



# Taieri Bridge Club: May 2015

Issue no. 190

## 1 From the Autumn Pairs

My eye fell on a hand from the second night of the Autumn Pairs

Board 10	♠ J852	
East dealer	♥ Q4	
Both vul	♦ QJ53	
	♣ T96	
♠ AKT		♠ Q7643
♥ 63		♥ AKJT92
♦ AK964		♦ 72
♣ A72		♣ void
	<div style="border: 1px solid black; padding: 5px; display: inline-block;">           N W   E S         </div>	
	♠ 9	
	♥ 875	
	♦ T8	
	♣ KQJ8543	

Obviously East-West are going to declare this one! Two pairs played in the excellent 6♥ contract. While the declarer may worry about losing a trick to the ♥Q there really is no way for her to go wrong. Spades do not divide evenly so declarer must arrange to ruff two diamonds in her hand and thereby set up the fifth diamond for a spade discard (the other small spade going on the ♣Ace: a grand total of 13 tricks.

But what is a bit more interesting is that Deep Finesse can make a grand slam in no trumps. How is this done? Well, as stated above hearts behave no matter how you play them so that is 6 tricks – and if spades provide 5 tricks you have 14 winners!

Having tested hearts successfully the Deep Finesse line is in fact the line you should take yourself. Cash 3 top spades finding the bad news, cash the ♣A and then play off all the hearts. North is squeezed at trick 11 and has to unguard diamonds or discard their winning spade. The point I want to make is that this squeeze plays itself and if you get into the habit of cashing your long suit before playing the critical suit you will often find that either a true squeeze has operated or the opponents discard incorrectly.

## 2 Club news and comments

**Go to Bridge XV** Bridge NZ are offering (at a cost to the Club) software available called "Go to Bridge XV" which will mean that at the end of play a file will be uploaded to the web allowing members who run appropriate software to download and replay hands. An expression of interest by any members would be appreciated to see if this would be a viable expense to the club.

**Charity Tournament** It's not too late to put your name down for our Charity Tournament this Sunday. Entries close on Friday. Members may bring donated prizes for the raffle and leave at the club.

**5A Tournament** Keep in mind that we are also running a 5A Tournament on 14th June.

**Fun night** On Monday 1st June there will be a fun night of bridge and some food. Look out for the notice on the board.

**Handicaps** All handicaps have been reviewed and about 18 member's handicaps may change. A notice will be placed up on the notice board with the proposed changes. Please check and if you have any comments or concerns please direct your concerns to Val, our president.

### 3 Bridge protocols - Revokes

I've been asked to reprint some sections of the Bridge Protocol Booklet available from the club. This month I shall be quoting loosely from the section on revokes (don't call them 'reneges'):

A revoke is failure to follow suit, and then immediately or later in the game finding a card of that suit! Unless players stay calm and go about this systematically, sorting out a revoke can take up valuable playing time. You should always call the Director. Sometimes you can correct it immediately and sometimes you will be asked to play on and sort it out at the end of the game. Keep your cards in order and don't touch another's cards. Also don't pick up or disturb your cards until the revoke issue has been sorted out.

Let's suppose you have revoked. If you spot your revoke before you or your partner have played a card to the next trick, you must correct it but call the Director first. However, if it is too late to correct the revoke, keep quiet. It is up to the opposition to spot it. (If they do, there are no added penalties for not fessing up straight away.) If it is noticed, or you choose to fess up – and it is too late to correct it – note the trick and continue. Call Director at the end of the game as that is when penalties (if any) are assigned.

Suppose you think another player has revoked. Move your turned-over card on that trick down a bit. At the end of the game you can then go back to that trick and check what was played. If there is any disagreement, call the Director immediately. Otherwise, sort out exactly where the revoke occurred and then call the Director. If you are not sure where the revoke occurred, then start where you think it did, with each player turning over their own card to the same trick one card at a time so you can track who led what and who played what.

If another player thinks you have revoked and you disagree don't get upset. Call the Director.

Penalties are assigned according to which hand the revoke occurred in and whether any subsequent tricks were won by offending side. The penalties for revoking vary from awarding zero to 2 tricks to the opposition. This is to compensate them for what they would have won if the revoke had not occurred. It is not about punishing the guilty party, but about giving the opposition what they were due. In the rare case where the opposition would have won more than 2 tricks had the revoke not occurred, the Director will award extra tricks.

Many people think that a revoke should be a hanging offence, but actually there are no penalties in the following situations:

If offending side didn't win the revoke trick or any subsequent trick

For a second revoke in the same suit

If revoke was from a penalty card or Dummy

If revoke noticed after the hand has been played

If revoke occurred on the 12th trick. Director must still be called in case offender's card has given his partner unauthorised info that affects his play

When both sides have revoked on the same board.

*Mike Atkinson*

*profmda@gmail.com*