

NEWS

An American Contract Bridge League Club

27 West 72nd St ▶ Penthouse Floor ▶ 212-799-4242 ▶ <http://www.manhattanbridgeclub.com/> ▶ mbc@nyct.net

Volume 1, Issue 7

June 2003 / July 2003

Sunday is FUNDAY

Sunday special events for June / July 2003



Speed Ball IMP Pairs

June 8th 7:00 pm (two - 18 board games)

July 13th 7:00 pm (Three - 12 board games)

Roughly 5 min per board

Sunday Swiss Teams

June 29th 7:00pm (Four - 6 board matches)

July 27th 7:00pm (Four - 6 board matches)

For information please call Ellen at (212) 799 - 4242

June - July

Special Events

Please Sign Up Early

INTER-CLUB CHAMPIONSHIPS 2003

Wednesday Afternoon, May 21st, 1:00 pm

Monday Evening, June 9th, 7:00 pm

\$1 Extra Card Fee

NORTH AMERICAN OPEN PAIRS QUALIFIERS

Monday Afternoon, June 2nd, 1:00 pm

Thursday Evening, June 12th, 7:30 pm

Sunday Afternoon, June 15th, 1:30 pm

Wednesday Evening, June 18th, 7:00 pm

Friday Evening, June 27th, 7:30 pm

Saturday Afternoon, June 28th 1:30 pm

Wednesday Afternoon, July 2nd 1:00 pm

Tuesday Afternoon, July 8th 1:00 pm

Thursday Afternoon/Evening, July 31st 1pm and 7:30 pm

\$1 Extra Card Fee

WORLD-WIDE PAIRS

Friday Evening, June 6th, 7:30 pm

Saturday Afternoon, June 7th, 1:30 pm

\$4 Extra Card Fee

GNYBA SECTIONAL WEEK

Monday, June 23rd - Sunday June 29th

Sunday Evening Swiss, June 29th, 7:00 pm

4 Matches; 6 boards per match

\$2 Extra Card Fee

INTERNATIONAL FUND GAME

Friday, July 18th 7:30 pm

\$1 Extra Card Fee

LONG BEACH NABC

Thursday July 17th - Sunday July 27th

HAND ANALYSIS NIGHT

Monday Evening, June 30th

Both Games 49er and Stratified IMP Game

Next Board-A-Match July 30th

PLAN THE PLAY (SOLUTION ON PAGE 4)

♠ A J 7 4	N	♠ Q 2
♥ Q T 3		♥ -- void --
♦ 7 6 2	W	E
♣ A 8 3		♦ K Q 5 4
	S	♣ K Q J T 9 4 2

North	East	South	West
		1♥	Pass
2♥	3♣	3♥	3NT
Pass	4♣	Pass	5♣
All Pass			

Contract: 5♣. South leads the ♥A. As soon as you saw the dummy you realized 3NT was the best contract. Now you have to make 5♣. **Plan the play**

UPCOMING LESSONS:

Beginner, Advanced Beginner and Intermediate Classes
Please call Jeff Bayone at (212) **799-4242**
for latest schedule and personal class placement.

Stay informed!!

Join the Manhattan Bridge Club mailing list. Simply leave a note with your name and email address with the director and every month you will receive information about upcoming special events.

ROMAN KEYCARD BLACKWOOD

Keycard Blackwood is simply a set of responses to the 4NT ace asking bid that treats the trump king as an ace. This creates a situation where 5 aces (keycards) will exist in the auction. Many players use this convention but fail to discuss the nuances. Hopefully this article will clear up some of the questions.

When is 4NT keycard?

This seems like a simple question to answer, but few pairs have concrete agreements. These are the basic agreements used by most experts:

1. Partner opens at the 4-level.
2. Opener jump rebids his own suit at the 4-level.
3. We overcall at the 4-level.
4. We jump opposite a takeout double.
5. We make a strong jump overcall after a preempt.
6. Opener jump rebids to the 3-level after a 2/1 auction.
7. If two suits are agreed on, the 1st suit is trump for **RKC** purposes.

