

## Louisiana Bridge Association October 2016

Editor John Liukkonen email: jrdbℓ@cox.net

### **President's Message October 2016**

Larry is on an extended trip to the Rocky Mountain time zone, and so the president's message does not appear this month.

**PLAY NICE PLAY NICE**

### **October Events**

**Oct 3** Unit Championship Mon eve

**Oct 7-9** Metairie 299er Sectional  
Fri-Sun

**Oct 14 11:45 AM** ACBL Instant  
Matchpoint Game \$7 entry. Red/black  
points; 1 gold point for each section top

**Oct 14-16** Jackson Sectional Fri-Sun

**Oct 17-23** Club Appreciation Week\*\*

**Oct 21-23** Gulfport Sectional Fri-Sun

**Oct 28-30** Mobile Sectional Fri-Sun

\*\* = Extra points, no extra fee

### **In Memoriam**

**John Brumfield**

**Sue Taylor**

### **RANK ADVANCEMENTS**

#### **NEW JUNIOR MASTERS**

Gail Marie Arnold, Glenn Barnett, Nini  
(Anita) Bodenheimer, Roy Caffery, Jackie  
Childress, Angela Saucier, Wayne Wells

#### **NEW CLUB MASTERS**

Joan Dubrey-Ducure, Janet Genusa, Jane  
Hufft, Lynne Peterson, Cecile Ruiz

#### **NEW SECTIONAL MASTERS**

Gary Bergeron, Steven Plotkin, Bernard  
Vanderlinden

#### **NEW REGIONAL MASTERS**

Margaret Cooney, Mark Greensfelder,  
Jeanette Hachtel, Gigi Matthews, Robert  
Owens, Ruth Rosenthal, Judith Rowley,  
Molly Silvia, Edward Trapp

#### **NEW NABC MASTER**

Arnaldo Partesotti

#### **NEW BRONZE LIFE MASTER**

Bonnie Nelson

#### **NEW RUBY LIFE MASTERS**

Eileen Bagnetto, Bill Beaushaw

#### **NEW DIAMOND LIFE MASTER**

Nonie Leavitt

### **Tunica Regional Firsts**

#### **Nelson Daigle & Geoff Chichester**

Mon Eve Side Swiss, Thurs Aft BAM Flt B,  
Thurs-Fri KO Bkt 3

#### **William Weed-Elaine Wilczynski-Janell Eberhart-Lawayne Eberhart**

Tues-Thurs AM KO Bkt 4

#### **Mary Hanni-Mercedes Wells-Pat Emerson- Warrene Gambino**

Wed Compact KO Bk 3

#### **lype Koshy-Chuck Pitard**

Sun Open Swiss

**Alexandria Sectional First** Janice & Earl Wattigny Thurs Aft  
299er Pairs Flt B

### **Pianola Partner Finder**

Not sure if the Pianola Partner Finder is for you? Check  
out Sherrie's article on p 3 explaining how you can use  
this effectively. For example, your partnership request  
will go out only to those you want to receive it.

**From Drew Casen** After I gave the Bridge Etiquette  
Workshop in August, Eleanor Onstott suggested I make  
myself available for similar questions. Anyone that has  
ANY question about proper bridge etiquette or  
protocol can simply write their question and place it in  
the suggestion box near the directors stand. I will re-  
spond in the Kibitzer or via a workshop.

### **NEW MEMBERS**

Margaret Cummins, Gail Duffy, Carolyn Herre,  
Hubert Herre, Karen Webber, Mary Becker,  
Howard Nobles

## 70 pct games:

### Open Pairs

**Aug 29** Mon eve Doug DeMontluzin & Linda Stockton 71.83%  
**Sep 6** Tues eve David Bybee & Stephen Kishner 72.22%  
**Sep 7** Larry & John Federico 72.00%  
**Sep 8** Doug DeMontluzin & JoAnn Ippolito 70.83%  
**Sep 9** Pat Ellis & Molly Silvia 71.37%  
**Sep 13** Joan Van Geffen & Judy Katz 71.54%

### 299er Pairs

**Aug 4** Pamela Marinaro & Carl Koppels 70.54%  
**Sep 2** Denise Fuselier & Myra Menville 72.50%  
**Sep 23** Janice Zazulak & Evelyn Randall 72.00%

### 99er Pairs

**Sep 9** Delphine Butler & Claudine Cannon 70.88%

**PAUL'S DEAL OF THE MONTH** Most club level players and a significant number of pros play an opening 1NT range of 15-17 hcp. But there are some who play other ranges, the most popular of which is 12-14 hcp. One of the advantages of the weak NT is its preemptive effect. One of the disadvantages is often playing 1NT while missing a 4/4 major suit fit. But the purpose of this column is not to advocate for or against playing a weak NT opener but rather is to discuss defending against that which is revealed by a weak NT opener. In a Lafayette Sectional my LHO opened 1NT, 12-14 hcp. Although many weak NT players do not use transfers, our opponents had a simple transfer auction of 1NT-2D-2H-3NT-4H. Partner led the ♣10. The dummy and my hand are shown below left.

