



# NEWSLETTER

## Illawarra Bridge Association

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**June 2016**

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♣ ♦ ♥ ♠ NT ♣ ♦ ♥ ♠ NT

### Coming Soon

#### June

**Thurs 16<sup>th</sup>** Past Presidents Cup & Shield

**Fri 17<sup>th</sup>** Welcome bridge Figtree 1.30

**Sat 18<sup>th</sup>** IBA Congress –Open Pairs

**Sun 19<sup>th</sup>** IBACongress- Open Teams

**Thurs 23<sup>d</sup>** Past Presidents Cup & Shield 2

#### July

**Sat 2<sup>nd</sup>** Nationwide Pairs

**Mon 4<sup>th</sup>** Teams Qualifying 1

**Mon 11<sup>th</sup>** Teams Qualifying 2

**Wed 13<sup>th</sup>** Wednesday Pairs Championship 1

**Sat 16<sup>th</sup>** Nationwide Pairs NSW Country  
Teams Zone Final

**Sun 17<sup>th</sup>** NSW Country Teams Zone Final

**Mon 18<sup>th</sup>** Teams Championship Final 1 &  
Side Event

**Wed 20<sup>th</sup>** Wednesday Pairs Championship 2

**Thurs 21<sup>st</sup>** Red Masterpoints 1

**Sat 23<sup>rd</sup>** Club pairs Championship 1

### Congress

There is a vast deal of work involved in organising these days for our committee.

They would greatly appreciate the following assistance.

1/ One pair willing to be a standby on the Saturday, to play if required or to go home if not required.

2/. One team willing to be standby on the Sunday, to play if required or to go home if not required.

The above two means it is not necessary to play a triangle each day, thereby making it much easier for the Director of the Day to

control. If volunteers come forward, it will be really, really, really appreciated.

3/. Three jackaroos to help set-up from 8am Saturday and to 'put away' 5pm Sunday.

4/. If Jillaroos would do what they are really good at, well, one of the things they are really good at, and donate some cakes or slices to compliment the existing dessert at lunch, then that would be very welcomed. ( Especially by me).

As, because of the Congress, we forego our normal Saturday afternoon bridge, the committee have more than compensated by putting on a 'Welcome Pairs ' bridge on the Friday(17th) 1.30pm start. We may attract some outside pairs who are coming for the Congress week-end. I believe there is to be some goodies and a glass or two and prizes as well. Maybe not a two week in Las Vegas but prizes well worth winning.

### Good Manners

Recently, at Figtree, a director was addressing the members before the commencement of play. A member did not stop talking as the members were being addressed. The director 'lost his cool' and 'let fly' at the member. I cannot condone the director 'letting fly' but I can certainly understand it. I cannot condone the member talking and I cannot understand it. We should all show more respect for our directors and should immediately pay attention and listen when our directors are addressing us. This is not the first time I

have mentioned this 'talking scenario' in a newsletter, so please, come on, we are a friendly club and we should remember our manners. I would add the director involved apologised sincerely to the member.

Knowing the member as a good person, I would assume the member also apologised to the director.

The directors have requested that, if someone is talking at your table whilst a director is addressing members, that you politely tap them on their shoulder and ask them to stop talking.

### Interesting Hand

A member has commented that he would like to have interesting bridge hands printed in the newsletter. I have in previous newsletters invited members to forward interesting hands for printing. Guess how many hands I have received so far. You guessed correctly. However, here is a hand for you to 'play'.

QJ842  
T9843  
2  
T2

AK7  
KJ65  
J5  
A875

Bidding.

N	E	S	W
P	1D	X	2D
2S	3D	3S	P
P	P	P	

Contract 3S N

Opening lead AD then KD.

How many tricks do you plan to make and how?

Have a go before you look at the answer later in the newsletter.

### Take-out Double

I recall in my learner bridge days that a take-out double showed an opening hand and at

least three cards in each of the unbid suits. However, modern bridge is always improving and take-out doubles are no exception. Steve Hurley has been good enough to forward a more modern approach to this bid so let's thank him and learn from his gratefully accepted knowledge.

