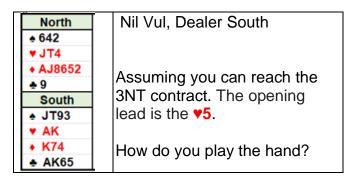
# **NSBC August 2022 Newsletter**

# **For Our Newer Players**

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## Challenge Hand 1 (Bid and Play)



## Challenge Hand 2 (Play)



You are South in a 4♠ contract, after west opened weak 2 in diamonds.

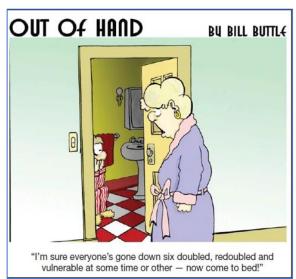
Standard Bidding				
West (D North East South				
2+	Pass	3♦	3♠	
Pass 4 All Pass				

West leads the ◆Q. Plan the play.



Gary's Guide to MP vs IMP scoring







## ♦ PO - Overtake or not?



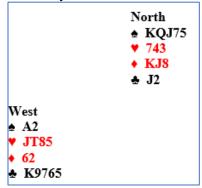
## Overtake or not?

It is from my book "Demystifying Defense.".

We are sitting West. Our hand is

	<b>♣</b> A2 ♥ JT85	♦ 62 ♣ K9765.	
West	North	East	South
			1NT
Pass	2♥*	Pass	2♠
Pass	3NT	All Pass	
Lead:	<b>♣</b> 6		

South opens 1NT, we pass and North bids 2♥, a transfer to spades. Partner passes and South duly bids 2♠. North bids 3NT to give South a choice of that contract or 4♠ and South passes. We lead the fourth best from our five-card club suit ♠6 and dummy comes down.



Dummy plays the  $\clubsuit 2$  on our lead and partner takes it with the  $\underline{\clubsuit} \underline{A}$ , declarer playing the  $\underline{\clubsuit} 4$ . Partner now returns the  $\underline{\clubsuit} 8$ , declarer playing the  $\underline{\clubsuit} T$ .

# How many points does partner have from the bidding?

South has 15 to 17 so we will count this as 16, and North has 11. This leaves 13 for the defenders, of which we have 8, so partner has 5 plus or minus 1. He has already shown up with the A so he doesn't have much more.

#### How many clubs does partner have?

When returning the opening leader's suit it is important to return the fourth best if you started with four or more, and the higher of the remaining

cards if you started with three. Of course, if you started with a doubleton, there is no choice if you want to return the suit. Partner returned the ♣8 which indicates that he may have started with the ♣A8 and a smaller one.

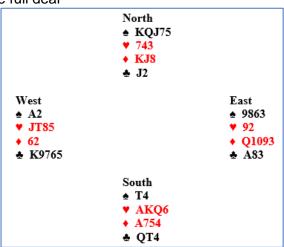
#### What clubs does declarer have left?

Now, the only missing clubs are the ♣Q and the ♣3. With ♣QT43 declarer would play low on the second round because the ♣J is in dummy, so it looks like he has just the ♣Q.

# Should we take the ♣T with the ♣K and continue clubs?

We should win the ♣K and continue clubs (the ♣9 to indicate a spade entry). That will force out declarer's ♣Q, setting up our remaining clubs.

The full deal



We can see that we will certainly get in again with the ♠A because declarer needs to establish the spade suit to have any chance of making the contract. When we get in we will cash our remaining clubs and set the contract.

#### **Post Mortem**

It is important to note that **if we didn't have** another entry, we would have to hope that partner did. In that case we must not take the **&K** so that we don't exhaust partner's clubs before he gets in.

We should play the **♣5** at Trick 2 to tell partner that we started with five clubs. Then he would have no difficulty continuing clubs when he gets the lead.

## ♦ PH – Pay Attention

Solution to challenge 1



## **Pay Attention**

From Pat's Play and Learn Bulletin series, on the ACBL bridge feed website.

Pat Harrington

Plan your play in 3NT with the pair of hands shown below. The opening lead is the ♥5.