Roman Keycard applies in all auctions where the trump suit was agreed by a bid and raise or cue-bid.

Ex. This is not a **RKC** auction;
1M - 4NT but simple Blackwood.

Which version 1430 or standard?

The tide seems to tilt toward 1430. The idea is to make the most common reply the cheapest call. Partners most likely reply is 1 keycard. I prefer 1430 so those are the responses I will outline.

1430 Responses to RKC:

1. 5♣ = 1 or 4 keycards
2. 5♦ = 0 or 3 keycards
3. 5♥ = 2 without the queen of trumps
4. 5♠ = 2 with the queen of trumps

After 4NT, a direct rebid of 5NT by the RKC bidder asks for specific kings. Some partnerships play the 5NT bid promises the joint possession of the 5 keycards as well as the queen of trumps.

How do you respond with a void?

1. 5NT = 0 or 2 keycards plus a void
2. 6♣ = 1 or 3 keycards plus a club void
3. 6♦ = 1 or 3 keycards plus a diamond void
4. 6♥ = 1 or 3 keycards plus a heart void
5. 6 of the agreed suit: 1 or 3 keycards plus a higher ranking void

When partner responds 5♥ or 5♠ to **RKC**, the location of the queen of trumps is known. But when partner

... Continued →

Supervised Play & Intermediate Duplicate Games

Monday	12:30 pm	Supervised Play
	7:00 pm	49'er Pairs
Tuesday	Noon	Supervised Play
	7:15 pm	299'er Pairs
Wednesday	1:00 pm	Supervised Play
	6:30 pm	Supervised Play
Thursday	1:00 pm	0-20 Pairs
Friday	12:45 pm	299'er Duplicate
	7:00 pm	49'er Pairs
Saturday	Noon	Supervised Play

CLUB SCHEDULE

Duplicate Games Every Day

Mornings

10:30 am Wednesday (12 boards)

Afternoons - Lunch served 45 min before game time

1:00 pm Monday-Friday

1:30 pm Saturday and Sunday

Evenings

Monday	7:00 pm	49'er Pairs
	7:00 pm	Open IMP Pairs
Tuesday	7:15 pm	299'er Pairs
Wednesday	7:00 pm	Stratified Pairs
Thursday	7:30 pm	Handicapped Pairs
Friday	7:00 pm	49'er Duplicate
	7:30 pm	Stratified Pairs
Saturday/Sunday	(12 boards per session)	
	7:00 pm	ACBL Short Game
	8:45 pm	ACBL Short Game

Generally stratified at 0-300 / 0-750 / Open

responds 5♣ or 5♦ the location of the queen of trumps is uncertain. In order to ask for the queen over either response, bid the next higher ranking non-trump suit. Returning to the agreed suit denies the queen of trumps. Bidding any suit other than the 1st step shows the king of the bid suit as well as the queen of trumps. Bidding 6 of the trump suit shows the queen and a higher ranking king.

What should you do when partner responds one of the either or bids?

The common practice is to signoff, and partner with the higher of the 2 options responds as if you asked for kings.

Free Entry will be offered to top 0-300 pair in the Sun Aft Game

Free Lecture: 12:15; June lecture topics:

- | | |
|-------------------------------------|----------------------------|
| 1. Power Auctions - 2 club openings | June 1 st 2003 |
| 2. Power Auctions - Jump Shift | June 8 th 2003 |
| 3. Two Suited Bids - Michaels | June 15 th 2003 |
| 4. Two Suited Bids - Unusual 2NT | June 22 nd 2003 |
| 5. Competing Over Opponents Notrump | June 29 th 2003 |

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HAND EVALUATION: *An excerpt from the new section on Hand evaluation in "The Biggest Little Bridge Book in the World" available June / July 2003.*

by Joan Dziekanski

There are many factors which influence the trick-taking potential of bridge hands. In general, the high card point count is most accurate in evaluating balanced hands. In addition to high card points, these are the factors to look for in determining the working strength of your hand.

