

MARCH/APRIL 2002
VOLUME 6, NUMBER 2

play bridge

Second Hand Low . . .
Or Is It High?

The Missing Law

Bridge — Will It Be An
Olympic Sport?

The Philosophy of Signals

The Different Costumes
of 1NT

Do I Have to Bid Again?



The Bi-Monthly Magazine



IN THIS ISSUE

Editorial by <i>Audrey Grant</i>	1
Second Hand Low . . . Or High? by <i>David Lindop</i>	2
Ask Jerry by <i>Jerry Helms</i>	4
Quizzical Pursuits	5
Point of View	6
PastTimes: Norman Kay	8
ABCs: About Bridge & Computers by <i>Sheri Winestock & Fred Gitelman</i>	9
Solid Gold Tip by <i>Rose Meltzer</i>	9
Come to the Party	10
Bridge Etiquette	12
The Philosophy of Signaling by <i>Fred Gitelman</i>	13
Responding to Jacoby 2NT	14
Bridge and the Olympics	15
The Play's the Thing	16
Marty Sez by <i>Marty Bergen</i>	17
The Different Costumes of 1NT by <i>Audrey Grant</i>	18
Answers to Quizzical Pursuits	20

PLAY BRIDGE

THE MAGAZINE FOR NEWER
MEMBERS OF THE ACBL

Audrey Grant Editor

(AudreyGrant@rogers.com 416-322-2123)

David Lindop Technical Editor
& Graphic Design

Jerry Helms Contributing Editor

Jude Goodwin Cartoonist

Contributing Writers:

Marty Bergen, Henry Francis

Fred Gitelman, Rose Meltzer

Shawn Quinn, Andrew Robson

Ron Tacchi, Sheri Winestock

PLAY BRIDGE is published bimonthly
by the AMERICAN CONTRACT BRIDGE
LEAGUE, 2990 Airways Boulevard,
Memphis, TN 38116-3847, USA.
Phone: (901) 332-5586.
Email: publications@acbl.org.

No part of this newsletter may be
copied or reprinted without written
consent of the ACBL.

Copyright ©February, 2001. Printed in USA
Vol. 6, No. 2, March, 2002. (Issue #32.)

EDITORIAL

In the recently published *THE BEATLES WAY*, **Larry Lange** asks, "What's your view on competition? Is it all about winning, winning, winning?" He then presents a refreshing view on the subject. "The Beatles way means competing on a friendly basis! Unheard of! But try competing with your peers on a higher level — one of mutual respect and admiration."

Lange continues to inspire with the view that acknowledging, appreciating, and learning from your peers will surely help your dreams reach untold heights. Along that line, *Bridge Etiquette* suggests that we think positively about our opponents and add a new law to the rule book.

In *PastTimes*, we take a look at the career of **Norman Kay**. No one treated his partners or opponents with more respect . . . and won their respect and admiration in return. And, speaking of sportsmanship, does bridge belong in the Olympics? See the comments by the president of the United States Bridge Federation, **Mike Becker**, and his Canadian counterpart, **Ray Lee**.

Maxims give us a point of reference and **David Lindop** takes a look at whether the defenders' guideline of "second hand low" can be applied by declarer. **Jerry Helms** also looks at a familiar guideline. Do you need 6 points to respond to partner's one-of-a-suit opening?

Someone once asked **Ron Tacchi** how you become a bridge photographer. Paraphrasing a well-know line, he replied, "Yesterday I couldn't

spell photographer, now I are one." He took his digital camera to the European Championships in 1999 and has been snapping pictures ever since. Ron shares a few intimate portraits of the top players in the game in *Come to the Party*.

There's no argument about the value of signals on defense but few partnerships have discussed which signal to use in every situation. **Fred Gitelman** makes some suggestions in *Defender's Corner*.

Sally Hill, a popular teacher from Rochester, suggested the hands for this issue's *Point of View*. She must have chosen well — there isn't a single unanimous agreement from our expert panel. For example, what would you respond with this hand if partner opens the bidding 1♥?

♠ AK 9 5 3
♥ 9 7 6
♦ 10 7 5
♣ 6 2

1NT is a common, versatile, and often controversial bid. It can be used to show as few as 6 points, or 19 or more. It doesn't always guarantee a balanced hand. Here's a puzzle. When could a *rebid* of 1NT show 15-17 points? Read *The Different Costumes of 1NT* to find the answer.

Popular author **Marty Bergen** is back with a new book, *MARTY SEZ*. In this issue, he shares some of his opinions with our readers.

Thank you for subscribing to *PLAY BRIDGE*. I look forward to a long relationship in bringing the world's best bridge information to you and appreciate your enthusiasm for this game of friendly competition.

—Audrey Grant, Editor

Letters to the editor can be sent to:
AudreyGrant@BetterBridge.com

PLAY BRIDGE is available to all American Contract Bridge League members. First year membership is \$25.00 US with a choice of *PLAY BRIDGE* or *THE ACBL BULLETIN*. Annual renewal is \$35.00 plus an additional \$12.75 for *PLAY BRIDGE*. Subscriptions to *PLAY BRIDGE* without ACBL membership are available for \$27.00 per year.

SECOND HAND LOW . . . OR HIGH?

The defenders often follow the guideline of second hand low. The idea is not to waste a high card since your side gets to play last, after the third hand has already committed to the trick. Consider this suit, for example:

NORTH (DUMMY)	
♠ Q 8 5	
WEST	EAST
♠ 10 6 3	♠ A J 7 4
SOUTH (DECLARER)	
♠ K 9 2	

If declarer leads the ♠5 from dummy, East should play low, the ♠4 or ♠7. To win the trick, declarer must play the ♠K, leaving these cards:

NORTH (DUMMY)	
♠ Q 8	
WEST	EAST
♠ 10 6	♠ A J 7
SOUTH (DECLARER)	
♠ 9 2	

Declarer can't get a second trick. Dummy's ♠Q is trapped by East's remaining cards. If East had played the ♠A on the first trick, declarer would play low and get two tricks, the ♠K and ♠Q.

