



NEWS

An American Contract Bridge League Club

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Volume 1, Issue 10

September 2003 / October 2003

Club Appreciation Week

Sunday October 19th – Saturday October 25th



Enjoy a full week of **upgraded games** as our thank you for supporting the club. All sessions award extra masterpoints at no extra cost. We even have two of our most popular special events during the week:

Sunday Evening Swiss Teams, October 19th
4 Matches 6 boards per match

Wednesday Evening BAM, October 22nd
24 Boards scored both as a BAM and a Pair game
Player will receive the higher of the 2 masterpoint awards

Please contact Zeus or Ellen if you need teammates
Regular Card Fees All sessions

PLAN THE PLAY (SOLUTION ON PAGE 4)

♠ J 6 3	N	♠ A 8 4
♥ A K J 5		♥ 8 6
♦ A K 7 6 5	W	♦ J 4 3 2
♣ A	S	♣ K Q 10 7

South	West	North	East
2♠	Dbf	Pass	3NT
Pass	6NT	Pass	Pass
Pass			

Opening Lead: ♠K East plays the ♠2. **What is your plan?**

Sectional at the Clubs Week

Monday October 27th – Sunday November 2nd



A full week of sectionally rated games. All sessions award silver points for only \$2 extra.

Please signup early as space is limited.

**SUNDAY EVENING WILL BE A
REGULAR 24 BOARD DUPLICATE
GAME INSTEAD OF AN ACBL
MINI - GAME**

October - November

Special Events

Please Sign Up Early

HAND ANALYSIS GAMES

Wednesday Evening, Oct 22nd, 7:00 pm

SUNDAY SWISS TEAMS

Sunday Evening, Oct 19th

CLUB APPRECIATION WEEK

Sunday October 19th – Monday October 27th

All Sessions Club Championship Rating

No Extra Money

Wednesday Evening session will include **HAND ANALYSIS**

SECTIONAL WEEK

Monday October 27th – Sunday November 2nd

All Sessions Award Silver points

\$2 extra; Sunday Evening will be a full 24 board game

You Hold:

♠ K 6 5 Dealer at your left bids 1♦, your partner doubles, and the next player passes.

♥ K 10 9

♦ 7 5

♣ Q J 5 3 2

What do you bid?

Answer on page 3



Specials and More Specials

ANOTHER WAY FOR YOU TO KEEP MORE OF YOUR MONEY WHILE YOU PLAY BRIDGE. SUPERVISED PLAY CARDS ARE NOW AVAILABLE AT THE FRONT DESK, BUY A PACK OF 12 SUPERVISED PLAY / LIMITED DUPLICATE ENTRIES FOR \$120, AND USE THEM TO PLAY IN ANY OF THE SUPERVISED PLAYS OR LIMITED DUPLICATE GAMES. SAVE ABOUT \$2 EACH TIME YOU PLAY.

MORE BRIDGE FOR LESS MONEY

Planning The Play

A controversial area in bridge teaching is the method used to plan the play, particularly in suit contracts. Many teachers prescribe counting losers as the main approach. While this works on most hands, it has a number of traps and pitfalls.

The Pavlicek method is always to count winners at all contracts. It might take a little more work on some hands but it will always give the right answer.

REMEMBER: Winners take tricks and that is what the game is about.

TRUMP WINNERS

In planning the play at a suit contract, always look at the trump suit first and estimate how many tricks you are entitled to make assuming a normal break. Do not count ruffs, and if there is a trump finesse to be taken, assume it will lose.

Why should you assume trumps will break well? The normal trump break is needed for the first stage of the plan; if it is possible to deal with bad breaks, we will modify the plan accordingly.

AK765 432
Count 4 trump winners

AQ76 5432
Count 2 trump winners: ace plus the long trump.

A98765 432
Count 4 winners. The enemy cards will break 3-1 or 1-3 about 50% of the time, and 2-2 about 41%.

SIDE SUIT WINNERS

In the 3 suits besides trumps or in all suits at a trump contract, count only tricks you can cash from the top.

Do not count winners that need to be established, and assume any finesse will lose. Also, do not count ruffs

AQJ5 432

Count 1 winner; obviously you can establish at least one more.