Suit Quality and Intermediate Cards

Concentration of honor cards in long suits produces a considerably better playing hand than when the honors are randomly scattered throughout the hand. Also, honors are of greater value in combination rather than isolated in different suits. An ace and king together are far more valuable and worth their full strength than an ace in one suit and a king in another, because the king in the other suit may or may not take a trick.

Examples: **1** ♠ A Q 7 5 3 **2** ♠ Q 7 5 4 3
 ♥ A Q 6 4 2 ♥ Q 7 6 4 2
 ♦ 8 ♦ A
 ♣ 5 4 ♣ A 5

Hand (1) generally has more playing strength than hand (2).

Unguarded honors, such as singleton K's or doubleton QJ's are clearly not worth the full value of their standard point counts.

In addition, intermediate cards (10's and 9's) in long suits upgrade the strength of your hand, while hands which possess no intermediate cards should be downgraded. Many intermediate cards in long suits can add as many as 1-2 working strength points to your hand. Consider hand (1) above. Imagine how much stronger your trick-taking potential is if the hand is as follows, rather than lower cards behind the AQ in the two long suits.

♠ A Q 10 9 8
 ♥ A Q 10 9 8
 ♦ 5
 ♣ 4 3

Control Cards

Hands which contain aces and aces and kings in suits together have greater value than hands lacking in aces and kings, even if their high card point count is identical. This is because these top honors prevent the opponents from immediately taking a trick or two in the suit. The losers in these suits are "slow" rather than "fast".

Distribution

Distribution plays an important part in the evaluation of a hand. Length in the suits is always an asset whether the hand is played in a suit contract or in notrump. Shortness is not an asset if the contract is notrump, but can be valuable in a suit contract. Whenever you have a long suit – 7 or more cards – each extra card is probably a trick and this value must be considered. Add one point for every card over four cards in a suit, but very long suits are worth even more than that. A second five-card suit enhances the value of the hand. Bear these "extras" in mind when bidding and placing the final contract.

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Importance of a Fit

When a fit has been found in the bidding, you must reevaluate your hand for any shortness you have. You add three points for a void, two for a singleton, and one for a doubleton. These added points must be used in placing the final contract, whether it be game or slam. Often the number of losers is more important than the honor count. Length in a suit reduces the number of losers.

Example: ♠ A Q 7 5 3
 ♥ A K 6 4 2
 ♦ 8
 ♣ 5 4

You open 1♠ and partner bids 2♠. Your rebid should be 4♠ based on the second five-card suit. This hand evaluates to 18 points, and the other five-card suit provides a probable source of tricks. If responder has either shortness or length in hearts, the hand will play well. Don't bid hearts to tip off the defenders as to your distribution – the surprise is more effective.

♠ 9 8 6 5 4 3
 ♥ A K 2
 ♦ A Q 7 4
 ♣ --

You open 1♠ and partner responds 2♠. Again, rebid 4♠ based on the extra length in spades. Your loser count has decreased since partner raised your suit.

Key cards or "working cards" are of utmost importance in placing the final contract. Key cards in partner's side suit are far more valuable than their actual point count because these key cards make it easier to establish partner's suit. Occasionally we must forget the point count and consider "working cards."

Example:

1♣	P	1♠	P
2♠	P	?	

 You hold: ♠ A 7 6 4 2
 ♥ 5
 ♦ 7 4
 ♣ K J 5 3 2

You should bid 4♠ based on the added value of the club fit.

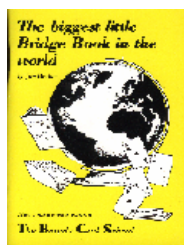
Misfit Hands

Just as recognizing how important a fit is, one must identify a misfit hand and stop the bidding as soon as possible. When both partners have distributional hands, you should usually stop in a suit contract – not notrump – before you get too high. The notion that if you don't have a fit, bid the next number of notrump, is incorrect, because if you do not have a fit, there will not be a suit to develop or run in notrump.

