ALEX'S BRIDGE TIP: Be sure to learn all the rebids by the opener when playing the Jacoby 2NT convention. Don't just know page one.

One of the possible rebids by the opener after partner has opened 1 of a major is as follows:

North

AQ42

K6

A9753

ΑJ

South

K10653

A4

10

KQ1095

S N

1S 2N*

4C**

*Jacoby 2NT

** Shows 2 of top 3 honours in that suit. The suit must be a five-card suit.

S N

1S 2N

4C 4N *** Key Card Blackwood

5H **7N**

North can now count 13 tricks because he knows that their side has 9 trumps between them, including the Spade King. And he knows that South has a five card or longer, good quality Club suit headed by two of the top 3 honours. This means that NS can win five tricks in Clubs and five tricks in Spades. And between you, you have another two Aces and a King. PLUS North knows that South must have a singleton or void somewhere in his hand because he has two five-card suits.

It is rare that we choose to be in NT when we have a nine-card fit in a major but you will get a top board...all because you knew the rebids by the opener after Jacoby 2NT. Showing the five-card Club suit of good quality takes precedence over showing the singleton or void.

BARBARA'S BRIDGE TIP:

S 3

8 H

D AKJ42

C AKJ876

You open 1C and partner bids 1S.

You now bid 2D. This is a reverse, showing 17 or more points and guaranteeing AN UNBALANCED hand and promising that you have MORE of the first bid suit than the second.

Partner now bids 2H. What will you now bid?

3D. You may not rebid a 4 card suit, thus by bidding 3D, you are showing a five-card Diamond suit. So why did you start with Clubs??? You must have six Clubs and five Diamonds. AND extra points.

How about this hand??

S 65

H 76

D AQ84

C AK976

If you open with 1C and partner responds 1S, you may not now bid 2D as you do not have the extra points required for the reverse.

It is easiest to just open 1D and if partner bids 1H or 1S, then now bid 2C. You have lied about the shape of your minors but it is not a big deal. If you insist on starting with 1C, then your rebid will have to be 2C as you cannot mention Diamonds...

THIS is an exception and it is really the only time that you open the bidding with your shorter suit: This only applies to when you have five Clubs and four Diamonds and a minimum hand.

Ruff in Dummy by Andrew Robson

Consider the following pair of two suit layouts with spades as trumps.

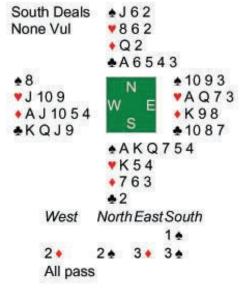


In both scenarios you start with five trump tricks plus ♥ A. The issue is whether trumping hearts will gain you extra tricks.

In (a) you can cash ♥ A, voiding your hand of hearts, then trump ("ruff") dummy's two remaining hearts. However because you are ruffing in the your hand, with trumps that will score tricks anyway by virtue of their length and strength, these are NOT extra tricks - merely another way of making two of your trumps.

In (b) you will be ruffing hearts with dummy's trumps, which would not ordinarily score tricks in their own right, falling helplessly under yours as you draw the opposing trumps. The two ruffs are extra tricks.

In other words, ruffing in the long trump hand (typically declarer's) gains little; ruffing in the short trump hand (dummy) gains lots. However it is no use drawing the opposing trumps before doing the ruffing. Because drawing the opposing trumps also draws dummy's, which are needed.



What happened?

Declarer won West's ♣ K with ♣ A and immediately ruffed a club: pointlessly - as he is bound to make all his six trumps come what may. He then crossed to ♣ J, and ruffed a third club (again - no benefit). He next drew trumps, but with no dummy entry to lead towards ♥ K, had to lose all six red cards. Down two.

What should have happened?

Rather than ruff clubs in hand, you as declarer should focus on ruffing your third diamond in dummy, thereby scoring an extra trick. Win • A and give up a diamond. The defence do best to switch to a trump (more anon); win (say with • J) and lead a second diamond, thus voiding the dummy. Win the trump return in hand, ruff a third diamond (one extra trick), then lead • 2. With East holding • A (good), your • K is promoted and you have nine tricks.

If you remember one thing...

Ruffing in the dummy is good. Ruffing in your hand is not.