East can't even afford to play the ♠J on the first trick, because that would leave these cards:

NORTH (DUMMY)	
♠ Q 8	
WEST	EAST
♠ 10 6	♠ A 7 4
SOUTH (DECLARER)	
♠ 9 2	

Declarer could lead a spade and finesse against West's ♠10, again getting two tricks.

Should East always play low? Not if the ♠A is the setting trick or East needs to gain the lead quickly to do something else. In general, however, East can't see declarer's or partner's cards, so second hand low is a sound principle.

If second hand low works for the defenders, does it work for declarer as well?



BY DAVID LINDOP

The answer isn't as clear. Declarer has the advantage of seeing the partnership's combined holding and must use this information to decide whether to play low.

Suppose West leads the ♥5 and we have this holding in the suit:

NORTH (DUMMY)	
♥ A 3	
WEST	EAST
♥ K 10 7 5 4	♥ J 9 8 6
SOUTH (DECLARER)	
♥ Q 2	

Our best chance is to play low, hoping West holds the ♥K. If that's the case, East can't prevent us from getting a trick with the ♥Q. But let's reverse our holding:

NORTH (DUMMY)	
♥ Q 2	
WEST	EAST
♥ K 10 7 5 4	♥ J 9 8 6
SOUTH (DECLARER)	
♥ A 3	

Our best chance is to play dummy's ♥Q, *second hand high*, hoping West holds the ♥K. Our ♥Q will then win the first trick and we have a second trick with the ♥A.

Can it ever be right to play second hand low from this combination? Assuming we knew from the auction or earlier play that East holds the ♥K or that the defenders are reasonably inexperienced, the answer is yes.

Why does the experience of the defenders make a difference? Suppose this is the layout of the heart suit:

NORTH (DUMMY)	
♥ Q 2	
WEST	EAST
♥ J 9 7 5 4	♥ K 10 8 6
SOUTH (DECLARER)	
♥ A 3	

If we play the ♥2 from dummy, East might play the ♥K. Then we can win the ♥A and get a second trick with the ♥Q. If we do play the ♥2, however, a better play by East is the ♥10, keeping the ♥K over dummy's ♥Q. Now we're forced to win with the ♥A and don't get a second trick.

How would East know to play the ♥10? In a suit contract, East would likely assume that West isn't leading away from the ♥A, marking declarer with that card. So the ♥K won't be the winning play.

In a notrump contract . . . when West might hold the ♥A . . . East will usually make the technical play of the ♥10 anyway, keeping dummy's ♥Q trapped.

So, playing dummy's ♥Q is declarer's best chance. It works 50% of the time, when West has the ♥K. Playing second hand low, the ♥2, works only if East has the ♥K and makes the technical error of playing it.

Let's look at some hands to see how declarer's choice to play second hand high or low can be critical. In this first example, we are in 3NT and West leads the ♠6. Should we play high or low from dummy?

NORTH (DUMMY)	
♠ Q 5	
♥ K 8 5 2	
♦ K 8 7 3	
♣ K 7 4	
WEST	EAST
♠ A J 8 6 3	♠ 9 7 2
♥ 9 4	♥ Q J 10 7
♦ 9 5	♦ A 6 2
♣ J 6 5 2	♣ 10 9 3
SOUTH (DECLARER)	
♠ K 10 4	
♥ A 6 3	
♦ Q J 10 4	
♣ A Q 8	

We have two heart winners and three club winners. In addition to any spade tricks, we're going to have to promote three winners in diamonds to make the contract.

On this hand, playing a low spade from dummy is 100% correct. It guarantees two spade tricks whether East produces the ♠A, the ♠J, or a lower spade. With a second spade trick, there's no danger when we drive out the ♦A. Second hand low works like a charm.

If we were to play dummy's ♠Q on the first trick, the remaining cards in the suit would look like this:

NORTH (DUMMY)		
♠ 5		
WEST		EAST
♠ A J 8 3		♠ 9 7
SOUTH (DECLARER)		
♠ K 10		

On winning the ♦A, East would return a spade, trapping our ♠K-10 and the defenders would take four spade tricks to defeat the contract.

Let's change the hand. Again, West leads the ♠6 against 3NT.

NORTH (DUMMY)		
♠ Q 5		
♥ K 8 5 2		
♦ K 8 7 3		
♣ K 7 4		
WEST		EAST
♠ A J 8 ⑥3		♠ 10 7 2
♥ 9 4		♥ Q J 10 7
♦ A 5		♦ 9 6 2
♣ J 6 5 2		♣ 10 9 3
SOUTH (DECLARER)		
♠ K 9 4		
♥ A 6 3		
♦ Q J 10 4		
♣ A Q 8		

Without the ♠10, playing second hand low doesn't work. East plays the ♠10 and we have to win the ♠K. When the defenders gain the lead with the ♦A, they can take their four spade tricks because dummy's remaining ♠Q falls under the ♠A.

Our only chance on this hand is to play second hand high, the ♠Q. When this wins, we go after the diamonds, driving out the ♦A. Fortunately, West wins the ♦A and the remaining spades look like this:

NORTH (DUMMY)		
♠ 5		
WEST		EAST
♠ A J 8 3		♠ 10 7
SOUTH (DECLARER)		
♠ K 9		

West can't lead a spade without giving us a trick with the ♠K, so we make our contract.

