TAIERI BRIDGE CLUB OCTOBER 2019 NEWSLETTER



HAPPY

NEWS FROM THE COMMITTEE

- Three new members have joined the club. Please make Pam Hill, Robert Morgan and Carol Adler-Morgan welcome.
- The committee has agreed to do more advertising next year to promote the club. There is a sub-committee report available for viewing under resources on our website.
- The proposed remit by the committee to increase the subscription money has now been withdrawn.
- A resignation has been received by Alec Weavers
- We held our first Junior Tournament on 29th September.
 We had 7 full tables. Congratulations to Annemarie Tangney and Steve Moratti for winning.
- It's our Labour Day Fun night coming up please come along with a partner. The flyer will be up shortly.
- It's that time of the year when we look to updating our programme book. If you have changed your phone number and not able to update the list at the bridge club—please email the club and we will update the list for you.
- We are looking at having another catered subsidised Christmas Party this year (cost to our members \$10.00 per head).
 Please keep Wednesday 11th December free. It's also time to return any trophies from last year.
- We have had a clean up of our old library books. Please feel free to take some home otherwise they will be donated elsewhere,

TOURNAMENTS COMING UP

12 Oct—Gore Open 8B Pairs, entries close online at midnight.

20 Oct—West Otago Social Town and Country Club, Tapanui,. Entries close 14 October.

26 Oct—Otago Southland Congress—Intermediate 5B Pairs, and Open 10A Pairs, entries close 22 October,

27 Oct—Otago Southland Congress—Intermediate 5B Teams and Open 10A teams continued.

1 Nov—NZ Wide Pairs—held at our club. Details later.

IMPROVE YOUR BRIDGE MEMORY by Ron Klinger

Here's another good book by Ron Klinger that I thought would be useful.

There are two faculties which compromise memory. Retention is the storing of information received from the senses. Recall is the ability to retrieve that information when we need it. Memory is concerned with the ability to recall. Age is no barrier to success in bridge unless you choose it to be. If the brain is stimulated, no matter what the age, it will physically grow more.

A couple important elements of recall are:

- The first in principle—you will recall the start of events better than the middle of events so you are more likely to remember the opening lead than a card played at trick seven.
- The last out principle—you are more likely to recall things that have happened recently than yesterday.

How to remember which of your cards are high

This problem is best tackled at the beginning of a hand. Decide which of the cards held by the opponents are critical cards in your important suits in other words which of their cards could conceivably become winners. From then on you need to watch out for only those critical cards.



For example here is a simple example:

Dummy: K Q 4 3
Declarer: J 10 6 5

Declarer leads the jack, taken by the Ace, and then forgets later on if the 10 is good. The only critical card is the Ace.

Here are other examples of which cards are critical;

Dummy: J 6 2 You: A K 3

Only the queen is relevant here,

Dummy J 6 2 You: AK 9 3

Now the queen and ten are both critical cards, as well as the 3

-3 break..

Other card tips

The opening lead. The actual card and the choice of suits should be noted at once for future reference. They are a tell

IMPROVE YOUR BRIDGE MEMORY by Ron Klinger ... continued

The opening lead is usually a tell-tale sign, both for declarer and the defence. If the opening lead is a 2 then it is most likely to be from a 4 card suit, and against a no trumps contract it is almost always from a 5 card suit. When you are in third seat, note carefully the card partner has lead. Sometimes it is easy to determine it's significance and sometimes not. It may help you develop a plan rather than guessing.

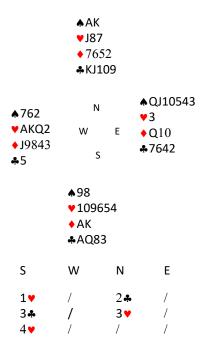
Remembering which card to keep and which to discard—a familiar principle in discarding is "keep length with dummy", this way you may win a trick.

How to cause your opponents memory problems— a well known ploy is that if you are out of a suit you should discard a card of the same colour as the suit you cannot follow (red on red, black on black). Another ploy is to discard a useless card in dummy's long suit. Declarer may miscount the hand later.

If you hold 4 or more trumps—it is good strategy to lead your side's longest suit to try to force declarer to trump in. If you can make declarer trump in often enough, declarer may lose control of the hand. The principle is "trump length, lead length".

An example

Dealer: South



4 v is the best contract on the NS cars, requiring no more than a 3-2 break in trumps to succeed. 3NT would be beaten on a spade or a diamond lead and 5 ♣ is hopeless. On anything but a diamond lead, declarer succeeds, simply by leading trumps at every opportunity and finally drawing West's 2 v. On a diamond lead, although South is very well-heeled in diamonds indeed, West's tactics will win the day. South wins the diamond and leads a trump. West wins and leads a diamond. South wins and leads a second trump. West wins and leads a third diamond, forcing South to ruff. South now has 10 v, 9 v and West has A v and 2 v. If South leads a third round of trumps, the contract will go two down as West wins and forces out South's last trump and still holds the 2 v as the last trump together with a diamond winner.

On remembering the key divisions of the missing cards in a suit. When you have 5 cards missing in a suit, how often will they divide 3-2? A simple memory guide to remember the four main breaks is to simply turn the figures back to front:

The 3-2 break occurs 2/3 of the time. The 4-1 break occurs 1/4 of the time

The 4-2 break occurs 2/4 or 50% pf the time.

The 5-1 break occurs 1/5 or 20% of the time.





