

THE LIGHTNER DOUBLE by EDDIE KANTAR

94
9
9865432
J1098

K
J54
AJ107
AKQ74

AQJ10763
632

532

8542
AKQ1087
KQ
6



E	S	W	N
3S	4H	P	4NT
P	5S*	P	6H
DBL	P	P	P

Opening lead: ???

Bidding commentary: After South overcalls, North is surely worth a Roman Key Card Blackwood effort. Partner's response of 5S shows two key cards plus the H Queen. Given the bidding, it looks like all you are missing is the S Ace.

Lead Commentary: When a preemptive bidder doubles a slam contract with partner on lead, he tells partner: "Don't lead my suit, don't lead a trump. I almost certainly have a void. Lead it."

Defensive commentary: West can look at his hand and figure out that partner's void must be in Diamonds, so he should lead one! On the Diamond lead, East ruffs and cashes the S Ace for down one, plus 200. Any other lead results in minus 1660.

This double of a voluntarily bid slam is called a Lightner Slam Double after its originator, Teddy Lightner. The conventional double asks for **an unusual lead** (not the doubler's suit and not a trump, both common leads against slams).

Further commentary: Against a notrump contract, the double asks partner to lead dummy's first bid suit. When the double is made against a suit contract – especially by a player who has bid preemptively – it almost always means the doubler is void in a suit and is hoping the opening leader can work out which one.

FRISKY ALEX by Barbara Seagram

I picked up this hand in a recent club game: Our side was vulnerable. Opponents were not vulnerable.

S J4
H AKQ2
D AKJ1093
C 9

Alex was my partner. Imagine my surprise when he opened 3D. My RHO (Right Hand Opponent) said "Double". I had no idea what to bid so I said "Redouble" for now. My LHO bid 3S. Pass-Pass back to me. Now I was really stuck. One is not supposed to bid Blackwood with either a void or with two or three little in a side suit. This rule exists to stop you from getting to slams missing the Ace and King in that sorry suit. My entire dilemma rested with the Spade suit. If partner had the Spade Ace, then all would be well. But if instead he had the Club Ace, then opponents could cash the Spade Ace and King very quickly. I could have used 4S as a forcing bid but could not see any merit in that. I finally decided that Alex, being of sound mind, would never have opened 3D (VULNERABLE no less) on such a dreadful suit without having some good stuff in the rest of his hand. So I fell from grace and said a prayer and bid 4NT (Key Card Blackwood in support of Diamonds). Alex responded one key card and I just fervently hoped that it was the Spade Ace and not the Club Ace. I bid 6D. My RHO led the Club Ace and I heaved an inward sigh of relief. He made 6.

Alex's hand:

S A96
H 9
D Q876542
C 73

It is always nice to sit down at a bridge table and play with friendly people. Etiquette is generally defined as conventional requirements as to social behavior. The popularity and universality of the game of bridge relies heavily upon the players being well-mannered and courteous. This attitude towards each and every player is expected and should be maintained at all times. Unfortunately, this is not the case. We are only humans with emotions and we can not be self-disciplined at all times under all circumstances.

We have all met those rude and obnoxious players in our bridge past. No one has ever escaped that certain look, that certain irony in the voice, that gesture which disturbs us emotionally and mentally. It is possible that we have been guilty of doing the same. Perhaps we let our emotions get the better of us, and we simply became rude and obnoxious. If we catch ourselves being less than polite, then that is the time to exercise self-discipline. Take a deep breath, go get ourselves a cup of free coffee, or excuse ourselves and make that trip to the bathroom.

Therefore, if we all make that special effort to be courteous to one and all, perhaps the game, the play and the atmosphere can become more enjoyable for one and all.

Bridge enjoys immense popularity partly because of the high standards of ethics and etiquette which are observed by the players who are expected to conduct themselves in a highly civilized manner. Violations of proper etiquette are quite common from inexperienced players, either through ignorance or inadvertence. A well-mannered opponent who is the victim of a violation by such a novice player will, if comment is considered necessary, be at pains to make it clear that the comment is intended to be helpful and will never make a newcomer feel ill-at-ease.

Bridge is an extremely ethical game. All good players strive to ensure that their bridge ethics are impeccable and no more serious charge, other than outright cheating, can be made than to accuse a player of bad ethics. Unlike poker in which all sorts of mannerisms, misleading statements and bluff tactics are part and parcel of the game, bridge is played with a 'poker face'! Beginners are, of course, excused for their lapses and in social games nobody minds very much, but in serious competition your bridge demeanour must be beyond reproach.