North	Standard Bidding			
<b>♠</b> 642	West	North	East	South (D)
♥JT4				1♣
♦ AJ8652	Pass	1+	Pass	2NT
<b>♣</b> 9		3NT All Pass		Pass
South	Bidding Notes			
♠ JT93	1♣ 2+c Opening hand			
♥ AK	1♦ 4+D, overcall			
♦ K74	2NT	Bal 18-19		
♣ AK65	3NT	To Play		

## **Preliminary**

We count winners =2++2+2 short! We count Top losers: ♠AKQ

### **Strategies for 9-tricks**

We see that the diamond suit offers the best chance to develop the needed three tricks. Because dummy lacks any entry outside the diamond suit, we decided to ignore the saying "eight ever, nine never," which suggests playing for the •Q to drop.

Our plan is to cash the **K** and then finesse the **J**. Whether the finesse wins or loses is not our main concern. Our goal is to have an entry to North's hand when the diamonds are ready to run. An entry is a combination of a winner in the hand you want to reach plus a lower card in the opposite hand. North has no entries outside of diamonds, so your entry is made up of South's last diamond combined with a diamond winner in dummy. You must have a diamond in the South hand when you are ready to run diamonds.

- Γ1 West leads ♥5, you win in hand ♥K
- T2 When you play the **★K**, West follows with the **◆3**, and East shows out playing the **♣2**.

How is that development going to affect your plan?

Diamonds can still be developed. In fact, you are sure that the finesse of the •J will work. So, what is the problem? If, on the second round of diamonds, you do take that finesse, you will go down! Remember, the diamonds must be ready to run when you lead your last diamond. West started with four diamonds •QT93.

The only way to have an entry to diamonds once they are good is to lead a second diamond and let West have it, no matter what card West plays — even the queen.

T3 **♦7**, <u>♦9</u>, **♦2**, **♣4** 

The opponents are in, but they cannot take enough tricks to beat you because you began to work on diamonds at trick two. When you regain the lead and, at this point, you are down to one diamond, West is down to two. Lead your last diamond and play either the ace or jack, depending on the card played by West.

Some players would go down simply because they failed to **pay attention** to the fact that East did not have any diamonds. Once a duplicate player turns his played card face down, he has given up the right to ask to see the cards his opponents played to that trick. Make sure the cards your opponents played have registered in your mind before you turn your own card face down.

## INTRODUCTION TO BRIDGE

- Face-to-face, Monday mornings at 10am, starting 15th August 2022 at East Lindfield.
- Online, Tuesday mornings at 9:30am, starting 13th September 2022, with a recording that can be watched and re-watched for re-inforcement.

The complete deal:

	North	
	<b>♠</b> 642	
West	♥JT4	East
• Q8	♦ AJ8652	♠ AK75
♥ Q8653	<b>♣</b> 9	<b>♥</b> 972
◆ QT93		<b>*</b> -
<b>♣ T</b> 3	South	♣ QJ8742
	. JT93	
3NT/S	♥ AK	Vul Nil
Lead ♥5	♦ K74	Dir: S
	♣ AK65	

Now let's change just one of North's diamond spots. The contract is still 3NT with the ♥ 5 opening lead. You still get right to work on diamonds, playing the ◆K, and East shows out. Suppose this is now your dummy:

♠ 642♥ JT4♦ AJ9652♠ 9

West still has four diamonds. Do you know what they are? You do if you did not turn over that first diamond trick too quickly. West started with the • QT83 and followed with the •3. West still has the •QT8.

But South, still has two low diamonds. This time, there is no need to let West have a trick. His diamonds can be all finessed!

Lead the ◆4 and simply better whatever West plays. If West plays the ◆8, you play dummy's ◆9. West will be left with the ◆QT. Come back to your hand and lead your last diamond (the ◆7).

West's queen is still trapped by dummy's **AJ** and you come home with six diamond tricks for an overtrick in 3NT.

You accomplished this feat simply by **paying** attention to the cards your opponents played and realising that dummy had every one of West's diamonds covered. Pay attention. Concentrate. You will win more often!

## Matchpoint scoring

## Matchpoint Scoring:

On all boards: The computer awards you

- 2 MPs for each pair your score beats,
- 1 MP for each pair your score equals.
- 0 MP for not scoring well enough.

The computer adds up your MPs and generally shows it as a **percentage of the max MP** score on the board.