What if East held the ♦A instead of West? Then we'd be defeated because the ♠K would be trapped. The point is that playing the ♠Q at trick one gives us a chance to make the contract; playing low doesn't.

The presence or absence of lower-ranking cards such as the 10 or 9 can be a big influence on whether to play second hand high or low. Consider this next hand where we reach a contract of 4♠ and West leads the ♦2.

NORTH (DUMMY)		
♠ 9 7 3 2		
♥ K 6 3		
♦ Q 5 4		
♣ K 8 6		
WEST		EAST
♠ A 6		♠ K
♥ J 7 5		♥ Q 10 9 2
♦ ? 9 7 ②		♦ ? 8 6 3
♣ Q 10 4 3		♣ J 9 7 2
SOUTH (DECLARER)		
♠ Q J 10 8 5 4		
♥ A 8 4		
♦ A 10		
♣ A 5		

There are two spade losers, a heart loser, and a diamond loser. Playing a low diamond from dummy guarantees the contract. If East plays a low diamond, we win the ♦10 and don't lose a diamond trick. If East produces the ♦K, we win the ♦A and again don't have a loser in the diamond suit.

If East plays the ♦J, we have to win the ♦A but now we can use the ♦10 to drive out the ♦K and promote dummy's ♦Q into a winner. We can then discard our heart loser on dummy's ♦Q.

Now let's change the hand slightly. Again, we reach a contract of 4♠ and West leads the ♦2. Do we play low or high from dummy?

NORTH (DUMMY)		
♠ 9 7 3 2		
♥ K 6 3		
♦ Q 5		
♣ K 8 6 2		
WEST		EAST
♠ A 6		♠ K
♥ J 7 5		♥ Q 10 9 2
♦ ? 9 7 ②		♦ ? 10 8 6 3
♣ Q 10 4 3		♣ J 9 7
SOUTH (DECLARER)		
♠ Q J 10 8 5 4		
♥ A 8 4		
♦ A 4		
♣ A 5		

It's now or never in the diamond suit. Without the ♦10 and with two spade losers and a heart loser, we play dummy's ♦Q and keep our fingers crossed. If West started with the ♦K, we make the contract; if East puts the ♦K on dummy's ♦Q, down we go.

Sometimes it's a pure guess whether to play second hand high or low. Let's make another slight change to the hand:

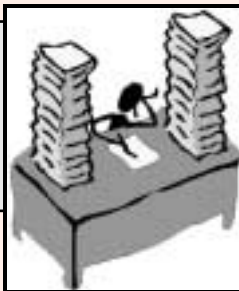
NORTH (DUMMY)		
♠ 9 7 3 2		
♥ K 6 3		
♦ Q 5		
♣ K 8 6 2		
WEST		EAST
♠ A 6		♠ K
♥ J 7 5		♥ Q 10 9 2
♦ ? 9 7 ②		♦ ? 8 6 4 3
♣ Q 10 4 3		♣ J 9 7
SOUTH (DECLARER)		
♠ Q J 10 8 5 4		
♥ A 8 4		
♦ A 10		
♣ A 5		

If West holds the ♦K, then second hand high is the winning play. If this is the diamond layout, however, second hand low is the winner:

NORTH (DUMMY)		
♦ Q 5		
WEST		EAST
♦ J 9 7 2		♦ K 8 6 4 3
SOUTH (DECLARER)		
♦ A 10		

If we play the ♦5, we get two tricks whether or not East plays the ♦K.

So, declarer doesn't automatically play second hand low. Declarer must consider the possible layouts of the suit before making a decision. ♦



Ask Jerry



Well-known teacher and player **Jerry Helms** answers your bridge questions. Send your questions to "Ask Jerry," c/o Jerry Helms, 5000 Montclair Avenue, Charlotte, North Carolina 28211, USA.

Dear Jerry: Years ago one of my teachers taught me to keep the bidding going after partner opened if I had an ace. Recently, several more experienced players have said that I need 6 or more points keep the bidding open. What's your opinion?

—Fran Miller

New Smyrna Beach, FL

Dear F.M.: It appears to me that you had a teacher with ideas similar to mine. In my opinion, the point-count system undervalues the true worth of an ace. Since opener could have up to 21 points, the partnership may well have the values to try for game.

I almost always respond when I hold with an ace . . . but I would always pass with four jacks or two queens. Dorothy Hayden Truscott said it best years ago in the title of her book, *Points Schmoints*, and Marty Bergen has expanded on the same topic.

—JH

Dear Jerry: My partner opened 1♠ and I responded 2♣. She rebid 2♠ showing what I thought were minimum values, so I passed with nothing extra. We made eleven tricks! What happened?

—K. Lastman

Louisville, KY

Dear K.L.: This is a gray area that needs to be clarified by partnership agreement. I have a preference, which I think reasonable and viable, but understand that it isn't how everybody plays.

Here's my suggestion: If responder bids a new suit at the two level, the partnership is forced to at least 2NT. A bid below 2NT is forcing . . . partner must bid again.

♠ Q 9 7 5 4 2 Consider this hand.
♥ A K 3 You start with 1♠.
♦ A Q 6 Partner responds
♣ 5 2♣. You have 15 high-card points plus 2 length points and responder has at least 11 points for the two-over-one response. You know there is enough combined strength for game but it seems wrong to have to jump to 3♠ with such a poor suit just to ensure the auction continues.

FROM THE FIELD

A lady participating in one of Jerry's festivals shared that her husband was a successful farmer . . . which included raising goats. She said her husband would describe Jerry's teaching by saying, "He puts the hay where the goats can get it!"