When you are dummy, it is poor form to look at either opponent's hand or at declarer's. If you do, you lose your rights as dummy. Do not stand behind declarer to see how you would play. In tournament bridge, do not discuss the previous hand with your partner if another hand is still to be played.

After the play of a hand is over, do not take an opponent's cards and look at them without asking permission. As a kibitzer (onlooker) try to watch only one hand and above all, make no facial expressions during a hand. Do not comment or talk during or between hands. If the players want the benefit of your views, they will ask for them.

Conversation at the table in serious games is generally unwelcome. Post-mortems after each hand, if limited, can be useful as long as they seek to be constructive. It is best to keep all post-mortems until the session is over and you can go over the score-sheets with your partner at leisure. During the session, conserve your energies to do battle at the next table. It is extremely poor taste to abuse or criticize partner or an opponent. Experienced players should go out of their way to make novice players feel at ease, so that they see bridge as a pleasant recreation, not a battleground. Never try to teach anyone at the table.

Never let a harsh word pass your lips and you will be a sought-after rather than a shunned partner. Prefer to say too little than too much. If partner has bid or played the hand like an idiot, say 'bad luck' and leave it at that. Do not harp on past errors.

THIRD HAND HIGH

When partner leads a small card and dummy comes down with small cards, third hand plays his highest card, unless he has equal high cards, in which case he plays the cheapest one.

West	Dummy	East	West leads the 6. 3 from dummy. What do you play? 1. AQ9 3. KJ2 5. KQ9 2. AJ8 4. AK8 6. QJ105
6	753	You	
		?	

ANSWERS: 1. A (3rd hand high) 2. A 3. K 4. K (Play the cheapest of equals) 5. Q (If you play the K, it says you do not have the Q) 6. 10 (see # 4 + 5)

Glossary and Concepts

Immediate winning tricks = tricks that declarer can win right away.

Establishing tricks = developing tricks that were not immediate winning tricks. There are three primary ways to establish tricks – forcing out honors (promoting lower-ranking honors), taking tricks with long suits, and by finessing (taking advantage of the position of the missing honors). Declarer usually has to lose the lead two or three times in order to establish the tricks needed to make the contract.

Blockage = the inability to cash tricks by playing only that suit.

Counting = Declarer can count tricks, points, and the distribution of the different suits. In notrump contracts when counting tricks, declarer counts immediate winning tricks first, and then looks at the different suits where additional tricks can be established. Wise declarers also count or estimate the number of tricks the opponents can win, by counting or estimating their strength and distribution.

<u>Problem #1</u>	<u>Problem #2</u>	<u>Problem #3</u>	<u>Problem #4</u>	<u>Problem #5</u>	<u>Problem #6</u>
<u>North</u> ♠ A Q 7 6 ♥ K 5 ♦ 6 4 2 ♣ 7 6 5 3	<u>North</u> ♠ A ♥ K 6 4 2 ♦ Q 6 5 4 ♣ Q 10 6 5	<u>North</u> ♠ 7 ♥ A K ♦ J 10 8 7 6 ♣ 6 5 4 3 2	<u>North</u> ♠ A 6 ♥ Q J 10 ♦ J 10 9 8 6 ♣ 7 6 5	<u>North</u> ♠ J ♥ K 4 3 2 ♦ K 5 4 ♣ 10 9 4 3 2	<u>North</u> ♠ A 5 4 2 ♥ A 4 3 2 ♦ A K 2 ♣ Q J
<u>South</u> ♠ K ♥ A Q 4 2 ♦ A 8 7 3 ♣ J 9 4 2	<u>South</u> ♠ K Q J 6 ♥ A 8 7 5 ♦ A K J ♣ A K	<u>South</u> ♠ A K Q J ♥ Q J 10 9 ♦ 9 4 3 ♣ Q 10	<u>South</u> ♠ K Q ♥ K 9 ♦ Q 5 4 3 ♣ A K Q J 10	<u>South</u> ♠ K 6 ♥ A 8 7 6 ♦ A 3 2 ♣ A 7 6 5	<u>South</u> ♠ K Q 3 ♥ K 8 7 ♦ 7 6 5 ♣ A K 10 3
<u>North</u> <u>South</u> Pass 1♦ 1♠ 1NT Pass	<u>North</u> <u>South</u> ---- 3NT 7NT Pass	<u>North</u> <u>South</u> ---- 1NT 2NT Pass	<u>North</u> <u>South</u> ---- 2NT 3NT Pass	<u>North</u> <u>South</u> Pass 1NT Pass	<u>North</u> <u>South</u> 1♦ 3NT 4NT 6NT Pass
OL: ♥ J	OL: ♥ Q	OL: ♠ 10	OL: ♠ J	OL: ♠ 5	OL: ♦ Q