### The one level takeout double

Double, double, toil and trouble.

This is one of the classic lines from Macbeth, but I reckon from this, Shakespeare must have been a bridge player. Doubles have long been a bone of contention between partnerships since bridge started. In their purest sense, they exist to penalize the opposition. Such was the case playing rubber bridge in the early 20<sup>th</sup> century when presumably low level doubles were sensible and produced small penalties. But given the modern game (of pairs and teams), such low level penalties usually do not score well, so greater use is made of the bid. I say bid, because that what it is. Like bidding say 1C or 1S, or overcalling 1H, a double is simply a bid. But where 1C, 1H, and 1S show that suit, a double shows no suits. It shows 'other stuff'. It is a 'takeout' double.

An overcall is simply a good suit with sufficient high card strength. This would typically be 8 or more hcps (if you have only 8 or 9hcps, the hcps should be in the long suit(s), and there should be distribution). And a 1NT overcall typically shows 15-18 hcps and a stopper. So this 'other stuff' should be one of two things:

1. A hand with enough hcps to want to bid and no good suit to bid. The hand is typically short in the suit that they have bid and can provide trump support to anything bid by partner.
2. A hand that is much stronger than a simple overcall. There are two types of hands here:
  - a. Say the hand has 18 hcps and a 6 card suit headed by the AKQ. If you just overcall, partner may pass with say 2

cards in your suit and 8 hcp. You really want to highlight the strength of your hand.

- b. The hand could also have say 19 hcp or more and balanced. A 1NT overcall shows only 15-18 hcp. Therefore a simple overcall is inappropriate and a double is required first, followed by bidding NT as the cheapest level.

So how do you go about then showing the difference between a weaker balanced type takeout or the stronger hand? You do so by making another bid after the double.

- If you have the first option above, you will intend to pass whatever partner has bid. (Partner may also have a big hand though, which is discussed below, but your initial intent will be to pass partner's response.) After all, where are you going?
- If you have the big hand, too good to overcall, you will now bid your suit. So partner now knows that you have a hand too strong to overcall, and with say 2 cards in your suit and 8 hcp will bid again knowing your strength.
- You could have a balanced 19 or 20 count, and like above, merely overcalling 1NT does not express the strength. So after partner responds to your takeout double, you bid NT at the lowest level. (Stayman and transfers still apply after this.)
- It is also possible to have the MONSTER – game in your own hand. With this sort of hand, after your initial double, now bid the oppositions suit! This forces partner to bid and says 'I have more than just a really strong hand!' Partner will be forced to bid, but that's ok, he will know you have the hand to do this.

What if I have say 12-14 hcp and 4 cards in rtrner should use in response to your takeout double. 90% of the time, the doubler will have

the minimum takeout double hand with strong major tolerance. So the standard responses are geared to this. As the responder, you can bid your 4 card major and expect to play in that suit the suit that they bid and 3 cards in each of the other suit? What should happen? Well, if you think about it, do you really want to be bidding here anyway? Sure you have hcp for an overcall but no good suit to support partner. But where are you going? There is nothing wrong with a pass with these sort of hands. Then you catch up later if partner shows points by overcalling or even doubling. Remember also that doubling then rebidding the cheapest NT bid shows a hand too strong to overcall just 1NT – it does NOT show a balanced 12-14 hcp hand!

There is an important point about making a takeout double and then your intent is to pass partner's response. You as the doubler should be **major orientated**, that is, you will ideally have 4 cards in the other major or both of them if they bid a minor. And if you only have three cards in one of them, you better have enough high card points and some distribution to compensate. The reasoning is that the opposition have hcp as well (from the opening bid at least) and you will be competing against them. So game is usually unlikely and you really want to win the auction as low as possible, and your majors will beat their minors when vying for the contract at the 2 or 3 level. So aim to be major orientated. You should ideally have 4 cards in each of the majors, or at least tolerance (3+ cards) in other minor suit(s). I say 'should' because you don't get the perfect hand all the time and you just need to compete. But at least try to be major orientated.