It would be far better to be able to rebid 2♠. If the partnership agrees that this is forcing . . . since 2NT has not been reached . . . I can confidently show the extra spade length without fearing that partner might pass and game would be missed.

If I rebid 2♠, the partnership should have an easy time getting to the best contract. For example, suppose these are the combined hands:

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

OPENER	RESPONDER
1♠	2♣
2♠	2NT
3NT	Pass

While nine tricks in notrump are not guaranteed, to quote singer Huey

Lewis, "It ain't the worst that I've seen." Now change responder's hand:

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

OPENER	RESPONDER
1♠	2♣
2♠	3♠
4♠	Pass

With any luck, you should take eleven tricks, losing only the ♠A-K. Now let's change both hands:

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

OPENER	RESPONDER
1♠	2♣
2♠	2NT
Pass	

Even eight tricks might be a struggle with these two hands.

The corollary of treating a rebid below 2NT as forcing is that opener's jump rebid now shows a good hand:

OPENER	RESPONDER
♠ A K Q 9 7 5	♠ J 6
♥ 7 6 3	♥ A K 5
♦ A Q 6	♦ K 8 4
♣ 5	♣ K Q 9 6 4

OPENER	RESPONDER
1♠	2♣
3♠	4NT
5♥	6♠
Pass	

The good slam is reached. —JH ♦

If you are interested in hosting a Jerry Helms' seminar in your area contact him directly at 704-365-3205 or send an Email to jerryhelms@aol.com.

Bidding Quiz

The opponent on your left opens 1♠. Partner doubles and the next player passes. What call do you make?

WEST	NORTH	EAST	SOUTH
1♠	Double	Pass	?
1. ♠ 8 5 4 ♥ 7 5 2 ♦ 9 8 6 3 ♣ 7 6 4		2. ♠ 9 6 3 ♥ Q 10 6 4 ♦ 4 2 ♣ K 9 7 3	
3. ♠ 7 2 ♥ K J 7 5 ♦ A 8 3 ♣ Q 10 6 2		4. ♠ K 5 3 ♥ A 10 8 4 2 ♦ K 9 7 6 ♣ Q	
5. ♠ Q J 9 7 ♥ 6 5 2 ♦ K 8 6 ♣ Q 6 3		6. ♠ A Q 9 6 ♥ 10 8 3 ♦ Q J 4 ♣ K 8 7	
7. ♠ 8 6 3 2 ♥ 5 ♦ K 9 8 ♣ A Q J 8 6		8. ♠ A Q 5 ♥ J 4 ♦ K J 6 5 3 2 ♣ 8 3	
9. ♠ Q J 10 9 8 3 ♥ 4 ♦ A 7 3 ♣ J 8 2		10. ♠ 9 7 ♥ K Q 3 ♦ A Q 9 6 ♣ K 8 7 4	

Quizzical Pursuits

Bridge Liar's Club

Here are four definitions for a term found in THE ENCYCLOPEDIA OF BRIDGE. Only one is correct. Can you find it?

What is the meaning of the term "Duplimate"?

- A machine that can rapidly deal out copies of hands for tournament play.
- Your partner in a duplicate bridge game.
- A mirror hand pattern in all four suits between declarer and dummy. For example, when both dummy and declarer hold three spades, four hearts, four diamonds, and two clubs.
- A two-handed form of bridge, sometimes referred to as "Honeymoon Bridge."

Playing Detective

In a spade contract declarer can't afford to lose any more tricks. This is the layout of the trump suit:



	NORTH (DUMMY)	
	♠ A Q 9 6 3	
WEST		EAST
♠?		♠?
	SOUTH (DECLARER)	
	♠ J 7 5 4 2	

Should declarer play the ♠A or take a finesse? If declarer decides to finesse, which spade should be led from the South hand?

Answers on
page 20



Literary Reference

Where does the following passage come from and who is the author?

Mr. Shaitana was in his chair by the fire. The bridge players were absorbed in their game.

"Double five clubs," Mrs. Lorrimer was saying in her cool incisive voice.

"Five no trumps."

"Double five no trumps."

Mrs. Oliver came up to the bridge table. This was likely to be an exciting hand.



Can you recognize any of these locker room players?

POINT OF VIEW

In this issue you are presented with five bidding challenges. Decide what you would bid in each case and then read on to hear what members of our expert panel have to say.

The Challenges

(You are South in each case.)

1. VUL: NONE ♠ A K 9 5 3
DLR: NORTH ♥ 9 7 6
 ♦ 10 7 5
 ♣ 6 2

WEST	NORTH	EAST	SOUTH
	1♥	Pass	?

2. VUL: N-S ♠ 7 6 3
DLR: EAST ♥ 8 6 5 2
 ♦ Q 7 5
 ♣ A K Q

WEST	NORTH	EAST	SOUTH
Pass	1♠	Pass	2♥
			?

3. VUL: E-W ♠ J 5
DLR: SOUTH ♥ 7 4 2
 ♦ 8 6 3
 ♣ K 10 9 7 4

WEST	NORTH	EAST	SOUTH
Pass	2NT*	Pass	Pass
			?

*20-21

4. VUL: BOTH ♠ K 8 7 3
DLR: WEST ♥ J 4
 ♦ 8 6 5
 ♣ K 9 6 2

WEST	NORTH	EAST	SOUTH
Pass	1♥	Pass	1♠
Pass	2♣	Pass	?

5. VUL: N-S ♠ A J 9 3
DLR: NORTH ♥ K Q 8 4
 ♦ J 8 5
 ♣ 7 5

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	?

