## BRIDGE QUIZ 2

by Hugh McAlister

Answers on page 8 and 9 of this newsletter

1. There are well over 100,000 bridge clubs world-wide, located in most countries. 3 stand out - which one of the following is not in the "top 3"?
(A) USA
(B) Holland
(C) China,
(D) Poland
2. The women's world bridge championship was first contested in 1974, and is now held every 2 years. What is the name of the trophy awarded to the winning team?
(A) Vanderbilt Trophy,
(B) Venice Cup,
(C) Bermuda Bowl,
(D) Schwab Cup

## STATISTICS

3. The chance of dropping a singleton King, offside, when Declarer has an 8-card fit including the $A, Q, J$ and 10 , is closest to:
(A) $3 \%$,
(B) $6 \%$,
(C) $9 \%$,
(D) $12 \%$
4. You have an 8-card trump fit - AJ654 opposite K32. Taking the finesse for the Q has a $50 \%$ chance. An alternative is to play $A$ and $K$ and hope the $Q$ drops. The chance of that happening is:
(A) $25 \%$,
(B) $33 \%$,
(C) $48 \%$,
(D) $62 \%$

## SCORING

5. The score for 2 D redoubled, non-vulnerable, making, is:
(A) 160,
(B) 260,
(C) 360,
(D) 560
6. Your opponents are bidding hearts, and your partner overcalls one spade. Which is better? Going 2 light, non-vulnerable, in 2S; OR passing and let opponents make 2 H ? Or 3 H ?

## CONVENTIONS

7. Regarding the convention "Fourth Suit Forcing", which of the following are true or false?:
i) The sequence is always forcing to game
ii) The bid does NOT promise values in the $4^{\text {th }}$ suit
iii) The bid indicates where the hand is best played
iv) It asks partner to tell you "something else"
v) The convention no longer applies if either partner has earlier passed
8. Partner opens 1 S and you hold:

S A8763 H KQ4 D Q983 C 6
Which bid best describes your hand?:
(A) 2S,
(B) 4 S ,
(C) 4C,
(D) 3 S

## PLAY

9. You, South, open 1S, partner raises to 2D, you rebid 2 H , despite the modest suit, and partner raises to 4 S . West leads 4 S . How would you play?

H A 63
D A 863
C 953

South S AQ1083
H 9742
D 5
CAK2
10. West opens a weak 2D, partner passes, and East raises to 3D. You overcall 3 S and partner raises to 4 S . West leads QD. Can you guarantee the contract with a particular line of play?

North S A1076
H K32
D A62
C J63
South S KQJ985
H AJ4
D 3
C K54

## EDITORIAL - YOUR NEWSLETTER

## (Reprinted from the April newsletter in case you missed it)

Dear Friends, If I do not fall into a gutter before then, the September 2020 issue of the TBC newsletter will be my $50^{\text {th }}$ as Editor. It will also be my last.

If there is anyone - or any group of anyones - who would like to take over from October, I will do everything I can to make the transition easy. I am announcing my intentions so early to give people time to think about it. The newsletter does not have to stick to its present format, frequency, style or anything else if you have new ideas.

If there is nobody who wants to take it over - well - the Club got on quite well for a number of years without a newsletter and could no doubt do so again.

Jean
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## PHOTOGRAPHS FROM THE ARCHIVES

Some memories from the 1980s

Matt going to Nottingham UK to represent Australia in the World Youth Teams
Cicely Edye, Daphne Crimston, Marj Jeppesen, Mat† Mullamphy


Under State Teams (Townsville Congress)

Doris Mann, Del Ward, Pat Back (President) Vilma Laws

1989, Melbourne Cup Day Mannequin Parade

Dot Melazzini, Audrey McCrae, Pam Andrews, Lynn Richardson, Janelle Kipping and Shirley Stone


# ENCOURAGE OR GIVE COUNT 

By Ian Patterson

When your partner leads the King from $\mathrm{K} Q \mathrm{xx}(\mathrm{x})$ and you have just Ax in the suit, you need to Overtake the K and return the suit in case (in the hope that?) partner started with something like K Q $10 x(x)$.

But what do you do if your holding is: (i) A $x$ x, (ii) A 98 , (iii) A 952 or (iv) A 975 2? Assuming you are playing Low Encouraging (and partner has more than 3 cards in the suit) then you may encourage, win partner's low continuation with the Ace and return the suit. This works nicely in holding (i) above. In (ii) you may decide to overtake the King and play the 9 - partner with Q 107 (x) remaining can overtake the 9 with the 10 (or win the Q if LHO plays the J ) and then, when they play the next high card the suit will not be blocked. With holding (iii) encourage, win the Ace, return the 9 to ensure the suit does not block. Hopefully, with fewer cards in the suit than you hold, partner will continue with the $Q$ then small to your Ace.

