

# TAIERI BRIDGE CLUB NOVEMBER 2018 NEWSLETTER



## NEWS FROM THE COMMITTEE

⇒ The new committee consists of the following people: President: Jenny Magee, Vice President: Jen Macartney, Secretary: Barbara Wilkes, Treasurer: Cathy Ferguson, Committee members: Dale Cameron, Alan Lewthwaite, Joy Martin-Frew, Patsy Williams and John Aitcheson. Welcome to all new members and thanks to outgoing committee members (Val, Christine and Jude Smeijers).

⇒ Many ideas were discussed about how to increase attendance at learners lessons as well as retaining our own members. Look out for new initiatives.



⇒ The Christmas Party is coming up on 10th December. This year will be different from previous years as it will consist of a meal followed by the prize giving. Look out for the list as numbers to be confirmed by 3rd December.



⇒ The books will be out soon— we need your help to increase table numbers by making the effort to ask new or infrequent members to play. Please!!!



## TOURNAMENTS COMING UP:

Nov 9th—Nina Hewitt Christmas Pairs—Otago. Morning tea 9.00 a, sessions starts at 9.30 am. The cost of this tournament is \$30.00. Christmas lunch will be provided. Enter online—entries close 5th December.

## WINNING CARD PLAY BY HUGH KELSEY

I thought this book was worth another look and so found something on “Planning the Play at No Trumps”.

When the opening lead has been made and dummy goes down on the table, train yourself not to touch a card until you have formed a plan of campaign. The success of the contract will often depend on your play at the first trick, so avoid hasty action. Sit back and think. At trick two it may be too late!

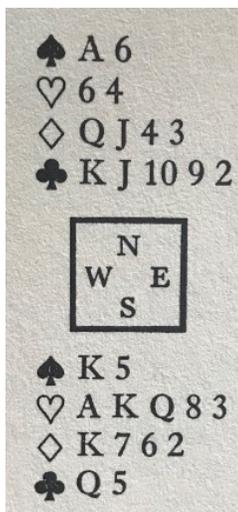


Your first task is to count the number of immediate winners in the combined hands—the trick you can win without giving up the lead. If these are enough for your contract then you will have no problems. But more often there will not be enough immediate winners and you will have to look at ways of developing extra tricks in one suit or another. This may involve giving up the lead, and you must consider carefully what damage the defenders may be able to inflict on you. When there are several possible ways of trying for extra tricks, look for the safest line of play.



The defenders will normally launch an attack in their longest suit and you will have to rely on your high cards to control the situation. Often you will counter-attack in your longest suit, trying to drive out an Ace or a King before the enemy suit becomes established. The play of many no trump hands develops into a race against time, with each side trying to establish its long suit first. The defenders start with the advantage of the opening lead, which lets them get in the first blow and puts them ahead. Your compensating advantage as declarer is that you normally have more in the way of high cards to stop the run of the enemy suit.

When you have made your plan, and not before, you can play to the first trick. Here is an example of an everyday situation.



You can play in 3NT on the lead of Q♠. Counting your quick winners, you see that you only have five—2 spades and 3 hearts. Four extra winners must therefore be developed for your contract.

Of course you make a couple of extra tricks in hearts if the suit breaks 3-3. But you cannot count on this and you still need tricks elsewhere. Looking further afield, you see the possibility of developing extra tricks in both diamonds and clubs. But you will not have time to establish both suits. When you give up the lead the defenders will knock out your second spade stopper, and they will be able to take at least 3 spade tricks to defeat the contract if they ever get in again. The enemy will win the race, in other words, unless you can develop the four extra tricks you need in one suit.

Diamonds will provide, at most, three extra tricks, but clubs will be good for four tricks once the ace has been knocked out. So you correctly decide to lead a club at trick two.

Your planning is not complete, however. You have still to make a decision about where the win the first trick—in dummy with the ace or in your own hand with the king. Does it matter? Well, it may do. If you win in dummy and lead clubs, an awkward defender may hold up his ace on the first round. He will win the second club and return a spade, and you will have no quick entry to those established clubs on the table. And if you switch to diamonds after winning the first club you may run into a 4-1 break and again be held to 8 tricks.

The sure way of making 3 no trumps is to win the first spade in hand with the king, preserving the ace in dummy as an entry, and lead the queen of clubs (first the high card from the shorter holding to avoid any possible blockage). Continue clubs to knock out the ace, and you cannot be prevented from making your game with 2 spades, 4 clubs, and at least 3 hearts.

The point about preserving an entry can be set down as a general rule: **when you can win a trick in either hand, preserve the winner in the hand most likely to need a card of entry later in the play.**



"FARNSWORTH, THIS ISN'T WHAT I MEANT WHEN I ASKED YOU TO DRAFT BRIDGE PLANS."

Happy reading

Barbara Wilkes

Editor

**Bridge is so easy: one needs to bid just what he has in his cards**

