

# TAIERI BRIDGE CLUB APRIL 2021 NEWSLETTER



## NOTES FROM THE COMMITTEE

- ◆ Apologies for those that play Saturday bridge but this week it is cancelled due to not having a director available to run it.
- ◆ It's that time of the year when we start thinking about our Charity tournament for the Hospice. As usual we are looking for items for the raffle that are of reasonable quality. Your help is always appreciated. Please keep Sunday 2 May afternoon free.
- ◆ Still looking for anyone that may be interested in being our tea person for Monday, Wednesday, and Saturdays. Please contact one of the committee if you have any names that you can pass on.
- ◆ All entries for Tournaments are now online. You will need to register online with NZ Bridge. Sing out if you need more instructions with this.
- ◆ Thanks to Christine for organising another successful fun night on Easter Monday. As usual the food was great and it nice to mix it up and play with a drawn partner. Great night out. This is subsidised a small amount out of club funds but it is felt that it is value for money for club comradery.
- ◆ A reminder that we are looking for a volunteer on Monday nights to help with serving up the tea and coffees. This will hopefully speed up the process. All offers of help will be gladly received.
- ◆ We will be organising a couple of refresher lessons mid-winter so watch this space.
- ◆ The DCC is undertaking to plant some more plants around our club rooms as part of their responsibility for the land they own.



## TOURNAMENTS COMING UP

- 17 April—Winton Open Swiss Pairs—entries close 14/04.
- 18 April —Otago Lions Charity Pairs, starts 1.30 pm. Please support this worthwhile charity.
- 24 April —Wanaka Open 5A Pairs, entries online.
- 25 April—Otago Junior 3B Pairs (2nd days is 18th July).
- 2 May—Taieri Hospice Charity Tournament

## ALL ABOUT NOT TRUMPS by Paul Marston

In the bidding, partners show each other their shape with a view to finding a fit. Then they decide on the level, be it a partscore, game or slam.

Bids in notrumps simplify this process because they are limit bids—that is that they closely define the strength and the shape of the hand.

As declarer in notrumps, you usually have to establish extra tricks. One of the best places to find extra tricks is in a suit where you have a run of honours. By flushing out the missing honours, you promote your middle cards to winning rank.

You: ♥Q 3      Dummy: ♥ K J 10 5

You can readily establish three tricks in this suit by forcing out the Ace. Lead the queen (honour from the shorter hand) and continue the suit. Once the Ace is out you make 3 tricks. Sometimes you have to lose the lead to make tricks—you need to do this while you still have control in the other suits.

### Defenders' tip

The opening lead is always very important. Leading against notrumps you should lead from your longest suit (unless it has been bid by opponents).

Lead a low card unless the suit is headed by at least two honours in sequence, in which case you should lead the top card.

Q 8 7 5 2      Lead low

K Q J 5 2      Lead the King

Q J 9 3      Lead the Queen

K J 8 2      Lead low.

By leading the top of sequence, you give partner useful information. You deny holding the honour above the one you lead, and you show the one below.



<i>North</i>		<i>East</i>	
♠	A 9 2	♠	Q J 10 7
♥	9 7 5	♥	10 8 2
♦	K Q J 10	♦	A 9 3
♣	K 9 6	♣	J 8 7
<i>West</i>		<i>South</i>	
♠	8 6 5 4	♠	K 3
♥	Q J 6 4	♥	A K 3
♦	7 4.2	♦	8 6 5
♣	Q 10	♣	A 5 4 3 2

In this hand no-one is vulnerable. The bidding goes like this:

West	North	East	South
	1NT	pass	3NT
All pass			

South is happy with notrumps and there are enough points for game.

What should East lead? Answer is top of a sequence ♠Q. If the 7 is lead then declarer would be allowed to win an undeserved trick with the nine.

How to play this: First of all work out how many obvious tricks there are. As there are 3 Aces and 3 Kings there are 6 tricks. If you were to play all these tricks straight out you would be 2 light and it would be a bad board.

As you have a nice sequence in diamonds you need to force out the ♦A first. You also need to be mindful of keeping your entries on to the table so that you can get back to play the 3 extra diamond tricks.