Back to the first option, where you intend to pass after you have made you basic takeout double. There are recognized responses that partner should use in response to your takeout double. 90% of the time, the doubler will have the minimum takeout double hand with strong major tolerance. So the standard responses are geared to this. As

the responder, you can bid your 4 card major and expect to play in that suit the suit that they bid and 3 cards in each of the other suit? What should happen? Well, if you think about it, do you really want to be bidding here anyway? Sure you have hcps for an overcall but no good suit to support partner. But where are you going? There is nothing wrong with a pass with these sort of hands. Then you catch up later if partner shows points by overcalling or even doubling. Remember also that doubling then rebidding the cheapest NT bid shows a hand too strong to overcall just 1NT – it does NOT show a balanced 12-14 hcp hand! (because the doubler has this suit and you have a fit – a 4-4 fit, but still a fit). And as the responder, you will also have a number (because the doubler has this suit and you have a fit – a 4-4 fit, but still a fit). And as the responder, you will also have a number of hcps that you will need to express. These are typically treated as follows:

- 0-7 hcps - make the cheapest bid possible. Bid the lowest level bid in the suit that you want to play in. If you don't have the majors, partner should have tolerance for the other minor so it is safe to bid that. And if the next player in turn bids over your partner's double, you are no longer obliged to bid. So you can pass in this situation to show a really weak hand.
- 8-12 hcps – don't bid your suit at the lowest level, bid it at the next level (a jump bid). This also implies that you can compete, perhaps to the 3 level.
- 13 hcps, or at least interest in game – bid the oppositions suit! This forces the doubler to bid again. Partner will bid their lowest suit that he can stand to play in, and now you as responder can bid the suit where you expect to have an agreed fit, offering to play in game.

Now consider the hand where the doubler does not have just the weaker takeout but

instead has 17 hcps and 6 good clubs. Say the right hand opponent opens 1D – you can now double. Left hand opponent passes. Partner now bids 2H (showing 8-12hcps and notionally heart support). You now bid 3C to show you really have a strong hand with clubs. Now partner knows you don't have 4 hearts but instead have 16 hcps plus and good clubs, and with 8-12 hcps, will bid again to explore game.

Take the same auction as above. This time you have 17 hcps and 6 good spades. Say the right hand opponent opens 1D – you can now double. Left hand opponent passes. Partner now bids 2H (showing 8-12hcps and notionally heart support). You now bid 2S! Partner knows that you now have a strong hand with spades otherwise you would have passed 2H. So bidding 2S here shows the BIG hand too good to overcall, and it is not some maniacal attempt to correct to a better part-score.

A last thought. Some partnerships instead play an initial double as showing opening points, so any other bid shows less (except for bidding 1NT of course). This treatment unfortunately is a little too one dimensional. The doubler then has to wait to the next round of bidding to show their suit. And if the bidding has escalated quickly, the doubler may not have a comfortable bid at the say the three or four level to show their suit. The above treatment is much more robust and informative.

(Ed). Thanks Steve, I would believe there is something in there for everyone, no matter what their experience is.

### **Bridge Rules.**

The following article is from Jeff Carberry. It may be to let us all know the Law so we do not stray from the straight and narrow, albeit unintentionally.

In this issue I would like to draw everyone's attention to Law 73 which covers the general topic of communication between partners.

***Law 73 A. Appropriate Communication between Partners.***

1. *Communication between partners during the auction and play should be effected only by means of calls and plays.*
2. *Calls and plays should be made without undue emphasis, mannerism or inflection, and without undue hesitation or haste.*

**Law 73 B. *Inappropriate Communication between Partners.***

3. *Partners shall not communicate by means such as the manner in which calls or plays are made, extraneous remarks or gestures, questions asked or not asked of the opponents or alerts and explanations given or not given to them.*
4. *The gravest possible offence is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws.*