The Panel's View

1. VUL: NONE ♠ A K 9 5 3
DLR: NORTH ♥ 9 7 6
 ♦ 10 7 5
 ♣ 6 2

WEST	NORTH	EAST	SOUTH
	1♥	Pass	?

Fred: 2♥ — 1♠ looks obvious, but has some danger. If I bid 1♠ and partner rebids 2♣ or 2♦, I'd have to bid 2♥, but partner won't expect me to have a useful hand with three-card support in that sequence. Bypassing spades could also be dangerous, but when we belong in spades we still might get there after I respond 2♥.

Andrew: 2♥ — Partner will never believe that I have three trumps unless I support immediately.

Shawn: 1♠ — I'll bid 1♠ and correct opener's rebid to 2♥. As a rule, I try not to make a direct raise of partner's major when I have three low trumps. Partners always seem to get excited. They also lead the suit if we are defending . . . ugh! With ♠J-7-5-4-2 and ♥K-Q-3, I would raise to 2♥ directly.

Henry: 1♠ — I will then show a preference for hearts if partner names a second suit. Bidding 1♠ followed by supporting hearts gives a better picture of the hand than an immediate raise to 2♥.

Summary: Is it better to raise right away or introduce a new suit? The panel is split down the middle.

2. VUL: N-S ♠ 7 6 3
DLR: EAST ♥ 8 6 5 2
 ♦ Q 7 5
 ♣ A K Q

WEST	NORTH	EAST	SOUTH
Pass	1♠	Pass	2♥
			?

Fred: 3♥ — A cuebid of the opponent's suit shows a limit raise or better in support of spades. I'd like to have better trumps for this call, but the alternative of 2♠ is too much of an underbid for my liking.

Andrew: 3♥ — Just worth the cuebid . . . showing a good raise to at least 3♠. I would not be surprised if 2♠ works better. It's just that, facing a possible heart shortage in partner's hand, my hand is quite powerful.

Shawn: Double — I'm going to take an unconventional approach here. I'm going to start with a negative (takeout) double and correct partner's response to spades. This hand is too strong for 2♠ and doesn't have enough playing strength for 3♠. Hopefully, partner will understand that I have a lot of high-card points but not get too excited about my trump support.

Henry: 3♥ — I have three-card support for spades and the full values for a limit raise that the cuebid promises. I have no distributional values, but the honor cards are strong and in the right places.

Summary: A cuebid of an opponent's overcall shows a limit raise or better in support of opener's suit. But does it show *four-card* support? Most of the panel doesn't think so and are willing to invite game with three low trumps.

3. VUL: E-W ♠ J 5
DLR: SOUTH ♥ 7 4 2
 ♦ 8 6 3
 ♣ K 10 9 7 4

WEST	NORTH	EAST	SOUTH
Pass	2NT*	Pass	Pass
			?

*20-21

Fred: 3NT — My strong five-card club suit makes this hand worth more than 4 high-card points and I am fortunate to play with partners who win lots of tricks! Sure, 3NT will fail a lot of the time, but I think most players would bid 3NT with this hand and it is best to “stick with the field” in situations like this.

Andrew: 3NT — If the clubs come in there may well be a play for this. If not, I doubt that even 2NT will make.

Shawn: 3NT — They still pay a bonus for game don't they? Anytime partner has three or four clubs with an honor, we rate to make nine tricks. If not, maybe partner has a five-card suit and my ♣K and ♠J will be enough.

Henry: Pass — Sure 3NT will make sometimes . . . but not often! Bridge is a game of percentages, and the percentages are against taking nine tricks at notrump. Notrump games often make with 24 combined points and a five-card suit, but not when almost all the points are in one hand. Declarer is almost certain to face transportation problems.

Summary: The lure of the game bonus persuades most of the panel to bid game despite the likelihood that it won't make.

4. VUL: **BOTH** ♠ K 8 7 3
DLR: WEST ♥ J 4
 ♦ 8 6 5
 ♣ K 9 6 2

WEST	NORTH	EAST	SOUTH
Pass	1♥	Pass	1♠
Pass	2♣	Pass	?

Fred: Pass — We could have game in hearts, clubs, or notrump, but bidding 3♣ is more likely to get us overboard. 2♥ has some appeal as this call is not encouraging and partner will only bid again with a strong hand. If partner isn't strong, I'd rather play clubs than hearts, so overall I believe the odds favor passing.

Andrew: Pass — I'd bid 2♥ at teams. 2♣ is bound to be a better contract than 2♥ but the reason for bidding 2♥ is that it gives partner a chance to bid again. At matchpoints, I don't want to risk getting a minus score.

Shawn: 2♥ — I bid 2♥ for many reasons. It prevents the opponents from bidding diamonds at the two level. If I pass 2♣, the opponents might compete to 3♦ and we are pretty much out of the auction. Also, the opponents might compete in notrump and I'd like to suggest a heart lead. Lastly, partner may have an unbalanced 17 or 18 point hand and can bid 2NT over 2♥. I can then bid a descriptive 3♣ and partner can determine whether we have a game.

Henry: 3♣ — Pass was my first thought, but 3♣ has two pluses . . . it tells partner where my strength is and it makes it more difficult for the opponents to enter the auction. 2♥ is also a strong possibility, especially at matchpoints where the extra score for the majors often pays off.

Summary: No consensus here. Passing, raising, and giving “false” preference all receive consideration.

5. VUL: **N-S** ♠ A J 9 3
DLR: NORTH ♥ K Q 8 4
 ♦ J 8 5
 ♣ 7 5

WEST	NORTH	EAST	SOUTH
Pass	Pass	Pass	?

Fred: Pass — If I had the ♥10 or ♠10 I might open one of that suit. I don't like the idea of opening 1♦ on this hand. One of the main objectives of opening light in third position is to direct the lead and you really don't want partner to be leading a diamond!

