While waiting for 10am – Week 10

eXtra Tricks : XT

Ignoring trumps, there are three ways of making extra tricks.

1) Force

With a joint sequence longer than missing cards, some of them are guaranteed to be masters. Eg: Q2 + JT3 has sequence QJT. Missing AK, the WORST that can happen is Q \rightarrow AI, J \rightarrow KI, leaving 10 as a master.

2) Length

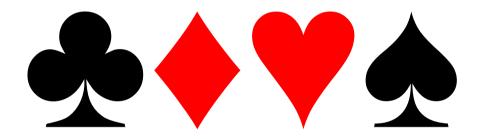
In a long suit, if you can draw ALL the rest of the suit, the small cards remaining become masters. You may draw by leading masters, by leading low and trumping or by leading low and losing – later regaining the lead. Eg: AQ752 + K3 opposite JT98 + 64. Lead $2 \rightarrow 10 \rightarrow K \rightarrow 61$, $3 \rightarrow 4 \rightarrow A \rightarrow 81$, $Q \rightarrow J \rightarrow ? \rightarrow ?1$, $7 \rightarrow 9 \rightarrow ? \rightarrow ?1$, regain lead then $5 \rightarrow ? \rightarrow ? \rightarrow ?1$. The 5 is an XT.

So 65432 + "-" opposite AQT9 + KJ87 allows one length winner at the cost of 4 losers (or of trumping 4 times).

3) Position

Aka Finesse. Lead towards a high card with the choice of playing it or a lower one. Eg: $2 \rightarrow ? \rightarrow (K \text{ or } 3) \rightarrow ?$, if seat 2 has A, K will win.

Week 10 Welcome



Steve Bailey

Week 10 Administration

U3A Bridge National Swiss teams

Each year in May, U3A organises a national bridge "Swiss Teams" tournament. http://s222350980.websitehome.co.uk/U3A/Bridge/mtswiss.html

In 2020, it is on Saturday May 30th, from 11:00 to 17:30. *Or search for "U3A Swiss Teams".*

Each team is two pairs.

Guildford should enter a team or two (or more). Basingstoke often enter 7 teams!

An all day affair, you get lunch and the cost is £16 a head. Includes tea and biscuits on arrival, a Ploughman's Lunch with pudding and tea and cakes in the afternoon.

Teams need to be sorted as soon as possible. Let me know if you are interested.

The U3AIB Spring Tournament will be on May 8.

Week 10 Administration

U3A Promotional week

Guildford U3A are planning a whole week of activities to celebrate both the National U3A Day and GU3A's 35th anniversary in June this year. Thursday 4th June will be the sports/activities day and I have arranged with the Spectrum that we can have a table/stall/display in the area behind the ticket office, next to Costa Coffee. We're planning to be there between 10.30am to 3.30pm ish, actual timings to be confirmed.

The idea is to showcase both physical activities and table games. With this in mind, I'm writing to ask if one or maybe two of youand your groups (at different times) would be willing to/interested in participating. The idea is to demonstrate the breadth of activities offered by Guildford U3A.

Volunteers, please let me know.

While waiting for 10am – Week 10

eXtra Tricks : XT

Ignoring trumps, there are three ways of making extra tricks.

1) Force

With a joint sequence longer than missing cards, some of them are guaranteed to be masters. Eg: Q2 + JT3 has sequence QJT. Missing AK, the WORST that can happen is Q \rightarrow AI, J \rightarrow KI, leaving 10 as a master.

2) Length

In a long suit, if you can draw ALL the rest of the suit, the small cards remaining become masters. You may draw by leading masters, by leading low and trumping or by leading low and losing – later regaining the lead. Eg: AQ752 + K3 opposite JT98 + 64. Lead $2 \rightarrow 10 \rightarrow K \rightarrow 61$, $3 \rightarrow 4 \rightarrow A \rightarrow 81$, $Q \rightarrow J \rightarrow ? \rightarrow ?1$, $7 \rightarrow 9 \rightarrow ? \rightarrow ?1$, regain lead then $5 \rightarrow ? \rightarrow ? \rightarrow ?1$. The 5 is an XT.

So 65432 + "-" opposite AQT9 + KJ87 allows one length winner at the cost of 4 losers (or of trumping 4 times).

3) Position

Aka Finesse. Lead towards a high card with the choice of playing it or a lower one. Eg: $2 \rightarrow ? \rightarrow (K \text{ or } 3) \rightarrow ?$, if seat 2 has A, K will win.

Week 10 Benji summary

Suited Benji summary

We looked at suited Benji last time. Basically you play everything the way that you play normal Acol except:

If you want to open a Weak Two major, you bid it.	2H 2S
If you want to open a Strong Two major, you prefix it with "2C - 2D -" The 2D response is a relay.	2C - 2D - <mark>2H</mark> 2C - 2D - <mark>2S</mark>
If you have a superstrong hand that, in Acol, you would open "2C", you open "2D" And Responder now uses "2H" as a negative. But with 8+ Pts makes a positive response. Eg Eg 8+ Pts L5+C	2D 2D - 2H 2D - 3C

Weak L6Minors you pass on.