**Law 73 C. *Player Receives Unauthorized Information from Partner***

*When a player has available to him unauthorized information from his partner, such as from a remark, question, explanation, gesture, mannerism, undue emphasis, inflection, haste or hesitation, an unexpected alert or failure to alert, he must carefully avoid taking any advantage from that unauthorized information.*

**Law 73 D. *Variations in Tempo or Manner***

- *It is desirable, though not always required, for players to maintain steady tempo and unvarying manner. However, players should be particularly careful when variations may work to the benefit of their side. Otherwise, unintentionally to vary the tempo or manner in which a call or play is made is not in itself an infraction. Inferences from such variation may appropriately be drawn only by an opponent, and at his own risk.*
- *A player may not attempt to mislead an opponent by means of remark or gesture, by the haste or hesitancy of a call or play (as in hesitating before playing a singleton), the manner in which a call or play is made or by any purposed deviation from correct procedure.*

This Law is fairly self-explanatory, but the things I would like to emphasise in particular are:

1. A hesitation is not of itself an infraction, but the offending side must be careful not to act on any unauthorized information.
2. Everyone must be very careful when communicating appropriately (e.g. a suit preference signal) not to inappropriately draw attention to the signal by hesitation, or gesture to ensure partner 'gets the message'.
3. If you believe there may have been an infraction under this Law (including by your partner), call the director immediately – of course in the most courteous of manners, few Laws provoke disputes as much as this one. In all cases if the director is called, everyone at the table should remain calm and respectful, allow the director to establish the facts and make a ruling that is fair to all. (ED). Thanks Jeff, I would imagine that a number of us have read that law for the very first time. I always try to obey the Law and hope that I always will. One part of the Law which is a bone of contention to many members is hesitancy. We all hesitate. My problem is that I do not have a computerised brain which moves at a fast NBN speed. Therefore I have to think, if I bid this will my partner think that. If I bid that will by partner think this. Should I pass or double. If I double will my partner think it is for take-out or penalties. If I pass will we be missing a good contract. What will the opponents think of my bid, will it give them information or will it confuse them. Etc Etc. At the same time I know if I take too long to bid, bridge ethics say my partner must not act on information gleaned by the hesitaton, and even with a good hand, should pass. The opponents have the right to call the Director if hesitaion is too long. (Happened at last years Congress and ruled against the hesitator.) That is hesitancy in bidding so we must do the best we can to condense hesitancy time,

whilst respecting bidders dilemmas. Whilst hesitating in playing a card, we must never, ever do it with any intention of ensuring your partner is aware of what card you are about to play, or with the intention of trying to make your opponents think wrongly. That is anti bridge ethics

4.

If at first you don't succeed, blame your partner

#### **If there is an Infraction**

Call the director immediately – of course in the most courteous of manners, few Laws provoke disputes as much as this one. In all cases if the director is called, everyone at the table should remain calm and respectful, allow the director to establish the facts and make a ruling that is fair to all.

#### **Why Me, Lord, Why Me?**

During the 2016 GNOT, my partner, Steve Dyan, opened 1H. My hand has 19HCP so I'm immediately thinking slam/grand slam. My hand has six diamonds to the AKQ, so I bid 2D to see what my partner will re-bid, as he must reply to 2D. To my amazement, he passed. As I reached down for my trusty old 44, I realised that some dirty rotten sod had taken the 2H bidding card from my box and placed it on top of my 2D bid so it looked like I had bid 2H. The end result was thirteen tricks for a lousy +260 points. At the other table, the opponents bid and made grand slam. This caused our team the loss of a lot of imps, a great big lot of imps. I'm telling you, if I ever find who that dirty rotten sod was, I'll \_\_\_\_\_

#### **Your Rights**

We have all done it at some time, placed our bidding card on the table, then realised we had not bid the card we had intended to bid. What can we do about it?

Provided we realise **immediately** and before anything else has happened, we can say we accidentally bid the wrong card, and we can change it.

That answer is from an experienced director. As always, if you are not sure, you can always call the director.

