be against NT or against the suit about to be bid by RHO. Once the auction is over, you can immediately place a card on the table.

Arriving at the table: This is where most of the time goes. It is important to greet your opponents, however, a smile and a hello are all that are needed and don't forget to pull your cards from the board at the same time.

Bidding: Check the dealer and vulnerability on the board before sorting your cards. The number one timing problem in bidding consists of players not realising it is their turn.

Before the opening lead: Once the bidding is over, declarer and the person not on lead should record the contract on their personal score cards. Dummy and the opening leader may do this after the lead and dummy have been faced.

The play: Declarer should always think for at least 10 seconds before playing to the first trick from dummy. Time taken at the first trick is not time wasted; this is a good time to plan; it helps the tempo later in the game. E.G. Declarer leads towards an ace-queen in dummy, LHO follows low smoothly, there is no need for declarer to go into the tank again. Surely the idea was to play the Q so play it. Also if you are running a long suit from hand you should have decided at the beginning which losers in dummy you were going to discard, or as a defender which cards you can let go.



If you are in trouble, long thinks won't make the impossible possible, so if you're going down, go down gracefully – and quickly. At least you will have the full time for the next hand.

Claiming: Many players are nervous about claiming. If you're on defence and you can see that dummy is good (and you know that partner cannot win another trick), concede. It saves time.

Irregularities: Save time call the director immediately. Become familiar with the basic rules so you can make quick decisions once the director has arrived.

After trick thirteen: Always put the score on the bridgepad first, before you enter the score on your own scorecard. If you are playing more than one board North should place the second board on the table while South is scoring. Save the post mortems for the end of the round.

At all times: Keep an eye on the clock. When the first buzzer goes this is a warning that East/West are about to move. When the second buzzer sounds one member of the partnership should move as soon as possible. This allows the next table to begin the next board. Even if the next table has not finished, stand up so the director can see you are ready and waiting.

The Golden Rule: Too many players refuse to speed up their game after a pair arrives late, since they feel that they were not responsible for the original delay. If your opponents arrive late at your table, for whatever reason, all four of you are responsible for trying to catch up. The Golden Rule is that there is only one person responsible for slow play: you. No matter what the circumstances, even if you've never been late getting to a table in your life: if you make no effort to catch up, you are guilty.

Fast players don't play "*fast*". They just slow the game down less often.

Slow players don't play "*slow*". They use bidding and playing time for other things.

Yes, Bridge is a social occasion, but use your time to socialise – not the opponents or the next table's time.

Copied from Otago Bridge Club Resources.

The most important thing in bridge is to keep playing regularly!! (My thoughts only)

Happy reading

Barbara Wilkes

Editor