The Max MP score (100%) differs based on the number of pairs playing the hand. In say a 10 Pair movement, the max =  $(N-1)^2 = 18$  and of course the Min=0 (zero just on that board)

All boards are then tallied for a session & an overall winner determined by matchpoints. Again, this is usually expressed as a **percentage**.

# Top **MP Pairs** players get their **winning Match Points** from:

- Staying with the field: not risking the chancy game or slam.
- Getting overtricks: making tricks by good declarer play, or by taking full advantage of poor defence.
- Mostly getting an average: by making contracts and avoiding losses.
- Staying out of poor contracts: staying with your system and not risking unnecessary high contracts.
- Not giving away unnecessary tricks: ensuring that in defence you get the tricks you are entitled to; every trick counts in MP scoring.
- Bidding the right contracts:
- 1. Major suit trump contracts when you can make ruffing tricks,
- 2. Else playing NT contracts,
- 3. Rarely playing minor suit contracts.

## ML – Careful Play at Trick One



# Careful Play at Trick One

By Mike Lawrence from article in the ACBL "Bridge Feed" website.

I have talked a lot about the advantages of not bidding Stayman when you have a balanced hand. It is a very cute theme. In case someone remembers the actual hand, I admit having taken a few liberties in creating this one. Sitting South, the dealer, you have this ordinary sixteen-count with both sides vulnerable.

- **♠** AT
- ♥ Q9843
- ♦ KQ9
- **♣** KQT

Having balanced shape and having all the suits stopped, the player holding this hand opened 1NT. This seems like a decent idea. I am adverse to opening 1NT with five spades, but with five hearts and notrump values and all suits stopped, 1NT was the choice. There are some obvious reasons for this, and one less-than-obvious reason. The ♣T is potentially a good card. If partner has as little as ♣Jxx, we have two stoppers if West leads the suit. Also, if this hand starts with 1♥, it has no good bid after a 1♠ response.

The bidding went 1NT – P – 3NT and it staved there.

Standard Bidding					
West	North	East	South (D)		
1NT					
Pass 3NT All Pass					
Bidding Notes					
1NT 15-17 Bal					
3NT	3NT To Play				

West led the ♥5. Surprised? Here is the layout.

North
<b>♣</b> 763
♥ AJ62
<b>♦ JT</b> 3
♣ AJ3
South (D)
<b>A</b> T
♥ Q9843
♦ KQ9
<b>.</b> KQT

I rather like North's 3NT bid. He has no shape and he has enough points that game is likely. West's **v5** lead is unexpected. How do you play? If you are still thinking about the bidding and wondering why you are not in a cold 4**v**, that is **normal but not constructive**.

Spend your energy trying to make your 3NT contract. Here is a hint. West has led from the **YK**, as expected, given the lead. This means you can finesse at trick one successfully. This is an excellent hand for planning at trick one. What is your plan? Do not read further until you decide. We will take a short pause here while you do that.

OK. Here is the entire hand.

	North	
	<b>♣</b> 763	
West	<b>♥ AJ62</b>	East
♠ Q84	+ JT3	▲ KJ952
▼ KT75	♣ AJ3	<b>v</b> -
<b>♦ 864</b>		♦ A752
♣ 972	South (D)	<b>♣</b> 8654
	<b>AT</b>	
3NT/S	♥ Q9843	Vul All
Lead ♥5	+ KQ9	Dir: S
	<b>.</b> KQT	

Here is what our declarer did.

T1 West lead **▼5** He played low from dummy **▼2**. East showed out and South won the first heart with the <u>▼8</u>.

West still had a heart stopper with his remaining **▼KT7**. South could have taken nine tricks now by playing on diamonds. That would give him a spade, three hearts, two diamonds and three clubs.

# NSBC 2022 August Hands

# For Our Newer Players

- T2 But South, noted there were heart tricks to be had so he led a second ♥3 and finessed the ♥J.
- T4 Next he played the ♥A
- Then conceded a heart to West.
  To West, by now, had gotten the message that spades was a good suit and he led one, setting up the suit for East.

East later got in with the ◆A, and that was worth down one.

Since most players were in 4♥ making four, making 3NT would have been a poor score. That was the excuse South used when it was pointed out that he had been cold for 3NT. Someone else then pointed out that an original spade lead would have set 3NT, given that West is able to stop the heart suit. South was not sure who to believe at this point.