- 1) Your bidding was not textbook bidding, but in duplicate bridge it is fairly common these days to rebid 1NT with a high singleton honor in partner's suit, as you try to get to the best-paying part score contract. But the bidding is not the problem. How do you play the hand? How many immediate winning tricks do you have? Do you have blockage problems? Where do you win the first trick? How do you continue to take your tricks?
- 2) Your partner's 7NT was very aggressive. But partner guessed well not to bid Stayman, and you have 13 cashing tricks in 7NT if you can take them. But you have blockage problems in three suits. You can make the contract no matter where you win the first trick. Can you find a way to cash thirteen tricks?
- 3) Partner had a difficult bid over 1NT. Choosing to invite game at 3NT is certainly reasonable. You have eight cashing tricks, except that the spade opening lead has eliminated an entry to your hand. If the opponents win a trick, they almost certainly can cash enough tricks to defeat you. Is there some way to overcome your heart blockage problem?
- 4) Your 2NT bid is not a textbook bid, but with two strong doubletons, it is a very practical bid. Where do you win the first trick? What do you lead to the second trick?
- 5) Partner did not have a good second bid if you responded 2♠ to Stayman, so partner passed 1NT. East wins the ♠A and plays another spade. How do you judge how many tricks the opponents are threatening to take? How do you plan on making the contract?
- 6) Your jump to 3NT showed a balanced hand with 13-15HCP (possibly a nice 12HCP) and it denied a 4-card major suit. Partner's raise to 4NT invited slam, asking you to bid 6NT with maximum strength, and passing with minimum strength. It was a very nice auction and you get to a slam that makes most of the time, if you play it well. How do you play it?

<u>Hand #1</u>	<u>North</u> ♠ A Q 7 6 ♥ K 5 ♦ 6 4 2 ♣ 7 6 5 3	<u>Contract: 1NT</u>	<u>Hand #2</u>	<u>North</u> ♠ A ♥ K 6 4 2 ♦ Q 6 5 4 ♣ Q 10 6 5	<u>Contract: 7NT</u>
<u>West</u> ♠ 9 8 ♥ J 10 8 ♦ Q J 10 9 ♣ A Q 10 8	<u>East</u> ♠ J 10 5 4 3 2 ♥ 9 7 6 3 ♦ K 5 ♣ K		<u>West</u> ♠ 10 8 4 3 ♥ Q J 10 9 ♦ 8 3 ♣ 9 4 2	<u>East</u> ♠ 9 7 5 2 ♥ 3 ♦ 10 9 7 2 ♣ J 8 7 3	
<u>OL: ♥J</u>	<u>South</u> ♠ K ♥ A Q 4 2 ♦ A 8 7 3 ♣ J 9 4 2		<u>South</u> ♠ K Q J 6 ♥ A 8 7 5 ♦ A K J ♣ A K		
			<u>OL: ♥Q</u>		

<u>Hand #3</u>	<u>North</u> ♠ 7 ♥ A K ♦ J 10 8 7 6 ♣ 6 5 4 3 2	<u>Contract: 2NT</u>	<u>Hand #4</u>	<u>North</u> ♠ A 6 ♥ Q J 10 ♦ J 10 9 8 6 ♣ 7 6 5	<u>Contract: 3NT</u>
<u>West</u> ♠ 10 9 8 5 2 ♥ 7 5 4 2 ♦ ----- ♣ K J 9 8	<u>East</u> ♠ 6 4 3 ♥ 8 6 3 ♦ A K Q 5 2 ♣ A 7		<u>West</u> ♠ J 10 9 8 2 ♥ 8 7 5 4 ♦ A K ♣ 4 3	<u>East</u> ♠ 7 5 4 3 ♥ A 6 3 2 ♦ 7 2 ♣ 9 8 2	
<u>OL: ♠10</u>	<u>South</u> ♠ A K Q J ♥ Q J 10 9 ♦ 9 4 3 ♣ Q 10		<u>South</u> ♠ K Q ♥ K 9 ♦ Q 5 4 3 ♣ A K Q J 10		
			<u>OL: ♠J</u>		