But what happens when they hold K Q 10 x and you have 5 cards as in holding (iv) above. How do you tell partner that you have more cards in the suit than they do? This happened to me in a Teams event last year where my LHO bravely bid 3NT with a holding of $J x x$ in the (unbid) Club suit. The Club K was duly led, and Dummy came down with a singleton. Holding A 9752 in the suit, I wanted my partner to continue with the $Q$ and her next highest card to ensure the suit didn't block as I had no outside entry, so I played low (an Odd card actually) to encourage. My partner continued with a small Club (wanting me to play a 3rd Club to her remaining Q 10 ten-ace) and I was thrown completely. I won the Ace and thinking she didn't have the Q switched to another suit. 3NT duly made. Needless to say my partner was most upset - she had an outside trick and with the 4 Clubs we would have defeated that lucky contract. If she had continued the $Q$ and 10 instead of the small we would possibly have taken the contract 2 off.

Would we have been better off if I had been able to give count instead of encouraging? Playing Normal Count I could play the 2 (my lowest card) to show 5 (or 3) cards. With Reverse Count, playing the 7 (or 5) would suggest I had 3 or 5 cards but partner wouldn't know which until they saw the 2nd card I played in the suit (High/Low shows an odd number in Reverse Count). N.B. Not winning the Ace on the first lead doesn't guarantee anything - Declarer may simply be holding up.

I don't have an answer. I obviously should have just taken what was on offer instead of being greedy. Hopefully, next time when my opponent leaps into 3NT he will have a stopper in the unbid suit and I won't have to make an awkward decision.

Joe: I hate my Partner
Sam: Why don't you find another one?
Joe: No use. Changing partners is like changing cabins on the Titanic.

## IMPROVE YOUR BRIDGE

By Charlie Georgees
Most of you on-liners by now will have played on Bridgebase (BBO), either in tournaments or in casual play, but have you explored further to see what else the site has to offer? There is some fantastic learning and development material here if you haven't already tried it - and it's fun too! Here's how.

When you first log into BBO, if you click on "Play or Watch Bridge" then "Practice" then "Bridge Master" sub-menus, there is a whole world of bridge hands that can be used to develop your bridge bidding and playing techniques. They are graded into 5 Levels from "Beginner" to "World Class". Level 1 (Beginner) has 66 hands offered, Levels 2,3,4 (Intermediate - Advanced - Expert) each have 126 hands, and Level 5 (Advanced) has 96 hands available. So there is plenty here for everyone.
Let's say you click on Level 1 - Beginner, Hand A1.
You will be presented with a bridge table showing your hand face up (South Declarer in 3NT) and the other 3 hands concealed, the bidding, the opening lead, and the dummy goes down. You then play the hand and try to make maximum tricks in 3NT. Be sure you note the bidding to glean information on the opposition's holding.

Fair enough, this one is easy, but it re-enforces one of the basic tenets in bridge, "second player plays low, third player plays high". On the 10* lead, if you play the Q* immediately at Trick 1, you will go down. If you duck the lead in dummy, the opposition can take 2 spade tricks only off the top (or 1 trick if they hold up the King spades), and then you take your 9 tricks $=1 *+4 *+2 *+2 *$ tricks.

But here's the fun and the learning. If you don't make the contract, you can click on "Show solution". A separate screen pops up and the computer re-plays the hand for you in slow motion, step by step, with commentary on each step. Just keep clicking the "Next" button, and you can soon work out where you went wrong.

If this hand seems too simple for your level, try the next and the next hand and if these also seem too easy, skip up to the next level and the next until you find the level that challenges you. Enjoy the challenge.

## OTHER WAYS

Another way to practice your bridge, this one is more for teachers but still useful for students too. When you first log onto BBO, there is a panel on the right with Menus on the right-hand side "Messages", "People", "History" and "Account". Click on "Account". Across the top there is a menu choice of "Profile", "Settings", "Convention cards" and "Deal Archive". Click on "Deal Archive". You are presented with "Select Folder", it doesn't matter which one you choose. Down the bottom, click on "Hand Editor". Here, you can design a hand manually using the "Edit" button but mostly you will probably want to create a random deal using the "Shuffle cards" button. You can re-arrange cards if desired, and click on "Play" which initiates the bidding and play. You bid and play all 4 hands for practice, insert comments, and save any hands if you want to re-visit them.

Here's a hand randomly generated on BBO by the method above. Dealer is South, EW Vul. How would you bid the (cold) slam after South opens with a weak 2 Hearts?
N
53
543
A 1065
10863

## E

Q J 1084
A 86
QJ74
9
Bidding

| $\mathbf{N}$ |
| :--- |
| $\mathbf{P}$ |
| P |

E
3* ${ }^{(1)}$
54 ${ }^{(3)}$

## S

KQJ972
83
742

## w

AK 72
10
K 92
AKQJ5
(1) Spade suit plus jump = more than minimum points (10+)
(2) Roman Keycard 1430 in
(3) One keycard

## BIRTHDAYS

Happy birthday also to anyone with a birthday this month who has been missed, If you would like your birth month added to the list, please contact the editor jeandartnall@hotmail.com

Pat Allen
Cara Bragg
Lyn Joye
Robert Mischlewski
Joyce Webb
Ken Miller
Peter Hall
Diana McAlister
Vivienne Otto
Mervyn Smith
Lynne Worley

## Bridge Quiz 2 - Answers

## HISTORY

1. USA, China and Holland have generally been regarded as the world's best 3 bridge-playing nations, probably in that order. Italy, Poland and UK have also featured regularly in world-class events. Others include Brazil, France and even Iceland!
2. (B) Venice Cup - first played in 1974, and played every 2 years. Generally dominated by USA. The winners of the Open Bridge Olympiad, held every 4 years, receive the Vanderbilt Trophy. The Bermuda Bowl is awarded to the winners of the Open World Championship, held every 2 years, for the first time in 1950. The Schwab Cup....a lower-level trophy in USA.

