

TAIERI BRIDGE CLUB OCTOBER 2023 NEWSLETTER



A MESSAGE FROM MARIE KEAN:

Welcome to our new year of bridge where we come together for friendship and the fun challenge of bridge.

We also welcome players from other clubs to come and enjoy our Saturday Bridge followed by a social hour.

Our three fun nights will now be catered by the Committee as Choies are closing and a thank you to them for their delicious food .

If anyone feels there could be an improvement in different avenues please come to me to discuss it.

I would like to thank our Committee for coming together to help with the running of the Club.

Marie Kean. (President) .

NOTES FROM THE COMMITTEE:

The AGM was held last night with a very good turnout. The new committee are as follows: Marie—President, Marg—Treasurer, Barbara—secretary, and general committee members: Avril, Jen, Merv, Lyn, Deirdre, Jan and Diane.

Of course many thanks to outgoing committee members for their work on the committee. Thanks to Jenni, Bob, Robert, Carol.

There was general discussion on some proposed changes to our rules but it was agreed that more work must be done on this before it will be approved at a special general meeting.

TOURNAMENTS:

Oct 21—Intermediate 5B Pairs and Open 10A Pairs, entries close today.

Oct 22—Intermediate 5B Teams and Open 10A Teams—entries also close today. Otago are desperately looking for more intermediate teams.

Oct 29—Otago Bridge Club Cat Rescue Dunedin Fundraiser, 1.30 start, cost \$10.00.

Nov 4—Timaru 5A Open Pairs, \$35.00 9.30 am start, closes 30/10.

Nov 10—Lovelock NZ Wide Pairs—held at Taieri. Cost \$10.00

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.

♠ A 6
♥ 6 4
♦ Q J 4 3
♣ K J 10 9 2



♠ K 5
♥ A K Q 8 3
♦ K 7 6 2
♣ Q 5

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.**



Please remember: Committee members are just ordinary players/members of our club and donate their time to help run the club. It would be nice to see some positive feedback come back our way rather than only commenting on small things we may not get exactly right.

Barbara Wilkes

NEWSLETTER EDITOR