Strong minors you can open at the open at the one level or at the three level using "2C - 2D - 3C" or "2C - 2D - 3D".

Week 10 Benji

Balanced Benji	You can play balanced normally. Or you can do:
11- HCP	Pass
1214 HCP	1NT
1516 HCP	1LongSuit Rebid Raise partner into NT
1718 HCP	1LongSuit Rebid Jump partner into NT
1920 HCP	2NT
2122 HCP	2C then rebid 2NT
2324 HCP	2D then rebid 2NT
25+ HCP	2D then rebid 3NT

This gets rid of the "1suit (-) Response (-) 3NT" 17..19 HCP ambiguity.

You can play Stayman or Puppet Stayman or Modified Baron over all these 2NT or 3NT "opening" bids.

Note that the sequence 2D - 3C - 3NT is a raise into NT and should be treated as both 23..24 HCP and 25+ HCP. So assume 23 HCP initially.

You can use Transfers over the opening "NT" bids as well. (Not 15..18 HCP.)

For today's set hands, please use plain Stayman.

Week 10 Play

Play

NS have the pair number of their table, N has his back to the stage. EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

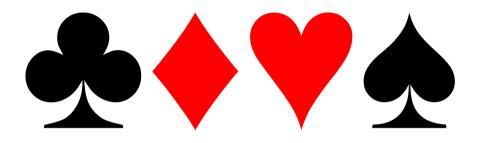
Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – and **ALSO** to give a brief **description** to the other three players on what the bid means.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

Any questions? Tea / coffee & biscuit. (20p) PLAY

Week 10



The end

Week 10 set hand references follow.

Week 10 Set hands

Set hand sources

Obviously the bidding may differ as this is a "Benji" session.

- AR: DNC Andrew Robson ~ Declaring Notrump Contracts
- sgb Hands sgb has dealt/created identified by date.

===

Blue results as played.

Red results are reference results.

Boards as played are rotated compared to book presentations (which mostly make South dealer). Rotation defined by position of A.

Week 10 Set hands

A**♦**=N

#	Dlr	Vul	Source	Dlr = D	Dealer, Vul = Vulnerability.
1	Ν	None	AR: DNC #39	9	
1	9	6NT-1	N JH 11	-	50
2	10	6NT-1	N JH 11	-	50
4	12	6NT-2	N JH 10	-	100
Re	ef	6NT=	N JH 12	990	-

A very tricky hand to play. Needs very careful planning.

Week 10 Set hands

#	Dlr	Vul	Source	Dlr = D	Dealer, Vul = Vulnerability.	
2	Ε	NS	AR: DNC #44	4"prope	۳۱۱	A ♠=E
2 4	10 12	4H= 4H=	 E QC 10 E QC 10 E - 10 E QC 10 	-	420 420 420 420	

If declarer ends up in 3NT (scoring 400) ne MUST make 3NT+1 (scoring 430) to justify the erroneous bidding.

4H is "proper".

Week 10 Set hands

#	Dlr	Vul	Source	DIr = Dealer, Vul = Vulnerabilit
#		vui	Source	D = D = a = 1, $v = v = v = a = a = a$

3 S EW AR: DNC #3 var

A**≜**=S

The variation is JC ↔QC to give {S} 19 HCP and permit an opening Benji 2NT.

9 3NT = S 6H9 400 1 -2 10 3NT= S 6H 9 400 -4 12 3NT-2 S 6H 7 -100 Oops 3NT= S 6H 9 400 Ref -S Bidding here: W Ν Ε 3NT Ρ #2NT! P Ρ Ρ

Week 10 Set hands

Dir Vul Source Dir = Dealer, Vul = Vulnerability.

4 W All AR: DNC #40b var

A**≜**=W

The variation is 10C \leftrightarrow JC, 3D \leftrightarrow 4C. {W}'s opening bids show Benji 21..22 HCP, not standard 20..22 HCP. Therefore {E} needs 1 fewer HCP to require a quantative asking bid. Then rig {NS} C_3:3 split.

2 10 6NT-2 W 4S 10 200 -Ref 6NT= W 10S 12 - 1440

Week 10 Set hands

lity.
Di

7 S All sgb20200210a

A**≜**=S

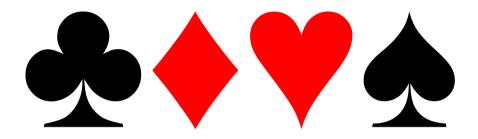
1	9	6D=	E	8H	12	-	1370
2	10	6D=	E	AS	12	-	1370
Re	f	6D=	E,	AS	12	-	1370

{N} S:Q97 H:T96 D:JT6 C:8652

{W} S:K2 H:AKJ3 D:AKQ743 C:4 {E} S:J654 H:Q D:9852 C:AKJT

{S} S:AT83 H:87542 D:- C:Q973

Week 10



The very end