♠QJxx  
♥AKJxx  
♦Qxx  
♣x

♠Ax  
♥xxx  
♦K1087  
♣Axxx

I was surprised that Stayman had not been used but my immediate problem was how to defend against 4H. After all, opener presumably held 12-14 hcp, dummy contained 13 hcp and I was holding two aces and a king, 11 hcp, leaving partner with no more than 2-4 hcp. I reasoned that a passive defense might be best at matchpoints in order to avoid giving declarer an overtrick because the hand could probably not be defeated. But this was a Swiss Team event, in which overtricks are relatively insignificant. The goal in team events is to defeat the contract if at all possible, so damn the overtricks and full speed ahead with a careful

defense to defeat 4H, however unlikely. With further study I reasoned that if declarer held a minimum, partner might hold either the ♠K or the ♦A. So I first played the ♠A to see what reaction that might bring. Alas, partner signaled negatively, denying possession of the ♠K. Declarer was marked with ♣KQJ, on which the three diamonds in dummy could disappear, so there was still the long shot possibility that partner held the ♦A. I was about to lead a low diamond to see if partner held the ace when another thought occurred to me. "If I lead a low diamond and partner has the ace, she might think that I had held the singleton ♠A and that I wanted to ruff a spade. She won't know which suit to return, a spade or a diamond," I thought to myself. How could I send partner a signal to return a diamond and not a spade? While all of these thoughts were going through my mind I did not realize how much time had elapsed. Abruptly my RHO called for the director and complained that I was delaying the game. In due course the director admonished me for the admitted delay but recognizing the difficulty of the bridge situation at hand, she wisely and charitably allowed me another 30 seconds to make my chosen play, in default of which the board would be scored as "making 4H or more, whatever was normal." As the director stood there timing the allowed 30 seconds for me to play, it was as if a bright light suddenly flashed in my mind. Although there was no signal available to assure partner which suit to return if she held the ♦A, there was a simple way to avoid the "which suit to return" problem altogether. I placed the ♦K on the table, fully expecting the play to yield an overtrick to declarer. But it held! Another diamond to partner's ace delivered a one trick set and a win of the match. We'll never know which suit partner would have returned if I had led the ♦7, my lowest diamond but she later in confidence told me that she thought that the diamond ♦7 would have been a relatively high diamond spot card, denying possession of a diamond honor, and that I probably held the singleton ♠A. So she likely would have returned a spade, allowing the contract to make. The moral of this story? Before you make a play always think ahead.

## How do you play this hand?

Dummy ♠QJ975 ♥K32 ♦54 ♣A72 Contract: 4S None Vul  
Declarer ♠AK1086 ♥J654 ♦AQ ♣K4 Lead ♣10 Trumps are 2-1

How should you play the hand a) at IMPs? b) at Board-A-Match (where you get +1 if you win the board against the opposing team, get 0.5 if you tie the board, and get 0 if you lose the board)?

*Answer on next page*

## King of Diamonds Tales by Arnaldo Partesotti

The opponents bid to 3 Spades, partner leads the  $\heartsuit 10$ , these are dummy's and your cards (see below left):

Dummy

$\spadesuit A$   
 $\heartsuit A8$   
 $\diamond A98532$   
 $\clubsuit K532$

You

$\clubsuit 6$   
 $\heartsuit T7532$   
 $\diamond K76$   
 $\clubsuit J974$

Declarer thinks for a moment, plays the  $\diamond A$  on which he pitches from hand the  $\diamond J$ , and continues from dummy with the  $\diamond 2$ . You instinctively follow low going up with the  $\diamond 7$ , and declarer's  $\diamond Q$  from hand wins the trick... you have been had! With a classic deceitful play. But you should not have been, if you had taken a moment to think. You are missing the  $\diamond Q$  and  $\diamond 4$ , would partner lead the  $\diamond T$  if he had those three cards?