<u>Hand #5</u>	<u>North</u> ♠ J ♥ K 4 3 2 ♦ K 5 4 ♣ 10 9 4 3 2	<u>Contract: 1NT</u>	<u>Hand #6</u>	<u>North</u> ♠ A 5 4 2 ♥ A 4 3 2 ♦ A K 2 ♣ Q J	<u>Contract: 6NT</u>
<u>West</u> ♠ Q 10 7 5 3 2 ♥ Q 9 ♦ J 6 ♣ K J 8	<u>East</u> ♠ A 9 8 4 ♥ J 10 5 ♦ Q 10 9 8 7 ♣ Q		<u>West</u> ♠ 8 7 ♥ 9 6 5 ♦ Q J 10 9 ♣ 9 8 4 2	<u>East</u> ♠ J 10 9 6 ♥ Q J 10 ♦ 8 4 3 ♣ 7 6 5	
<u>OL: ♠5 to ♠A</u> <u>T2: ♠4 to ♠K</u>	<u>South</u> ♠ K 6 ♥ A 8 7 6 ♦ A 3 2 ♣ A 7 6 5		<u>South</u> ♠ K Q 3 ♥ K 8 7 ♦ 7 6 5 ♣ A K 10 3		
			<u>OL: ♦Q</u>		

1) Win ♥A, ♠K, ♥K, ♠AQ, ♥AQ.

2A) ♥K, ♦AKJ ♣AK, ♠A, ♦Q ♣Q, ♥A, ♠KQJ

2B) ♥A, ♠A, ♦AKJ ♣AK ♠KQJ, ♥K, ♦Q ♣Q.

3) ♠AKQJ (discarding ♥AK), ♥QJ109.

4) ♠6-♠Q, ♥K (if it wins then ♥9).

5) You have more clubs, but would usually lose the lead twice in clubs to establish three more tricks. After trick two, you estimate that the opponents can win a total of five spade tricks, and you cannot afford to let them win two other tricks. So you establish your needed trick in hearts.

6) You want two chances to make the contract. You have eleven immediate winners and can only establish one extra trick in either spades or hearts (if either suit divides 3-3). While one suit dividing 3-3 is unlikely (36%), the chance of one of the two suits dividing 3-3 is likely (59%). By losing a small heart at trick two, declarer can test either suit without further losing the lead. That makes the contract as the cards as they are, or if the underlined cards are swapped.

TO COVER OR NOT TO COVER?

By Barbara Seagram

There is an old adage: "Cover an honour with an honour." Note that this applies only to a defender and is not always correct.

Here are some guidelines for what to do when dummy is on your right and you are in second seat (the same concept applies regardless of whether this is a notrump or a suit contract):

A. Q52

K109 (you)

Declarer leads the queen from dummy and you have the K109. No declarer worth his salt would lead the queen without also owning the jack. Thus declarer must have the AJx. What should you do? You must cover with the king, so that your ten will ultimately become a winner.

B. Q52

K64 (you)

The queen is led from dummy. This time you do not own the nine or the ten, so you have to hope that your partner holds a worthwhile card in that suit.

Q52

1083

K64 (you)

AJ97

On this layout, you must cover with the king, so that West's ten can develop into a winner. If you do not cover, declarer will repeat the finesse and score four tricks in the suit.

Thus, when dummy is on your right, it is usually correct to cover an honour with an honour.

C. Now let's look at a different scenario:

QJ109

873

K542

A6

The queen is led from dummy. **When dummy is on your right and has more than one touching honour, you must cover the last honour.** (Here, the ten and the nine have grown up into honours, since they lie in sequence with the queen and the jack.) If you cover the first honour led, then declarer has four sure tricks. If you do not cover, then declarer may get only two tricks in this suit.