K A432

Count 2 winners. Even if this is a side suit at a trump contract and you can ruff in dummy, do not count those tricks yet.

AKQ6 5432

Count 3 winners. Do not assume a 3-2 break

Supervised Play & Intermediate Duplicate Games

Monday	12:30 pm	Supervised Play
	7:00 pm	49'er Pairs
Tuesday	Noon	Advanced Supervised Play
	7:15 pm	299'er Pairs
Wednesday	1:00 pm	Supervised Play
	6:30 pm	Supervised Play
Thursday	1:00 pm	0-99 Pairs (begins Sept 18)
Friday	12:45 pm	299'er Duplicate
	7:00 pm	Supervised play (Sept 19)
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 7:30 pm Stratified Pairs
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

ADDITIONAL TRICKS

Once declarer has a basis to work with (top tricks), he should look for additional tricks. These tricks may come from promoting high cards, establishing long cards, or by ruffing.

It is important to understand how additional tricks are actually gained. Otherwise, you might be counting the same tricks twice. An important rule:

A trick is gained by ruffing only if the hand that ruffs is left with fewer trumps than the opposite hand.

In a typical case trumps are used in the short hand to gain a trick. The rule, however works just as well for equal trump divisions or the so called dummy reversal.

Similar articles are available from Richard Pavlicek's web site <http://rpbridge.net/>

Continued →

Another Approach: Counting Losers

Planning the play is simply a systematic way of listing what needs to be done in a hand. **Count the expected losers in the hand**; simply list the missing aces, kings and queens in each suit that may take a trick and decide what to do about them.

Losers come in various shapes and sizes. You have: **slow losers** – These are losers that need to be thought about, but are not a pressing concern since you have one or more controls before they become a problem.

fast losers – These are immediate problems and need to be handled right away.

Try this hand on for size: The contract is 4 spades

The lead is the ♦Queen

Plan the play!

♠ 5 4 3 2
♥ Q J T 9
♦ K 3 2
♣ A 4

N
W E
S

♠ K Q J 9 8 7 6
♥ 2
♦ A 5 4
♣ 3 2

Our losers are:
1 Spade (Ace)
1 Heart (Ace)
1 Diamond (Queen)
1 Club (King)

Unfortunately the contract allows us only 3 losers.

What can you do about your losers?

These are several plays available to you.

- * Finesse
- * Establish a side suit for later discards
- * Ruff losers
- * End Play / Throw in
- * Squeeze

There is nothing to do about the missing aces, the opponents will win them whenever they wish. There are no finesses and no end plays or squeezes available on this hand. **So what can you do?**

Establish the hearts for a pitch. This will require some patience since this must be done before trumps are pulled.

Win the diamond in hand and lead a heart.

Win the diamond return and lead another heart, pitching the established loser (a diamond if diamonds were returned at trick 3 or a club if clubs were returned at trick

three. Now you have a good heart on which to pitch the final loser. The play in the second round of hearts is referred to as a loser on loser play. The idea is to pitch an eventual loser in order to help establish the suit.



In the End: End Positions we should all know.

Spade are trump. South leads. Try to take 6 tricks.

♠ K	N W E S	♠ J1083
♥ K62		♥ --
♦ K62		♦ 3
♣ --		♣ 32
♠ Q9762		♠ Q
♥ Q		♥ --
♦ --		♦ --
♣ Q		♣ Q

Solution will be available next month.

You Hold: Solution from page 1.

ANSWER: Bid 3♣. The jump response to partner's takeout double promises 8 to 10 points and a suit of 4 or more cards. If partner has 16+ points, he will bid again; otherwise he will pass.

Cover an honor with an honor?

There is usually only one good reason for covering an honor with an honor: to promote an intermediate card for your side. There are many bad reasons, the most common is following a nursery rhyme.

South ruffed the third club and led the jack of hearts. Following the principle: set up your side suits before pulling trumps, when trump control may become a problem.

West covered with the queen and the hand was over.