Few hands later, you are on lead against a 3 Diamonds contract, after you lead the  $\clubsuit T$  you see the following cards (below left):

You

$\spadesuit 63$   
 $\heartsuit A753$   
 $\diamond K5$   
 $\clubsuit T9754$

Dummy

$\spadesuit KQ7$   
 $\heartsuit 8$   
 $\diamond T98632$   
 $\clubsuit KQ2$

Declarer lets the  $\clubsuit T$  run to the  $\clubsuit A$  in his hand, and tables the  $\diamond Q$ . You agonize for a while and eventually play the  $\diamond K$ , which is promptly crushed by your partner's singleton  $\diamond A$ . You knew that was coming but you could not resist! But you should have... If declarer had the  $\diamond A$  and  $\diamond Q$  in his hand, he would have simply won your club lead in dummy, and played a diamond to finesse against the  $\diamond K$ .

In my mind there are two considerations for the post-mortem:

One, always think twice before playing a card, especially when the play seems obvious and with no consequences. And two, always give credit to the opponents who are smart enough to put you in a position to make a mistake. And three - yes, I said two, like all bridge players I cannot count - it is always on to the next hand, and do not berate partners who make mistakes - or maybe just a little! Or report them to me for publication...

Answer to "How do you play this hand?"

You have 5 spade tricks, the  $\diamond A$  and  $\clubsuit A, \clubsuit K$  and a club ruff so you need at least one more trick. There are two lines of play to consider. The natural line of play is to win the club lead in hand, pull trumps in two rounds, and eliminate clubs. Then lead toward the  $\heartsuit K$  and if that loses to the  $\heartsuit A$  on your right, put up the  $\heartsuit J$  if a heart comes back. You will also take the finesse against the  $\diamond K$ . This line will make the contract if either high heart honor is in the right place, or if the  $\diamond K$  is on your right. This line will actually make 5S if either heart is in the right place AND the  $\diamond K$  is on your right. It will result in down one if the heart honors and the  $\diamond K$  are all offside.

There is a 100% "bridge column" play for the contract as well. Win the club lead in hand, pull trumps and eliminate clubs. Then play off the two top diamonds. Whoever wins the second diamond trick will be forced to break the heart suit, and you will then score a heart to make your contract.

Which line is best? Here is a rough and ready analysis. There are 8 roughly equally likely situations, according as each of  $\heartsuit A, \heartsuit Q, \diamond K$  is onside or offside. The 100% line makes exactly 4S in all 8 situations. The "natural line" goes down when all of  $\heartsuit A, \heartsuit Q, \diamond K$  are offside, makes exactly 4S when the  $\diamond K$  is offside but at least one heart honor is onside, makes exactly 4S when the  $\diamond K$  is onside but both  $\heartsuit A, \heartsuit Q$  are offside, and makes 5S when the  $\diamond K$  is onside and at least one of  $\heartsuit A, \heartsuit Q$  is onside. I.e. the "natural line" goes down in one situation, makes exactly 4S in 4 situations, and makes 5S in 3 situations.

**SO at IMPs take the 100% line.** It will lose 1 IMP to the natural line in 3 of 8 cases but gain 10 IMPs in 1 case, meaning that on average the 100% line gains about 7 IMPs over every 8 boards. **BUT for BAM** take the natural line. On average over every 8 boards the natural line will win 3 boards, tie 4 and lose only 1 to the 100% line.

NOTE: In a strong matchpoint field where you can be confident that EVERYONE will be in 4S the strategy should be the same as at BAM. It is only when you think that a substantial portion of the field might fail to get to this game that you

## Partner Finder

One of the best features of our new website is the Partner Finder feature. To use this feature go to our website: [la-bridge.com](http://la-bridge.com). In the menu on the left, click on the Partner Finder button (2<sup>nd</sup> button on the left.) It will bring up a link that you will click on to get to the Partner Finder page. The first thing you should do (and you only have to do it the first time) is to set your preferences. There is an advert button and a preferences button beneath the word Pianola. Click on the preferences button.

You will find a line that says: your default preference is Notify Neutral or Block. I recommend that you click on block. After you have blocked everyone, where it says to start typing to search members, type in each of your favorite partners names and mark them Notify. These people will receive an email if you are looking for a partner. If there are other players that you would be willing to play with, but don't necessarily want them to receive an email, you can mark them neutral. If the "Neutrals" login to the partner finder and happen to be looking for a partner for the same game, they can call or email you. Once you set your preferences, you are ready to set up an advert, so click on the adverts button (under the word Pianola). Click on "Create a partner finder advert". A screen with a calendar will come up, and your name should be in the choose member box. Click on the date that you would like a partner, and choose the session (Open, 299er etc). Then click save and send emails. Your favorite partners will receive an email immediately. Once you have a partner you can go back in and click the red X in the top right hand corner to let them know that you found a partner or to delete the ad. It really is simple to use and will save you many phone calls. If you need help setting this up the first time, feel free to call me and I will help you through it.

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