He was lucky that no one had pointed out that he was cold for 5NT; game plus two overtricks.

How do you make 5NT on these cards given that you get a heart lead and not a devastating spade lead. Look at the hand diagram carefully. There is a way to get 11 tricks. Ready?

T1 Play the **▼**6 from dummy. If West has all four hearts, the 6 will win!

Now South can take four more heart tricks because he still has the 9 and 8 to use as 'finessers' against West. South's careless play at trick one cost him a valuable spot card by making him use the 8 sooner than necessary.

## ♦ EK - Take all your chances

Solution to challenge 2



**Eddie Kantar** 

This article was based on a Kantar 'Take all your chances" series article in the ACBL "Bridge Feed" website.

North	Standard Bidding			
♠ AT75	West (D)	North	East	South
♥ K32	2•	Pass	3♦	3♠
♦ A63	Pass	4♠	Al	l Pass
♣ J63		Bidding Notes		
South	2•	2♦ Weak 2, 6+D, <opening< th=""></opening<>		
♠ KQJ985	Pass	Pass 12hcp, but flat		
♥ AJ4	3♦ Pre-emptive raise			
<b>+</b> 3	3♠	3♠ Good overcall at 3 level		
♣ K54	4♠	▲ Good raise, maybe 4• better		

West opens 2♦, weak, partner passes, East bids 3♦, you join in with 3♠ and partner is happy to boost you to 4♠. West leads the ♦Q. Plan the play.

## **Preliminary**

Winners: 6 + 2 + 1 = 9 one short

Top Losers: ♣A

Opportunities for the 10<sup>th</sup> trick?

After stripping diamonds and drawing trumps, you could take three finesses and if just one of them worked (a rousing 87%) you would make your game. Those three finesses are leading up the &K and if that loses, leading up to the &J and if that loses taking the heart finesse. Could you be so unlucky that all three finesses would lose?

You deserve to go down if you planned to take 'three finesse line' when there is a 100% line available.

After stripping diamonds and drawing trumps, play the **\*AKJ**. Whoever wins has to break clubs or give you a ruff and sluff. The most you can lose is two club tricks and a heart no

# NSBC 2022 August Hands

# For Our Newer Players

matter how the clubs or heart honours are divided.

Notice that you have two equally divided side suits, clubs and hearts. It is more important to throw them in with a heart to force a club play than vice versa. Forcing a club play means you can't possibly lose more than two clubs and one heart. If you throw them in with a club to force a heart return, you could lose three clubs and a heart. (East wins the third club and West has the ♥Q).

These are the throw-in steps:

Draw trumps leaving trumps in both hands and coordinate the drawing of trumps with stripping a side suit (diamonds) if necessary.

T1	West leads ◆Q, You win <u>◆A</u>
T2	small ♦ from dummy, ruff in hand <u>♦5</u>
T3	Spade to dummy <b> ◆8</b> to <b>★A</b>
T4	small ♦ from dummy Ruff ♠K (Stripped)
T5	Draw outstanding Trump <b>♠Q</b>

Throw them in with an equal length side suit (hearts), at the same time stripping that suit from both your hand and dummy.

T6	Cash <u>▼A</u>
T7	Cash <mark>▼K</mark>
T8	Exit ♥J . someone wins ♥Q

Sit back and wait for them to lead your 'touchy' suit (clubs) or give you a ruff and sluff. (ruffing with short trumps in dummy)

	North	
	♠ AT75	
West (D)	<b>♥ K32</b>	East
<b>♠</b> 3	♦ A63	<b>◆</b> 42
♥ Q95	♣ J63	▼ T876
◆ QJT975		♦ K84
♣ A72	South	♣ QT97
	♠ KQJ985	
4 <u>.</u> /S	♥ AJ4	Vul Nil
Lead +Q	<b>+</b> 3	DIr: W
	♣ K54	

**Tip #1:** With touchy side suits (there are oodles), the idea is to force the opponents to lead the suit first.

**Tip #2:** If your only losers are in a 'touchy suit' meaning you have to play the suit first, strip the hand, if possible, before attacking the suit. Good things can happen; very good things, wonderful things.

## ♦ JD – T2 is too late to start thinking



This article was based on "Trick 2 is too late to start thinking" a Bridge feed article by

Joan Dziekanski.