Let's have a look at a variation in the context of a full deal:

	S 432	
	H KJ5	
	D QJ93	
	C A43	
S AKQJ		S 98
H 864		H 9732
D 1086		D K72
C J109		C 8765
	S 10765	
	H AQ10	
	D A54	
	C KQ2	
S	N	
1NT	3NT	
Opening lead: SA		

West, your partner, takes the first four spade tricks and shifts to the CJ. Meanwhile, declarer counts his sure tricks: three hearts, one diamond and three clubs. Not enough! He realizes that his only hope is to score two extra tricks in diamonds. He wins with the CA in dummy and leads the queen of diamonds. If you, as East, cover with the king, declarer will win with the DA and finesse your partner for the D10, resulting in nine tricks. If you refuse to cover the DQ, however, declarer will win that trick, but cannot now generate the three tricks he needs in the diamond suit. Your long-range plan should be to cover the second honour. This will beat the contract.

FITTING HONORS by KEVIN WILSON

Kevin has a free bridge app for learning and practicing bridge. Send him an email to bridgeiq@gmail.com and he'll give you a link to download the Windows version or use <https://itunes.apple.com/us/app/bridge-iq+/id573374250?mt=8> to get it for Ipad.

Imagine two suits. The top holding is the dummy and the bottom holding is your hand (declarer). How many combined tricks do you think you will take with each of the following examples?

Example 1:
S AQx H xxx

Example 2:
S AQx H xxx

S xxx H Kxx

S Kxx H xxx

In example 1, you probably said you would take two tricks on average or you might have answered that don't know because it depends on the location of the missing honors.

In example 2, you said that you would take three tricks. Why is example 2 so much better than example 1? The reason is that the hands fit well together. The honors are working together. In Bridge, you want to use the bidding to help you determine when your hands are fitting well together and on those hands, bid a little more. When the hands aren't fitting together so well, be conservative in your bidding!

The encyclopedia of bridge does not define a "fitting honor" but it instead describes 'good cards'. Good cards is too broad to be useful to you, so I've come up with this term 'fitting honors' to help you understand an invaluable concept.

A fitting honor is an honor in a suit where partner is known to hold length. If partner opens 1S playing five-card majors, then any honor you hold in spades is more valuable because it's in a suit where partner is known to hold length.

You may find many more situations in which to use this evaluation technique, but for now, I will highlight three specific situations.

1. When partner has preempted and you are thinking about bidding a game.
2. When partner has made a natural and invitational bid like in Standard American or Two Over One.
3. When deciding about bidding a close slam.

Look at the following examples. Assume your partner has preempted 3 Clubs in first position.

You hold:

Example 3:

S AQxx
H AQxx
D AK10x
C 9

Example 4:

S KJ10
H Q109x
D AJx
C Axx

Partner's 3C opener:

S x
H xxx
D Qx
C KJ10xxxx

Example 3 has 19 HCP and excellent controls in all of the off suits. The one thing it doesn't have is a fit in clubs or any fitting honors in clubs. Your lesson about fitting honors is attempting to teach you to be conservative without fitting honors and aggressive when you have fitting honors. Do you think you could take nine tricks in 3NT in example 3? I highly doubt it. In example 4, you have only 15 HCP but you have an excellent fitting honor and some length in a suit where partner is known to hold length (clubs). This is a hand you should be aggressive on and try 3NT. The presence of a fitting honor or honors should make a huge difference in your evaluation.

CHOICE BETWEEN GAME AND SLAM: Any cards in partner's long suits are fitting cards, but when heading to slams you really want the aces in the off suits and not the kings...fitting cards are great but slams also require controls.

PARTNER	YOU	Rank the example hands from 1-3 in order of which hand is most likely to produce
1S	2H	a slam in diamonds.
3D	?	

Example 5:

S Qx
H Axxxx
D KQxx
C Ax

Example 6:

S Qx
H KQJxx
D Kxx
C KQJ

Example 7:

S QJ
H AQJxx
D Q10xx
C KJ

Partner's hand:

S AK10xx
H xx
D AJxxx
C 10

Example 5 is the best hand of the three example hands if you are thinking about bidding a slam in diamonds. You have fitting honors in both of the suits where partner is known to hold length and in the suits where partner is short, you have aces and not wasted queens and jacks. This hand is perfect for slam and you should take over the auction and bid Blackwood.

Example 6 is the worst hand you could have for slam on this auction. Almost all your honors are in partner's short suits and the help you have for partner is mediocre. This is a hand in which you should try to be conservative and I recommend you bid 3NT with it. Example 7 is in the middle. You have a nice fit for diamonds but you have a lot of possibly wasted honors in hearts and clubs. The H QJ and the C KJ are of dubious value to partner. I think you should be nervous about 3NT and you should bid five diamonds with the hand.