♠ 8 6	♠ Q J 2	♠ 9 5 3
♥ K Q 6 2	♥ A 9 3	♥ 4
♦ 10 6 5 3	♦ A 9 4	♦ K J 8 7 2
♣ Q J 10	♣ K 6 5 3	♣ A 9 8 7
♠ A K 10 7 4		
♥ J 10 8 7 5		
♦ Q		
♣ 4 2		

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

West had nothing to gain by covering the heart with no intermediates to promote. Look at what happens if West does not cover the heart.

West should not only play low on the 1st heart, but should also play low on the next heart., even if declarer pulls trumps

Declarer is welcome to win the nine and ace of hearts but can't win anymore than 5 spades, 3 hearts, & 1 diamond.

email: citybridgeclub@nyc.rr.com

Open Swiss Sunday Eve Session Sept 28, 2003
Rank Mps Players

\$5 Discounts to help you enjoy the game

Our Specials Explained:

On Sept 15th, the Manhattan specials changed. All specials became \$5 discounts. New games and specials were added. To clarify:

Old Specials Changed:

* Play Monday evening and get a \$5 discount Tuesday evening.

* Play Tuesday evening and get a \$5 discount Wednesday evening.

* Play any evening, and get a \$5 discount Sunday afternoon.

New Specials to promote New Games:

* Play in the **New Thursday Afternoon 99er game** and get a \$5 discount to Friday Afternoons 299er game.

* Play in the **Friday Afternoon 299er game** and get a \$5 discount to the **NEW Sunday afternoon 299er game**.

Monthly Masterpoint Leaders (September)

1			6	
2			7	
3			8	
4			9	
5			10	

Yearly Masterpoint Leaders (as of Oct 1 2003)

1			6	
2			7	
3			8	
4			9	
5			10	



Doug Ball Memorial Game Winners
20 Tables / 2 Sections

Section A
NS Joseph Newman / Serge Winde
EW Barbara McNair / Richard Desroche

Section B
NS Hank Cortsen / Lois Barnett
EW Phil and Susan Sugar

August Trophy Winners

49er Trophy: Teri Diaz

299er Trophy: Karelei Tulenko

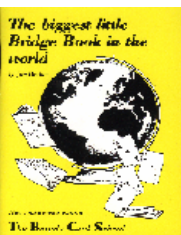
Next Trophy Month: Jan 2004

Intermediate Classes available:

Mornings: Mon – Thur from 10am – 12:30 pm
Mon, Tue, Thurs: Bidding Wed: Play of the hand

Evenings: Wed 6:00 – 7:00 pm,
followed by the duplicate game at 7:00

For information call (212) 799-4242 ask for Jeff or Zeus.



New version "The Biggest Little Bridge Book in the World" The perfect bridge book for beginning and intermediate players is now even better! Only \$7!! Call Joan at 877-569-0324 for information and pre-orders.

Internet: www.beverlybridgeclub.com

Fax: 646 349-3163

2003 version

		♠	♦	♣	♥	
1	13.05	Zack T Wilde				
2	9.85	Bill Begert				
3	8.43	Emile Heredia				
4	6.59	Jesus Arias				
5	5.03	Doug Strauss				
6	5.02	Sandra Levitt				
7	4.91	Mary Rem				
8	4.55	Harold Vogel				
9	4.34	Meir Bendavid				
10	4.25	Julia Weiss				
11	4.11	Edwin Siegel				
12	4.08	Burton Kniager				
13	4.04	Kerry Kappell				
14	3.77	Florence Weiss				
15	3.77	Betty Feldman				
16	3.73	Les Powell				

Plan the Play Solution: (From page 1)

Looks easy. You have 12 tricks: 5♦, 2♠, 2♥, and 3♣. So what is the catch? The catch is simple-- you must lead a spade now at trick two to develop your twelfth trick.

If you lead a spade at trick two the best the defense can do is shift to a heart. You will then win the heart, cash your top diamonds and the ace of clubs, and then cross to the diamond jack to cash the rest of the clubs.

If you cash the club prematurely, you will re-enter your hand with the diamond jack, but you now have to cash the clubs before you lead a spade. South will win the spade and cash a club.

"A New approach to Play and Defense, Volume 2" by Edwin Kantar

email: citybridgeclub@nyc.rr.com