You hold the following hand in a pairs game (matchpoints):

<b></b> •A3	<b>♥</b> AQ843	<b>♦K8</b>	<b>♣</b> T832
Standard Bidding			
West	North	East	you
	pass	1♠	2♥
Pass	3♣	Pass	3NT
All Pass			

Your partner deals and opens 1♠. You respond 2♥, and partner rebids 3♣. You bid 3NT, ending the auction.

zitt, erranig tile statettern			
	Dummy	Your West opponent	
	♠ KJ965	leads the ◆J, and this is what you see:	
	♥ 9	tilis is what you see.	
	+ AQ2		
	♣ KJ54		

You start with just six top tricks, so you need 3 more. Keep this in mind as you plan the play.

T1 West leads ◆J, which you win the ◆K in your hand, playing honours from the

short side first, a good principle to follow.

But which suit do you attack at trick two: clubs or spades? This is an interesting question. At first, you might say spades, because if you successfully find the ♠Q or spades break 3–3, you have a lot of tricks. A 4–2 split is more likely, however, than a 3–3 split.

Because you can always play on spades later if you need to, you should go after clubs first. Also, it is usually better to knock out the opponents' primary values – such as the •A – before going after their secondary or tertiary values like the •Q.

You can almost certainly create two club tricks on power, and you might take three. With two club tricks, your total will come to eight tricks.

- T2 With this plan in mind, you play **♣2** to dummy's **♣J**, which wins. Now you will have a likely 3 club tricks!
- You need to get back to your hand for another club play, so cross ◆5 to the ◆A.
- T4 When you play another **♣3**, West wins the **♣A** (East following low)
- T5 West Continues diamonds to **♠Q**.
- T5 With nine sure tricks, you can try for overtricks. So, you play (Duck) a ♠6 from dummy, retaining control of the spade suit by keeping the king. East wins the ♠T
- T6 East then returns a diamond to dummy's ◆A.
- T7 When you cash the **★K**, your East shows out: the spade suit did not break 3–3.

Is there any other way to take an overtrick? Something to consider: Why did East return a diamond instead of a heart? Could it be that she holds a high heart such as the king and does not want to finesse herself? If East had secondary heart cards like the VJT8, he surely he would try to get some heart tricks by attacking the suit.

- T8 So with your carefully preserved entries in clubs in both hands, you take the heart finesse by playing ♥9 to the ♥Q.

  Success! You now have 10 tricks (two spades, two hearts, three diamonds and three clubs).
- T9 You can finish by playing a club to <u>♣K</u>,
- T10 Then a club to your <u>♣</u>**T**,
- T11 Then cash the ♥A.

Well played! You took 10 tricks by attacking clubs first. Here is the full deal:

	North (D)	
	. KJ965	
West	♥ 9	East
<u></u> 82	+ AQ2	<b>♣</b> QT74
<b>♥</b> JT75	♣ KJ54	<b>♥ K62</b>
♦ JT97		<b>♦ 6532</b>
♣ AQ7	South	<b>.</b> 96
	. A3	
3NT/S	♥ AQ843	Vul Nil
Lead +J	+ K8	DIr: N
	♣ T832	

# 2022 ANNUAL CENTRAL COAST BRIDGE CLUB NOVICE & RESTRICTED CONGRESS

## 27 & 28 AUGUST

Central Coast Bridge Club 415 The Entrance Road, Long Jetty NSW

Ronnie Ng—Tournament Director John Redfearn & Marilyn Scott —Conveners

## ◆ JF – Hand Analysis (1NT Responses)



Julian Foster (many times NSW representative) analysing (bidding & play) on an interesting hand from a club session. Sourced SBC Wisdom articles.

	North	Dealer: West	
	<b>♣ Q</b> 64	Vul: both	
West (D)	<b>♥</b> 974	East	
. J52	<b>→ 76</b>	♠ AKT8	
♥ K32	♣ A8743	♥ 86	
♦ QJ92		◆ AT84	
♣ J62	South	♣ KQ5	
	<b>№</b> 973		
6	<b>▼ AQJT</b> 5	S	
8 16	♦ K53	E 1 3 - 4 2	
10	<b>♣</b> T9	W 1 3 - 4 2	

This Board from a club Matchpoint game, saw several East West pairs go several off in no-trumps even though Deep Finesse makes 8 tricks. Let's see what happened.