Andrew: 1♦ — The danger of an opening 1♥ bid is that partner might overcompete or might raise with three-card support when holding four or more spades. So, I'll stick to my system opening, preferring 1♦ to pass as it will enable the partnership to play in a 4-4 major suit partscore more easily.

Shawn: 1♥ or 1♠ — I play the Drury convention so I can open these weak hands. 1♦ is out of the picture for me because it will likely get partner off to a bad lead if we don't buy the contract.

Henry: 1♦ — I have the majors, so my side should have a good chance

to win the partscore battle. The hand fits the Rule of 15 . . . in third seat add your high-card points to the number of spades and open if the total is 15 or more. I wouldn't object to a 1♠ opening for its preemptive value in third seat, even though it's only a four-card suit.

Summary: Do you open light in third seat? If so, which suit do you choose? Another split vote.

Meet the Panel



Fred Gitelman is a Canadian champion, silver medalist, and bridge programmer. He just finished winning a major National Championship, the Reisinger Teams, at the Fall Championships in Las Vegas.



Andrew Robson is one of Great Britain's top players. He won two major team events at the North American championships in Boston. He owns a bridge club in London which attracts many of the city's younger crowd.



Shawn Quinn of Texas is the world's top-ranked female player. She won the Life Master Women's Pairs for the third consecutive year at the Las Vegas Nationals. She currently combines bridge lecturing with mortgage lending (shawn_quinn@swbell.net).



Henry Francis was editor of the ACBL *Bulletin* for 25 years and editor-in-chief for both the 4th and 5th editions of *The Official Encyclopedia of Bridge*. He has just completed the 6th edition. ♦

♣ PLAY BRIDGE TIP ♣

“Your temperament will be much more appealing if you're satisfied with the best result possible rather than the best possible result.”

PASTTIMES: NORMAN KAY

You see it in every sport. The quarterback that takes the team to the league championship every year but never wins a Super Bowl ring. The all-star hockey player who never gets to hold the Stanley Cup. The golfer that wins dozens of tournaments but never one of the majors.

Bridge also has stars in that category — perhaps none that shine brighter than Norman Kay.

A Promising Start

Norman was introduced to the game while still in high school in Pennsylvania. He was invited to play bridge by a friend of the family. When he claimed that he didn't know how to play, the friend offered to teach him in thirty minutes.

The half-hour lesson paid big dividends. Within ten years Norman built a national reputation in the game, winning the McKenney Trophy in 1955 as the leading masterpoint winner.

The Best Player

Over the next half century, Norman Kay became one of the super-stars of bridge. He won 13 major titles and was named the American Contract Bridge League's top performer for the double decade from 1957 through 1977. He co-authored *THE COMPLETE BOOK OF DUPLICATE BRIDGE* with Sidney Silodor and Fed Karpin which was published in 1965.

In 1996 he was inducted into the Bridge Hall of Fame and in 2001 he was named ACBL's Member of the Year for his contributions to the game. Yet he never won a world championship.

He came close. In 1961, playing in Buenos Aires with Sidney Silodor, his team lost in the finals to the Italians. In Miami in 1967 and Deauville in 1968, playing with Edgar Kaplan, his team lost both times . . . to the Italians. The famous Italian Blue Team dominated international play throughout that period. As New York Times columnist Alan Truscott said, "Mr. Kay has a good claim to be considered the best player who never won a world title."



Norman Kay won early and often, winning the McKenney Trophy while still in his twenties.

The Best Partner

While a world championship might have eluded him, Norman could certainly be considered the world's best bridge partner. Always a gentleman at the table, he never criticized his partner or his opponents.

His partnership with BRIDGE WORLD editor Edgar Kaplan was the

most enduring ever at this level of competition, lasting over 40 years.

Kaplan characterized his partner as, "a very sensitive and caring partner. He is not only thinking about his own problems but about the problems partner may face — he's taking care of partner."

"And if things go wrong, no matter how stupid I am, I feel this vast beam of love from the other side of the table and Norman says, 'How could you do anything else?' He has a very sweet nature — unusual in a bridge player. In fact, it sometimes seems that the opponents think he has made a defensive mistake or has decided to help declarer make the hand. It's not true — Norman is very competitive — but because of his sweet nature, they think he just may be on their side."

Norman took his time when playing or defending a hand but, as Kaplan added, "What soothes my stomach is that when Norman goes into a huddle, we're usually about to win some points."


Away from the Table

Norman never became a bridge professional, preferring to keep his amateur status. He had a successful career as a stockbroker and owned harness horses.

After retiring, he got into the sports memorabilia business, buying and selling baseball cards with wife Judy.

Norman Kay epitomizes the best of bridge. He was able to win at the table while never uttering a critical word to his partner or opponents.



Norman Kay passed away in January of this year. 

About Bridge & Computers



Sheri Vinestock & Fred Gitelman

How's your bridge trivia? As a student of the game, perhaps you should know something about the game's history. For example:

- What is the earliest documented reference to the game of Whist (the forerunner of bridge)?
- Where was the first game of duplicate played?
- Who devised the scoring table for contract bridge?

A good place to search for the answers to such questions should be the Internet. You could try opening

up your favorite Internet browser, going to a search engine such as Google (www.google.com), and entering a few key words such as 'bridge,' 'earliest,' and 'reference.'

Unfortunately, you'll get about 50,000 possible links, including articles about London Bridge, the early land bridge to America, and the use of bridges on stringed instruments. The Internet is just full of information!

