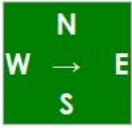


Loser on Loser by Eddie Kantar

		S 8 7 5 3 2		
		H 8 2		
		D Q 10 5		
		C K J 7		
S Q J 9				S 10
H A Q 3				H K J 10 9 6 4
D A K J 4				D 8 7 3
C 9 4 2				C A 6 5
		S A K 6 4		
		H 7 5		
		D 9 6 2		
		C Q 10 8 3		
West	North	East	South	
		2 H	Pass	
4 H	All pass			
4 H by East				
Lead: S A				

Bidding Commentary: East has a near maximum Weak Two and West, a choice of responses.

A raise to 4H is reasonable and so is 2NT asking for more information. If West tries 2NT, East bids 3C showing a feature-the ace or king. This guarantees that West will bid game.

Defensive Commentary: As North, after declarer has preempted or bid two suits and partner leads the ace, presumably from ace-king and dummy has the queen, third hand gives count playing the S 2. (Lowest from an odd number of cards.)

As South, it looks right to switch to a low club at trick two. Partner figures to have an honor or two in the suit given the fact that East has a weak hand.

As North, play the C K at trick two, the higher of unequal honors. If you had equal honors such as the QJ, play your lower equal.

Play Commentary: As East, you start with 9 top tricks: six hearts, the AK of diamonds and the C A. Rather than pin your hopes on the diamond finesse, use the S QJ in dummy to develop your 10th trick. Win the CA, draw trumps ending in dummy and lead the SQ, discarding a club. South wins the king, cashes the CQ and leads a third club that you trump. All that is left is to cross to dummy with a diamond and discard a diamond on the SJ. No diamond finesse is necessary.

When dummy has the second and third ranking cards in a suit, S QJ, (the ace has already been played) facing a void, think loser on loser play. Lead a spade equal and discard a loser. After the opponents take the trick, use the other equal to discard another loser. You gain a trick.

Editor's Note: Naturally, if you lead S Q and North covers with the King (unlikely since S lead the S Ace), then Declarer ruffs the S K and still gets to later throw away the D loser on the high S Jack in dummy.

Jump Rebids by Andrew Robson

Some bids in bridge are complete "sign off's" - e.g. 1NT-3NT. Some are invitational - e.g. 1H-3H (playing limit raises), and some force partner to speak again - e.g. 1C-1D. A few bids actually force partner to keep bidding until Game is reached; one such "Game-forcing" sequence is a jump rebid in a new suit by Opener - e.g.

1C-1D
2H

or

1H-1S
3D

South Deals	S 9 7 5										
N-S Vul	H A 7 5 3 2										
	D Q 10										
	C 7 6 3										
S K 6		S Q 4 3 2									
H 10 8	<table border="1" style="background-color: #008000; color: white; width: 40px; height: 40px; text-align: center; margin: 0 auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		H J 9 6 4
	N										
W		E									
	S										
D 8 7 6		D 4 2									
C K J 9 5 4 2		C A Q 8									
	S A J 10 8										
	H K Q										
	D A K J 9 5 3										
	C 10										
	West North	East	South								
			1 D								
	Pass 1 H	Pass	2 S								
	Pass 3 D	Pass	4 D								
	Pass 5 D	All Pass									

South's jump rebid of 2S was game-forcing and showed at least five **Diamonds** and at least four Spades. North correctly gave "preference" back to South's first suit. South then bid 4D to see if his partner could cooperate in a Slam venture. North - still unable to pass as game had not been reached - made the weakest bid by raising to 5D.

West led C5 to East's CA and South trumped East's CQ continuation. He crossed to dummy's D10, cashed DQ and led S5 to S2, SJ and West's SK. West returned CK and South trumped, drew the last trump, led HQ overtaking with dummy's HA, and led S9. East played S3, South S8 and West S6. S7 followed to S4 and South's S10 won. The rest of his hand was high.

ANDREW'S TIP: A jump rebid in a new suit by Opener is forcing to Game.