The normal auction starts Pass, Pass, 1NT.

A couple of Souths overcalled 2, which I would not have done **vulnerable** with a fairly balanced hand and only 10 points. Too much risk of going for **-200**.

## Pass, Pass, 1NT, Pass.

Now West, has to decide whether to move or not. With a balanced 8 points including 3 jacks opposite 15-17 it's marginal.

- At IMPs scoring, it's definitely worth a try to get to game (the bonus for bidding game when it makes is very high at IMP scoring).
- But at Matchpoints scoring, it's less clear (because you only score points for the number of pairs you beat, as opposed to by how much you beat them by. So, you should take the action which works most often. (Not the one which scores the most when it does work). There's a good case here to just pass 1NT.

	Pass,	1NT,	Pass
2NT.			

A simple invite is 2NT, but these days, many pairs use that for something else and start any invite via Stayman. See advanced section for more. If West does invite, East also has a marginal decision whether to bid onto 3NT or not. I probably would on this hand as I have good intermediates and no wasted jacks.

The normal lead by South against any number of no trumps is the ♥Q. One table led the ♥A but this isn't often right at No-Trumps. You need to keep communication to set your long winners up. So, you want to try to force the King out early while partner still has a heart to return. By leading the Ace, you let declarer hold up the King and take it when he chooses (3<sup>rd</sup> round). In a suit contract it's totally different as your long cards won't usually score tricks at all (declarer will trump them). Hence you wouldn't normally lead a suit like this at all and, if you did, it would be the Ace.

The VQ was usually ducked and now most Souths did well by continuing smoothly with the VJ. You know you have the Ace, but declarer doesn't! It gives him a nasty problem.

Several declarers ducked again which of course failed spectacularly on this occasion when South then cashed the ♥A and two more hearts. After the defence switched to clubs declarer had no entry to dummy to take the diamond finesse either. That meant he had to lose a trick to the ◆K and the ♣A and was held to at most 6 tricks.

The only successful declarers were those in 1NT who played the ♥K at trick 2. This gave them an entry to dummy where it's reasonable to take the diamond finesse. If the ♥K loses the defence score 4 hearts, ♦K and ♣A but that's all.

Those who ducked the VJ were hoping that North had VAx or VAxx, and South had

**QJ10xx(x)** and no other entry. Now by forcing North to wait until the 3rd round to win the Ace, the long hearts with South get cut off. But there are several reasons for declarer to try the **♥**K at trick two - see advanced section for why.

Although the winning contract today for East West is 4♦ I can't see any reason to bid that at all.

## Key points to note

- You can play 2NT as a simple invite over 1NT but there are better uses for the bid.
- Lead the Q against no-trumps from holdings like AQJ10x to try and force out the K early.
- Don't be afraid to try the K from dummy in positions like this. Often even it fails there won't have been anything you could have done about it anyway. And it will avoid looking really silly!
- When entries are short start with a finesse in the suit which will leave you another entry to then finesse in another suit.

## More advanced

Although most of us are taught initially that 2NT is an invite over 1NT, it's not actually needed for that. It's quite possible to just use stayman and then bid 2NT over any response (provided of course you just play simple stayman so the only responses partner can make are 2♠, 2♥ and 2♠). You do give slightly more information away to the opponents (i.e. they learn if opener has a major) but you free up the 2NT bid to use for something else.

A common method is "4 suit transfers" where, in addition to the common major suit transfers, 2♠ is a transfer to clubs and 2NT is a transfer to diamonds. One point to be aware of if you use this method is that using stayman no longer implies responder holds a major at all. Therefore 1NT - 2♠ - 2♥ - 2NT does not imply spades and 1NT - 2♠ - 2♠ - 2NT does not imply hearts, it's just the only way to invite. This is an inference the opponents are entitled to know (it could influence their lead or subsequent defence). But remember that's only after an invitational

sequence - if responder jumps to 3NT over the stayman response then that DOES imply the other major (responder wasn't using stayman as an invite so he must have been looking for a major fit and hasn't found it).