Example:

Your Hand: ♠ J 8 6 5 3 Partner opens 1♥, you respond
 ♥ 7 1♠ partner rebids 2♣. **What**
 ♦ A J 7 3 **should your action be?** Pass.
 ♣ Q 8 2

Although bidding might work out, there is little safety in doing so.



New version
available June
/ July 2003

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In the End: end positions we should all know.

In no-trump, south leads. Take all 4 tricks.

♠ -		♠ -
♥ -		♥ -
♦ -		♦ A
♣ AK42		♣ 987
♠ -	N	♠ -
♥ A		♥ -
♦ -	W	♦ A
♣ QJT		♣ 987
	S	
♠ A		
♥ 2		
♦ 2		
♣ 3		

West guards ♥s. East guards ♦s. South leads the ♠Ace. West needs to keep the ♥Ace so must pitch a ♣, dummy pitches a ♣ and East is caught in the vise. A ♦ pitch sets up the deuce, a ♣ pitch allows dummy to cash an extra ♣. An automatic simultaneous double squeeze.

Club Championship Week Masterpoint Leaders

1	Bill Begert	9.48	6	Joyce Sillins	5.59
2	David Galt	8.68	7	Jon Greenspan	5.31
3	Bud Dell	7.97	8	Susan Adams	5.18
4	Zack Wilde	7.88	9	Marvin Pulvers	5.02
5	Ed Siegel	7.57	10	Linda Frank	4.96

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Which hand fits the red bids in the given auction and why? Quiz

North	East	South	West
1♦	Pass	1♠	Pass
2♥	Pass	2♣	Pass
3♠			

A	B	C	D
♠ J64	♠ AKJ3	♠ AT3	♠ AKJ
♥ AQ76	♥ AQ76	♥ AKT8	♥ AQ76
♦ AKT3	♦ AKT3	♦ KT762	♦ AKT62
♣ A3	♣ 2	♣ 2	♣ 2

North	East	South	West
1♦	Pass	1♠	Pass
1NT	Pass	2NT	Pass
3♠			

A	B	C	D
♠ AQ7	♠ AQ7	♠ AQ7	♠ AQ2
♥ AJ3	♥ AJ3	♥ A73	♥ A
♦ JT97	♦ AJT9	♦ AT97	♦ JT974
♣ T63	♣ T63	♣ T63	♣ J653

Problem - Column: Explanation

- 1 – A: This hand would simply re-bid 2NT
- 1 – B: This hand has primary support, with 4-card support bid 2 / 3 or 4 spades
- 1 – C: This hand seems perfect, accept it is not good enough for a reverse. Not enough values.
- 1 – D: Perfect in shape and high cards. The best fitting hand for the auction
- 2 – A: This is a complete minimum no one should bid over 2NT
- 2 – B: 16 hcp, this hand should open 1NT
- 2 – C: Extras and 3 card support, this seems like the right hand. Some experts would raise directly instead of bidding 1NT.
- 2 – D: This seems like a trick, almost everyone would raise spades directly. C must be the answer

Plan the Play Solution:

You have 2 losers, the spade king and the diamond ace, The problem lies in the position of the diamond Ace. If it captures an honor you now have another loser to deal with.

If the spade finesse works, North is sure to hold the diamond ace, but if the spade king is with North, then the diamond suit is a definite problem. How can you take advantage of it?

Try a different finesse: lead a small spade to the queen, If North holds the spade king and rises you now have 2 pitches for the diamonds. If South holds the spade king, simply lead diamonds towards your hand twice. Now you have a plan: Ruff the heart ace, pull trump ending in dummy and keeping low clubs so you can reenter dummy. Then lead a small spade to your king.

"Bridge Play Technique" by Derek Remington and Pat Cotter