#### **Dummy Rights And Obligations**

The following is a re-print from The Australian Bridge Magazine, April edition. [www.australianbridge.com](http://www.australianbridge.com). The author was Mathew MacManus.

Occasionally you have to let partner play a hand. As you watch from your position as dummy, you may experience a degree of apprehension. In this article, I would like to describe what the laws say you can and cannot do while you are dummy.

After the opening lead is faced, dummy places his cards face up on the table, sorted into suits with the lowest cards closest to declarer, and with trumps, if any, on dummy's right. Apart from this, there are no other requirements in the laws as to the arrangement of the suits. There is nothing which demands that the suits must be placed black/red/ black/red or spades/hearts/diamonds/ clubs, as some players seem to believe. One thing that dummy should ensure is that all 13 cards are visible. If the defenders misdefend because one of dummy's cards is hidden, then the director will probably rule in their favour.

During the play, dummy is significantly limited in what he is able to do. One right that dummy does have is to attempt to prevent an irregularity from occurring. So, if you see partner about to play a card from his own hand when the lead is in dummy, or if he is about to call for a card from dummy when the lead is in his own hand, you can pipe up and try to stop him. However, once the irregularity has occurred, you can no longer say anything - it is up to the defenders to point out the infraction. So if declarer calls for the "ace of spades", you don't say, "You're in hand". You should just play the AS and let the other players say something if they notice.

Secondly, as dummy, you may check that partner hasn't revoked when he fails to follow suit. This is usually accomplished by dummy saying something like, "No clubs, partner?" and declarer confirming that he hasn't revoked by replying, "Having none." (Note that this right to check is lost if dummy has done something foolish like looking at declarer's or a defender's hand.)

Otherwise, dummy is just there to play the cards on declarer's instruction. Dummy may perhaps ask declarer to repeat the card he called for if he (honestly) didn't hear. Apart from that, dummy is seriously restricted in what he can say or do during the hand.

Some of the things that you might want to do, but cannot, include:

1. tell partner that he has a trick pointed the wrong way after a lead has been made to the next trick
2. ask a defender if he has revoked
5. express surprise at partner's choice of card from dummy
6. encourage partner to play dummy's little card which you know is good, but he doesn't seem to
7. play a card before it is called for by declarer (even if it is a singleton)
8. call the director before anyone else has drawn attention to an infraction.

At the end of the hand, dummy now has the right to point out any infractions that he noticed during play. For example, this is the time when you can point out that revoke you saw that no one else did. But don't do it beforehand as you may jeopardise your right to redress from the director.

(Ed). I learned something from the above

that I have been doing wrong for ever. How about you?.

Further to the above: If the declarer plays from the wrong hand, or calls for a card from dummy when lead is in declarer hand, then either opponent has the right to accept or reject that play or call.

### Lousy Hands?

If you feel you have just been dealt the worst hand ever, there is one consolation. The chance of you being dealt the exact same hand again is 1 in 635,013,559,600. (Data taken from The Australian Bridge Magazine). Even you, the unluckiest bridge player in the world, couldn't be that unlucky.

This is the deal from the hand on the first page of this newsletter. How did you go?.

#### Full hands.

	QJ842	
	T9843	
	2	
	T2	
65		T93
AQ72		AKQ876
T943		QJ94
K83	AK7	
	KJ65	
	J5	
	A875	

It looks like a walk in the park but if you trumped the KD and played three rounds of trumps, then the walk in the park leads into a quagmire. However, if you threw away a losing club on the KD then the walk in the park ends in a picnic.

### The Highs and Lows

She's single and lives right across the

street from me. I can see her place from my kitchen window. I watched as she got home from work this evening. I was surprised when she walked across the road, up my driveway and knocked on my door. I opened the door, she looked at me and said "I just got home and have this urge to have a good time, dance, get drunk and make mad passionate love. Are you doing anything tonight?". I quickly replied, "Nope, I'm free". "Great", she said, "Can you watch my dog?".  
Being a senior citizen really sucks.

Keep Smiling,

That's it for this issue.

Till next time, P.B.G.(Ed).