## STATISTICS

3. (A) $3 \%$...very low indeed
4. (B) $33 \%$...why we go for the finesse..." 8 ever"

## SCORING

5. (D) 560!...a lot, because redoubled into game
6. Going 2 light is preferable ( -100 )...the opponents would make 110 if they make 2 H , and 140 if they make $3 \mathrm{H} .$. . a good sacrifice (as long as they don't double - unlikely). At Teams, there is no difference between 100 and 110....at Pairs there is a HUGE difference.

## CONVENTIONS

7. Regarding 4 $4^{\text {th }}$ Suit Forcing:

False...the sequence $1 \mathrm{C}-1 \mathrm{D}-1 \mathrm{H}-1 \mathrm{~S}$ is NOT forcing at all. Some play that $4^{\text {th }}$ suit at the 2 - level is only forcing for 1 round. $4^{\text {th }}$ suit at the 3 - level is always forcing to game.
True
False...the whole purpose of the bid is to explore where the hand is best played (see below)
True...partner should prioritise support for one or other of your suits (3-card), if appropriate, or bid NT if they hold stopper(s) in the $4^{\text {th }}$ suit
True
Example: Partner opens 1H, you bid 1S, partner rebids 2D. What should you bid with?:
S KQ73 H A5 D A643 C 1084
Answer: Bid 3C. This tells partner you have values for game, does NOT show a C stopper (if you have clubs you would bid 3NT yourself), and you are unclear where the hand is best played. Partner would bid 3 NT if (s)he has clubs, or else... 3 H with 6 hearts, 3 S with 3 spades, or 4D with 5 diamonds...infrequently you have none of those and bid "the least bad option".

Addendum: a jump in the $4^{\text {th }}$ suit shows points for game, a good second suit, and suggests either that a suit contract, or a slam, or both, may be worth considering.
8. Splinter bids were developed by Dorothy Truscott, in 1964. One bid says a lot:
ii) Points for game (13-15, incl. distribution points),
iii) A singleton, or void, in the suit bid.

Partner can now re-evaluate his/her hand and decide whether or not to pursue slam (extra values and no wasted points in your singleton suit would be very encouraging).

Answer: (C) 4C....says all of the above. 2S and 3S are underbids and risk partner passing below game. 4 S risks missing a slam. Many use 4C as Gerber, but Splinters are showing a lot, and if you do want to use Gerber you can always find an intermediate bid and then bid 4C Gerber.
Addendum: Most play that splinter bids are "limited" to about 13-15 points, including distribution. With even stronger hands, an alternative, such as Jakobi or other forceful bidding is recommended. The aim here is to explore slam potential, and choosing which hand is the stronger and should "take the lead in negotiations".

PLAY
9. You have 4 potential losers -1 club and 3 hearts. If the lead had been anything other than a spade (trump), the plan would be to play AH, and another heart, planning to ruff the $4^{\text {th }}$ heart if they do not break (more likely). The trump lead suggests that every time you lead a losing heart another trump will come back and thwart your plan (unless they break 3-3, unlikely). The combination of good trumps, a singleton in the long trump hand and plenty of entries suggests a dummy reversal play win the 9 S in dummy and lead A and another diamond, ruffing with AS. Back to dummy with JS, ruff another diamond with QS, back to dummy with AH, then ruff last diamond with 10S. You can now play $A$ and $K$ clubs and $K S$ is your tenth trick! All you need is for clubs to break either 4-3 or 5-2, which is well over $80 \%$ likely. You don't even need trumps to break because you have 10 tricks - 6 spades, 2 clubs and 2 red aces.
10. At first sight you would think the chances are very good - you only need one of 3 finesses (leading to AJ hearts, leading up to K clubs and then up to J clubs)...a chance of over $87 \%$. The key here is to recognise the risk of having to play the clubs yourself - if the opponents have to play clubs, you are guaranteed at least one trick. Win the AD, draw trumps, ruff out the remaining diamonds, play A and K of hearts and then the JH , losing (if QH drops in 2 rounds you have made it already). When opponents now get in, they have no option but to either lead clubs or give you a "ruff and sluff". Contract made.

If there was a twelve step program to help bridge addicts, the first step would involve counting to 13.

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[^0]:    "Learning she was going to have twins, the bridge playing wife said, "That's just like my husband. Doubling me when I'm vulnerable."