So, why should declarer try the **▼K** at trick 2? Besides any clues from the defenders (tempo, body language, etc) there are 4 possible reasons:

- 1. The **▼K** might win the trick.
- 2. The **♥K** is potentially a vital entry to dummy.
- 3. South might have another entry (♣A or ♠K) so, even if the hearts were Axx with North ducking still wouldn't help.
- 4. North might have ♥Ax and the other key cards so, even though we lose our possible heart trick, we still cut off the long winners for the defence.

The point is ducking only really gains in one exact layout (Axx with North and no other entry with South). It loses in many more layouts (this hand being one).

One other declaring point. Once the ♥K has scored in dummy there are two possible finesses that could be taken - spades or diamonds. Today it works better to take the spade finesse, score 4 tricks there, then knock out the ♣A (that is how Deep Finesse makes 8 tricks). But that wouldn't be the right line of play.

The diamond finesse is right. The reason is that, whether it wins or loses, you will still have another entry to dummy to THEN take the spade finesse. The same isn't true if you start with the spade finesse. You can't then ever take the diamond finesse so you will lose out if both are working.

♦ NSBC Teachers brochures

## Link to more information on Teaching Lessons & Topics

## Anita Curtis is away till September

## Build on the Basics - with Jessica Brake



These lessons are suitable for those who have been playing for around 3 months – 1 year or have come back to bridge after a long break.

There are 20 topics in total – upcoming topics are listed below. Attend all lessons, or just the ones that interest you!

DATE	ТОРІС
Aug 4 <sup>th</sup>	Opener's NT rebids
Aug 11 <sup>th</sup>	Holding up STOPPERS in No Trumps
Aug 18 <sup>th</sup>	Finesses & supporting opener's major
Aug 25 <sup>th</sup>	Shortage Points and Ruffing in the
	Short Trump hand

For information or to sign up email jessicabrakebridge@gmail.com



Join "live" on Zoom –
Thursdays 9:30 to 11:30 am
OR watch in your own time!
Each week you will be sent:

- 1) Recording of the lesson
- 2) Lesson notes
- 3) Quiz (most weeks)

# Build on the Basics Hand Analysis – with Jessica Brake



Starting August 20<sup>th</sup>, Jessica will be running a fortnightly Hand Analysis, for those that have completed the Build on the Basics lessons. These sessions are designed to refresh and revise the concepts taught in the lessons.

Date	Activity
August 20 <sup>th</sup>	BonB Hand Analysis



Join "live" on Zoom –

Fridays 2:00 to 4pm

OR watch in your own time!

Advanced: Lessons with Andy Hung



## Three online lessons

Andy is teaming up with the North Shore Bridge Club as a guest teacher to run a few online Zoom lessons! You have the advantage of enjoying the learning environment in your own homes.

Andy will cover a series of interesting lessons, focusing on all aspects of the game; bidding, declarer play, and defensive play.

You don't need to be a member to join, everyone is welcome!







3 Online Zoom Lessons with Andy Hung			
Time:	11:00am - 1:00	Dpm AEST (Australian Eastern states)	
	10:30am – 12:30pm ACST (Adelaide)		
	9:00am - 11:00am AWST (Perth)		
Lesson 1	Friday 12 <sup>th</sup> August	Bidding: Defence vs. Opp's 2-Level Opening Bids	
Lesson 2	Friday 19 <sup>th</sup> August	Declarer Play: How to Read the Opponent's Lead	
Lesson 3	Friday 26 <sup>th</sup> August	Defence: Counting and Visualising the Suit Distribution	







Register:	Via https://www.northshore.bridge-club.org/bridge/lbc/upcoming-events
Cost:	\$20pp per lesson (no need to commit to all, you can join any one or all).  NSBC members: Can pay through their prepaid account  Non-members: Pay online via <a href="https://www.northshore.bridge-club.org/node/1565">https://www.northshore.bridge-club.org/node/1565</a>
Format:	2 hours, using Zoom (Andy will give a Presentation talk, then he will have a BBO table where we look at hands with discussion and analysis). There are also lesson notes for everyone to receive.
Instruction:	A link to the Zoom seminar room will be emailed out in advance. You do not need a Zoom account, but if you would like to participate in the discussion, please familiarise yourself with a microphone, and how to mute.
Lesson Material:	The leadens will be recorded, on it yes are undatable, yes can pay for the

Contact: For any other queries - Email is hung.andyp@qmail.com