When to Lead a Trump by Tony Jackson

When do you lead a trump and when do you avoid leading trump? All you have to go on is the auction and your own hand, but there are some auctions that scream for a trump lead, and yet sometimes a trump lead is the last thing you should do.

When to Lead Trump

The most important time to lead a trump is when it stands a good chance of cutting down on the opponents' ruffing power. That's a clear number one. In addition, we sometimes lead trump because the auction doesn't discourage a trump lead and all the other suits have something about them that makes you not want to lead them. But that's not so much because we really want to lead trump, but more because it seems safer.

So we lead trump primarily in two situations:

- a) to cut down on ruffing by declarer
- b) when it feels safer than a suit lead

I'm going to focus on the first point. When does the auction indicate that ruffing might be in the works?

Look at this auction:

Auction 1: responder takes preference to opener's second suit

(1H) - P - (1S) - P
(2C) - P (3C) - All Pass

What do we know about opener?

- Opener has 5+ hearts, 4+ clubs
- Opener doesn't have 4 spades
- Opener is probably not balanced (because they didn't rebid notrump).
- Opener has a minimum opening hand because they did not accept the invite.

What do we know about responder?

- Responder has 4 spades
- Responder has enough points to invite game, but not enough to insist on game. Probably 10 to 12 hcp.
- Responder has 4 or more clubs
- Responder has fewer than 3 hearts.

So putting this all together, opener has 5 hearts and responder has 2 or fewer hearts. What is opener going to do? They are going to ruff hearts in the dummy. Declarer will most likely play a couple hearts, then will be ruffing one or two hearts, and eventually will establish the 5th heart as a good trick.

Worst case:

AKxxx vs xx <=== opener wins 2 rounds of hearts, ruffs 2 hearts in dummy, makes the 5th heart good.

Also possible:

AQxxx vs x <=== win 1 round of hearts, ruff 3 hearts in dummy, possibly make the 5th heart good

Various other possibilities are possible too. But I hope you see the writing on the wall: opener will win a trick or two, then ruff a trick or two, and finally win a final established heart. So if you can keep leading trump (clubs) you can cut down on the number of heart ruffs that declarer can get in dummy.

Another possibility:

KQxxx vs x

If this is the situation and you lead a trump on the opening lead, then when the defense wins the first heart trick, they can lead another trump. This gets 2 trump out of dummy, and makes it harder for opener to get their ruffs.

To sum it up: When responder takes preference to opener's second suit, it means they are short in opener's first suit, and that means you want to lead a trump to cut down on ruffing ability.

Let's contrast that to this auction:

Auction 2: responder takes preference to opener's first suit

(1D) - P - (1S) - P
(2C) - P - (2D) - All Pass

Now responder took a preference to opener's first suit, not opener's second suit. This is a different situation.

Opener probably has fewer clubs than diamonds since clubs is the second suit. Opener may not be trying to establish the clubs.

Responder might not be so short in clubs: they need 4 clubs to raise, and if they have 3 clubs, then opener isn't going to get many ruffs.

So this time, leading a trump is not called for.

When I first heard about trump leads, I used to mix up those two situations. It's important to know the difference.

Lead a Trump: Another Situations

Preference Taken: This time by passing

(1S) - P - (1NT) - P;
(2C) - All Pass

What do you know? Responder prefers clubs to spades; they definitely do not have 3 spades and they probably do not have 2 spades because with 2 spades they would usually take a preference back to spades by bidding 2S. With a singleton or void in spades, you can expect opener to want to ruff as many spades as possible, so lead a trump.

Bidding Traps – Will You Fall In? by Eddie Kantar

The following 14 bidding problems all have one thing in common—they are designed to trap you into making an incorrect bid even though the correct one stands out like a beacon!



You start this quiz with 150 bonus points (you're welcome), but... you lose 10 points for each 'accident' you have. Sorry about that.

You are always South, not vulnerable against vulnerable, playing rubber bridge for real \$\$\$\$. Think of this as being like playing teams.

Ed. Note: You are not playing Two Over One

Are you ready?

1. You hold: S. AQ10xx H. Axx D. Axx C. xx

North	East	South	West
Pass	Pass	1S	Pass
1NT	Pass	?	

