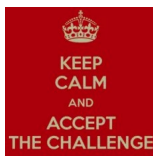


TAIERI BRIDGE CLUB MAY 2019 NEWSLETTER



NEWS FROM THE COMMITTEE

- ⇒ Welcome to our latest new member—Tom Enright. His contact number is 027 065500. Please make him feel welcome by inviting him to play sometime.
- ⇒ June Fun Night is not far away. More information will be emailed soon.
- ⇒ Do you feel like a challenge?? There's our open (that means open to all grades) 5A tournament on June 9th. It would be great to see a good Taieri contingent.
- ⇒ Vil Gravis offers a commentary on one of his sessions hands. This is a free service. If you would like to read these then please email direct to villn@xtra.co.nz and he will add you to his mailing list.



TOURNAMENTS COMING UP

May 18—Te Anau Open 8B Pairs, entries close 15/05.

May 19—Otago Save the Children Charity Pairs— Please be seated by 1.15 pm.



May 25—Gore Intermediate 5B and Junior 3B Pairs— entries close 21/05.

June 1—2—Otago Provincial Trials for Teams and Pairs, entries close 28/05.

June 9—Taieri Open 5A Pairs [look out for notice on our noticeboard).

MASTER BRIDGE SERIES—IMPROVE YOUR BIDDING & PLAY by Derek Rimington and Ron Klinger

You are West and hold the following hand:

♠KJ102 ♥AKQJ3, ♦7 ♣754

The dealer is West, and both are vulnerable. The bidding goes as follows:

W	N	E	S
1♥	No	2♥	No



Do you pass or bid on?

Answer: With 14 HCP and a 5-3-3-2 pattern you would pass but with a singleton, you are worth a further move. You have six losers (2♠, 1♦, 3♣) which justifies a game invitation. A minimum opening hand usually has seven losers and you are one playing trick stronger. What bid do you make?

Answer: A simple raise to 3♥ will lead to 4♥ if opener is maximum but you can do better than this. The greatest risk lies in clubs. If partner has strong clubs (or a singleton club), game should be a strong chance but if partner's clubs are weak, game can be hopeless even opposite a maximum raise, A singleton club or strength in clubs is what declarer needs.

Say as responder you have the following hand:

♠953 ♥7542 ♦A83 ♣AJ10

Against 4H, North leads the ♦J. How should declarer play?

The whole hand is as follows:

♠ A Q 7 4
 ♥ 10
 ♦ J 10 9 6
 ♣ 9 8 6 2

♠ K J 10 2
 ♥ A K Q J 3
 ♦ 7
 ♣ 7 5 4

♠ 9 5 3
 ♥ 7 5 4 2
 ♦ A 8 3
 ♣ A J 10

♠ 8 6
 ♥ 9 8 6
 ♦ K Q 5 4 2
 ♣ K Q 3

WEST	NORTH	EAST	SOUTH
1♥	No	2♥	No
3♣	No	4♥	All pass

If the ♠Q is onside or North holds an honour in clubs, 4♥ will make. Therefore assume all four cards lie badly and see whether you can deal with that. In time, it will be possible to set up an extra spade trick in hand on which you can discard a club loser from dummy. You can later ruff the 3rd round of clubs in dummy and so lose just 2 spades and one club.

You cannot afford to tackle spades at once since that would run the risk of a spade ruff. The play is straightforward as long as you do not become mesmerised with the need for a spade finesse. Draw trumps in three rounds and then lead a spade from hand. It does not matter which spade you lead. A tiny benefit in favour of the king of spades is the possibility of a singleton queen of spades.

North can win the spade and shift to a club. You play low from dummy and South wins. With no entry to North for a second club lead without setting up declarer's spades, there is no defence. On a diamond return, declarer ruffs and continues spades. Had North lead a club initially, a sensible idea when declarer has indicated weakness there because of the trial bid, 4♥ can be defeated.

Bridge Joke Corner



Happy Easter!!

Barbara Wilkes

Editor

REMINDER



If you throw in the hand always enter "Pass" on the bridgepad rather than "NP". NP means no play and this may mean you effectively do yourself out of valuable percentage points.