### Responder is balanced

If you are balanced with no prospect of find a fit in the majors you need to consider whether to play in partscore, game or slam. You need to add your combined HCP—remembering that you need 25 for game. If you are less than this you should pass.

Sometimes you cannot be sure whether you belong in game or not and so you need to make an invitational bid and leave it up to opener. It is better to do this than a stab in the dark. If you are opener and have minimum then you would pass, and obviously if you have maximum you would go to game.

As a declarer you should always look for the longest combined suit. Sometimes you may have to lose 2 rounds to promote the lower cards. You can't plan for bad distribution when you are making your initial plan.

As defenders you want to be able to give a signal whether you like your partners lead or not. If your partner leads a Q and you have the K and 2 other small cards, you would discards the small cards to show that you like the lead and you have an honour. Remember Low = like, and high = hate.

This book comes from the Otago Bridge Club library and has other great tips on play if you would like to read more.

### TOSSING AT START OF PLAY:

Just a reminder that our Club rules call for South and East to toss. The winners of the toss sit North South.

If you require sitting or moving rights please email the committee.

*Barbara Wilkes*

NEWSLETTER EDITOR



P T O

## DUMMY AND PLAY OF CARD by Lindsay Gunn

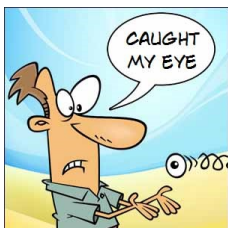
In our club it has been noticed that a lot of our members play the cards from Dummy. There are rules around this and so here is a bit of a blurb so that you all understand why you should call for the card from dummy. I know a lot of you learnt to play your own cards but all I can say is that these rules are not new because from what I can see they were the same rules 14 years ago.

Law 45B states that declarer plays from dummy by naming the card, after which dummy picks up the card faces it on the table. Declarer may *if necessary* pick up the card himself.

When is it necessary? When dummy has left the table, of course, or if dummy is hard of hearing and the call of the card would have to be too loud or if dummy uses a card holder and would have trouble playing the cards. Perhaps declarer has a vision problem and needs the cards so close that it would be hard for dummy to reach. I can think of no other good reason. Note that the laws do not say declarer should tap the cards or hit them with a pencil.

If you play the cards yourself there will rarely be any comeback if you play the wrong card, whereas if you *call* for the wrong card and correct without pause for thought you may well be allowed to change an inadvertent call.

If you are not in the habit of calling your cards give it a go. It is much less tiring to sit back and contemplate your next play rather than constantly leaning forward to play from dummy.



If dummy plays a card you have not called it is just changed. Often dummy makes a bit of an assumption about what you will call – say declarer leads an ace and dummy has K & 3. You reach for the 3 but declarer says 'no, the K'. That is fine. Perhaps declarer says 'run the hearts' but someone shows out unexpectedly. Declarer is allowed to stop you from running the suit.

Often to speed up play dummy will catch declarer's eye and play an obvious card without anything being said. This I think is quite legitimate. But dummy may not suggest the play of a card. Perhaps the 4D is good and declarer asks for a card that will take him back to hand with no further entry back to dummy. Dummy certainly cannot hover his hand over the diamond to remind declarer to play it.

As dummy you should make sure you follow the play and *always* point your tricks the right way, as well as being alert to stop declarer from making a mistake. If you are reliable in this way your partner will know to look at your hand to see what tricks have been taken.

Dummy may not point out errors or make any comments during the play of the hand except to stop declarer from making a mistake. This can be tricky. You must not lay your hand flat on the table whenever play is in dummy and make a fist when play is in hand, but if you see partner starting to reach for a card from hand you can point out that the play is in dummy, or if s/he starts to open his mouth to call a card you may point out play is in hand. Dummy or either defender may also tell someone that they pointed a trick the wrong way as long as the lead has not been made to the next trick.

Declarer may demand a card be pointed correctly at any time. If there is a dispute the director must be called as you may not look at earlier tricks without permission.

Please give it a go—I know it might be hard to break a habit but there are good reasons for this.



"TRUST ME, JOHN! JUST BECAUSE YOUR BRIDGE PARTNER DUMPS YOU... DOESN'T MEAN I WILL!"