You'll have to scan through the results to find something potentially useful such as the History of Games Timeline (www.historicgames.com/gamestimeline.html). With a little practice, you'll probably learn to refine your searches to get closer to what you want . . . such as adding 'game' to your key word list.

A less exhausting approach is to visit an established bridge site that is likely to have answers to such questions or direct links to other bridge sites. One of the newest sites is that of the recently formed US Bridge Federation (www.usbf.org).

As you might expect, this has some information about the history of the game. It also has information on upcoming bridge championships. This organization is currently involved in gaining recognition for bridge as a sport with the Olympic Committee. If interested, you can give a donation to that cause.

It also has the answers to our trivia quiz:

- A sermon given by Bishop Latimer in 1529.
- A duplicate whist game was run by Cavendish in London in 1857.
- Harold Vanderbilt in 1925.

SOLID GOLD TIP

Suppose partner opens 1NT and this is your hand. You have enough strength to take the partnership to game and the only decision is whether to play in 3NT or 4♥.

When the opponents aren't in the auction, the choice is quite straightforward. Using standard methods, you can jump to 3♥, asking partner to choose between 3NT and 4♥. Playing transfers, you could bid 2♦ to transfer partner to hearts and then jump to 3NT . . . offering the same choice.

If the opponents interfere, however, you have additional options. When I held this hand, my right-hand opponent overcalled 2♠ over my partner's 1NT opening. Now I was presented with more choices. I could still show the hearts and ask partner to choose between 3NT and 4♥. I could also double and hope to collect a large penalty.

I selected a third option. I simply put the partnership in 3NT, ignoring the hearts completely.



Rose Meltzer of California is on a winning streak. She won the 2000 World Transnational Teams and then became the first woman to win the Spingold Championship since 1963. She topped it all, however, by becoming the first woman to ever win the Bermuda Bowl World Championship. Her team won the 2001 event held in Paris.

Rose is an accomplished pianist and gives piano lessons in addition to her heavy involvement in charitable work.

Why? The 2♠ overcall had given me information. I knew my opponent likely had a distributional hand to risk an overcall. Playing a heart contract, the defenders might get a ruff. In 3NT there would be no such danger. This was the complete hand:

NORTH (ROSE)	
♠ K Q 5	
♥ Q J 8 3 2	
♦ 10 8	
♣ J 9 7	
WEST	EAST
♠ A J 10 9 6 2	♠ 8 3
♥ K 9 7	♥ A 5
♦ J 4 2	♦ 7 6 5 3
♣ 2	♣ Q 10 5 4 3
SOUTH (PARTNER)	
♠ 7 4	
♥ 10 6 4	
♦ A K Q 9	
♣ A K 8 6	

My partner made 3NT with an overtrick. Had we reached 4♥, West could lead the singleton club and get a ruff to defeat that contract.

So, my tip for you is:

Use the opponents' bidding to your advantage when deciding the best contract.

Famous Faces

Come to

These shots were all taken by **Ron Tacchi** who has been travelling to national and world championships for the last three years as the official photographer for the daily bulletins. It's no easy task. During a two-week event, Ron takes about 2,000 pictures, each of which has to be catalogued and examined.

Trying to take pictures of bridge players can be frustrating. The locations aren't ideal for photography, there are often screens across the table that make it difficult to get full face pictures, and the players are usually looking down and studying their cards. Still, Ron enjoys watching the bridge and working with the bulletin staff.

He comments that women are much easier to photograph than men. They tend to spruce themselves up for a phot while the men adopt a posture that hides their features.

Thanks to Ron for sharing some of his candid photos of the game's champions with **PLAY BRIDGE**.



Zia Mahmood watched by his wife **Emma**, who is of noble birth, and their young son. This is at the Cap Gemini 2002 and shows how close the public can actually get to the players and kibitz.



Agustin Madala of Argentina, the youngest player ever to compete in the Bermuda Bowl.



A poker-faced **Jeff Meckstroth** at the 2001 Bermuda Bowl held in Paris.



World Champion **Jill Meyers** competing in the Venice Cup in Paris, 2001.



France's **Paul Chemla**, after just missing out on qualifying for the European pairs at Sorrento.



Sabine Auken with husband **Jens** 'en famille' in Tenerife waiting to be presented with her medal.



Brazilian superstar **Gabriel Chagas** on his way to winning the Transnational Teams.

the Party

The Water Boy

Bob Hamman, one of the world's most successful players, didn't qualify for the open event at the World Bridge Olympiad in Maastricht. But he was man enough to come and captain the team that went on to win the women's event. He jocularly called himself 'the water boy.' The Ladies Champions (left to right): **Peggy Sutherlin**, **Robin Klar**, **Shawn Quinn**, **Petra Hamman**, **Mildred Breed**, and **Joan Jackson**.



Marie Benedick of Albuquerque used the cruise to get together and play some bridge with her brother **Basile Denissoff** who lives in Vermont.



Toni Bracco of Sanibel probably felt outnumbered by **Frieda Anderson**, **Julia Emerick**, and **Wilna Joyce** of Munster, Indiana in their regular rubber bridge games with BETTER BRIDGE'S **Jason Grant-Lindop** looking on.



Jean Bomser is the niece of Helen Sobel, Charles Goren's favorite partner. Jean used to be the caddy for players such as Culbertson and Goren at tournaments in New York and she remembers when the ACBL was headquartered there.



On the High Seas

On a recent bridge cruise aboard Holland America's *Zaandam* it seemed that nearly everyone was related. There were husbands and wives, brothers and sisters, and childhood friends.



Carl and Nancy Meyer of San Rafael enjoyed competing against **Bob and Joan Rouse** of Saratoga in the daily bridge games.



Nita James and **Jere Hines** are sisters-in-law who are both avid duplicate bridge players.