2. You hold: S. AQ10xx H. Axx D. Axx C. xx (same hand as 1.)

North	East	South	West
Pass	Pass	1S	Pass
2NT	Pass	?	

3. You hold: S. AKJxx H. xx D. A982 C. xx

South	West	North	East
1S	Pass	2C	Pass
?			

4. You hold: S. AQ109xxx H. K D. AK C. AKx
(Do you like your hand?)

South	West	North	East
2C	Pass	2D*	Pass
2S	Pass	3S**	Pass
4NT	Pass	5H	Pass
?			

2C =strong and artificial, *2D= waiting, 3S= positive, 4NT= RKB, (1430) including the four aces and the SK. 5H showed two keycards.

5. You hold: S. AQJ10xxx H. x D. xx C. xxx

South	West	North	East
3S	Pass	Pass	4H
?			

6. You hold: S. Qx H. AQxxx D. xx C. KQxx

South	West	North	East
1H	Pass	1S	2D
?			

7. You hold: S. AQxxx H. Qxx D. xx C. AQx

South	West	North	East
1S	Pass	2C	Pass
?			

8. You hold: S. AKxxxx H. AKJx D. x C. xx

South	West	North	East
1S	Pass	2C	Pass
?			

9. You hold: S. KQxx H. KJxx D. AJx C. xx

North	East	South	West
1C	Pass	1H	Pass
2C	Pass	?	

10. You hold: S. x H. QJ9 D. Q109x C. AQ10xx

South	West	North	East
Pass	Pass	1S	Pass
2C*	Pass	2H	Pass
?			

*2C is Natural, not Drury

11. You hold: S. AJx H. KQx D. A10xx C. Q10x

North	East	South	West
1NT*	Pass	?	

*1NT = 15-17

12. You hold: S. xx H. Jxx D. AKQxx C. xxx

North	East	South	West
1NT	2S	?	

13. You hold: S. x H. AKQJxxx D. K109 C. 109

North	East	South	West
Pass	1C	?	

14. You hold: S. xx H. J10x D. AQ10xx C. AK10

North	East	South	West
1H	Pass	2D	Pass
2NT	Pass	?	

Answers – How to Avoid the Traps

- 1) Pass. The trap is not to rebid 2S which shows six spades in this sequence. Remember, you are NOT playing 2/1 so 1NT is not forcing.
- 2) 3NT Partner has 11 HCP and you have a sweet 14 including a strong five card suit. The trap is not to pass or rebid spades. North passed to start with so this is NOT Jacoby 2NT by North.
- 3) 2D The trap is rebidding 2S and not showing diamonds, a lower ranking suit.
- 4) 7NT The trap is bidding anything else when you can count 13 tricks: 7 spades, 2 hearts, 2 diamond and at least two clubs. Playing the hand in 7S runs the risk, admittedly slender), of an opening lead getting ruffed.
- 5) Pass. Partner also knows the vulnerability and you have limited your hand making partner the captain. For all you know, partner may be chomping at the bit to double 4H. Once you have preempted, you may not bid again unless partner has made a forcing bid.
- 6) Pass. You have a minimum and partner has a chance to bid again. The trap is bidding 3C which shows extras or 2H which shows a stronger suit.
- 7) 3C. A raise to the three level in this sequence either shows four card support or three card support with extras including strong support. (What you have).
- 8) 2H. With a strong 6-4, start with the six card suit, then bid the four card suit and then back to the six card suit. With a weaker 6-4, start with the six card suit, repeat the six card suit, and then bid the four card suit.
- 9) 3NT You are too strong to rebid 2NT (the trap) which is not forcing and partner does not have four spades or he would have rebid 1S.
- 10) 2NT A raise to 3H, a second suit, guarantees four card support... in blood. 2NT is just right. Responder should never raise opener's second bid suit unless he has four cards in that suit.
- 11) 4NT Invitational. Not strong enough to bid 6NT, too strong to raise to 3NT. Incidentally, if you wish to ask for aces directly after partner opens 1NT or 2NT, jump to 4C, Gerber. This particular hand is not suited for a Gerber ask. [Ed. note: Playing Puppet Stayman, we would suggest bidding 3C as Puppet, in case opener has a five-card major]

12) 3NT. This does not promise a stopper. The overcaller seldom has a solid suit. With solid spades East should pass and wait to lead the suit. If opponents are Vulnerable vs you being Not Vulnerable, just double, showing 8 or more HCP.

Ed Note: You are not playing Lebensohl. You and partner must agree on how to compete against opponents' interference.

13) 1H You can't risk a takeout double with a singleton spade, too dangerous. Partner is a passed hand and an opponent has opened the bidding, so you don't figure to have a slam. The problem with bidding 4H is that you pass by 3NT where you need only one trick from partner - providing that opponents can't run a black suit. The bidding won't end in 1H so you can always bid 4H later.

14) 4H. You are not paying 2/1.

THE TRAP AVOIDING RATING SCALE

- 150-130: What a slam dunk this quiz was for you.
- 120-100: So you fell for a few traps, not too bad.
- 90-70: Brush up on your basics.
- 60-40: Hopefully your forte is declarer play, defense, or both because we know what it isn't!

Less? I won't tell anyone and I'm sure you won't either.

21 Rules of Being a Good Partner by Marty Bergen

I have always believed that your attitude towards your partner is as important as your technical skill at the game." Rixi Markus, one of the all-time great players

I agree 100% with Ms. Markus on this topic. Half the battle in trying to win at bridge is being a good partner. Accordingly, I heartily recommend to all players to try very hard to always observe these rules:

- 1)** Do not give lessons, unless you are being paid to do so. "According to an evening paper, there are only five real authorities on bridge in this country. Odd how often one gets one of them as a partner." Punch (British magazine).
- 2)** Never say anything to your partner unless you would want him to say the same to you. If you are unsure whether your partner would want you to say something, don't.
- 3)** Never "result" (criticize your partner for a normal action just because it did not work this time).
- 4)** Unless your intent is to clear up a misunderstanding, avoid discussing the hand just played. If you cannot resist, be discreet.
- 5)** Do not forget that your partner wants to win as much as you do.

- 6)** If you feel the urge to be nasty, sarcastic, critical or loud, excuse yourself and take a walk.
- 7)** When there is time between hands, do not discuss bridge.
- 8)** When you want to consult another player about a disaster, ask about your hand, not your partner's.
- 9)** Do not ever criticize or embarrass your partner in front of others.
- 10)** Remember that bridge is only a card game.
- 11)** Have a good time, and make sure that your partner does also.
"Bridge is for fun. You should play the game for no other reason. You should not play bridge to make money, to show how smart you are, or show how stupid your partner is... or to prove any of the several hundred other things bridge players are so often trying to prove." - Bridge legend Charles Goren.
- 12)** Trust your partner; do not assume he has made a mistake.
- 13)** Although it may be unfashionable, it really is okay to be pleasant to a partner with whom you also happen to live.
- 14)** Remember: "The worst analysts and the biggest talkers are often one and the same." Bridge columnist Frank Stewart. Think twice before verbally analyzing a hand. Do not embarrass yourself with a hasty, inaccurate comment.
- 15)** When you voluntarily choose to play bridge with someone, it is not fair to get upset when partner does not play any better than usual.
- 16)** Never side with an opponent against your partner. If you cannot support your partner, say nothing.
- 17)** If you think you are too good for a partner, and do not enjoy playing bridge with him, do everyone a favor and play with someone else. That is clearly much better than being a martyr. However, be careful before burning bridges -- another player's grass may not be greener.
- 18)** Learn your partner's style, regardless of how you feel about it. Do not expect your partner to bid exactly as you would. When partner makes a bid, consider what he will have, not what you would have.
- 19)** Try to picture problems from partner's point of view. Seek the bid or play that will make his life easiest.
- 20)** Sympathize with partner if he makes a mistake. Let your partner know that you like him, and always root for him 100%.
- 21)** Remember -- you and your partner are on the same side.