Judy Taylor and **Shirley Buckwalter** are two popular bridge teachers who shared some teaching tips while sailing aboard the *Zaandam*.

Bruce and Norma Harris are bringing bridge to the high seas. They've conducted cruises with more than 200 participants attending ACBL sanctioned duplicate games. Their featured lecturers include champions Eddie Kantar, Marty Bergen, Larry Cohen, Mike Lawrence, and Paul Soloway. For more information, contact Bruce Travel at 1-800-367-9980 or e-mail cruzbruce@pwr.com

Bridge Etiquette

The Rule Book's Forgotten Priority



There are many forms of behavior that are socially unacceptable because they make us feel uncomfortable — such as whispering behind someone's back. Etiquette books advise against communicating in this way. The bridge laws also cover inappropriate actions.

A Most Serious Situation

Law 73 covers the most crucial breach of the rules:

The gravest possible offense against propriety is for a partnership to exchange information through prearranged methods of communication other than those sanctioned by these Laws. The penalty imposed for infraction is normally expulsion from the sponsoring organization.

The word 'expulsion' is graphic, conjuring up a vision of the partnership being physically ejected from the game. Thankfully, this extreme measure is rare.

Nonetheless, some players are unaware that it is against the laws of the game to have secret understandings. We can't discuss with partner beforehand that we'll open our shortest suit on the third hand . . . just for fun . . . or that we'll cough when holding a strong hand. We can't have a pre-arranged convention that we don't plan to write down on the convention card. We must be prepared to offer a full explanation of all our bidding methods, leads, and signals when asked by the opponents.

Extraneous Information

Law 73 also covers the more common . . . and less serious . . . breaches of etiquette:

It is inappropriate for communication between partners to be effected through the manner in which calls or plays are made, through extraneous remarks or gestures, or through questions asked or not asked of the opponents, through alerts and explanations given or not given to them.



We're not supposed to smile if we like partner's lead, or shake our head if we don't. We can't bid with a sigh or even hesitate too long before making a bid.

Nearly everyone falls from grace occasionally and the punishment is much less severe. The Director is called and ascertains whether any damage has been done. At worst, the score on the deal might be adjusted or a warning given.

Humpty Dumpty

Does this mean we must walk on eggshells, afraid to even wear clothes patterned with bridge

symbols? We don't want to touch a diamond ring by mistake and be accused of telling partner we wanted that suit led. If we simply put a hand to our chest, someone might think we are trying to suggest hearts.

We shouldn't have to worry about being ejected from the game like a stone launched from one of those ancient catapult machines. To take away such concerns, an unwritten law needs to be added to the rulebook.

A Presumption of Innocence

"Innocent until proven guilty," is one of the pillars of our legal system. We need to take a similar approach when we are at the bridge table.

We shouldn't assume that our opponents are up to no good and out to break the law at every opportunity. Proper etiquette demands that we think good of others rather than ill.

Suppose we are the declarer and an opponent asks, "No hearts?" when partner shows out on a trick. In some bridge jurisdictions, that might be considered a breach of the laws . . . conveying unauthorized information. (In ACBL sponsored events such questions are allowed.) Should we call for the Director?

Unless we have undeniable proof that this is something other than an innocent remark, it will only make everyone uncomfortable if we draw attention to it. It's only a game. Even at the Olympic level, good sportsmanship takes precedence over winning at any cost. ♦

DEFENDER'S CORNER

THE PHILOSOPHY OF SIGNALING

By Fred Gittelman



Defense is a partnership affair and nowhere is this more important than in the area of signaling. If you don't know what each other's signals mean, you won't defeat many contracts.

The challenge is that there are three different signals that can be given when you have a choice of cards to play:

1. **Attitude** — A high card is encouraging; a low card is discouraging.
2. **Length** — High-low shows an even number of cards; low-high shows an odd number of cards.
3. **Suit Preference** — A high card asks for a shift to a higher-ranking suit; a low card asks for the lower-ranking suit.

The partnership has to agree on its signaling philosophy. One idea is to try to develop a set of rules to cover every situation . . . to always give an attitude signal on partner's opening lead, for example.

I don't like that approach. It's too complicated to come up with rules that always work. It's better to be flexible. **Try to give partner the signal that will be most useful in a given situation.**

That means you have to put yourself in partner's shoes. Viewing the hand from partner's point of view will usually tell you what signal to give.

For example, suppose you are sitting East and South becomes declarer in 4♠ after this auction:

WEST	NORTH	EAST	SOUTH
			1♠
Pass	2♣	Pass	2♦
Pass	4♠	All Pass	

Partner, West, leads the ♥A . . . the unbid suit . . . and this is what you see when dummy comes down:

Dir: East NORTH (DUMMY)
Vul: None ♠ K 6 4
 ♥ K Q 8
 ♦ K 7 3
 ♣ K 8 7 4

WEST	EAST (YOU)
♥A	♠ J 2
	♥ 10 6 5 2
	♦ A Q 2
	♣ 9 6 3 2

SOUTH (DECLARER)

If you always give an attitude signal in this situation, you would play the ♥2, a discouraging card. If you always give a count signal, you would play a high heart, starting a high-low signal to show an even number of hearts.

If, instead, you are flexible in such situations, put yourself on the other side of the table. What is partner going to need to know after the ♥A wins the first trick? Continuing hearts won't be effective nor will leading declarer's trump suit, spades. So, partner will want to know whether to lead a club or a diamond.

That turns this into a suit preference situation. Play the ♥10, your highest heart, asking for partner to shift to the higher-ranking of the two "obvious" suits, diamonds and clubs. Here's the complete hand:

NORTH (DUMMY)
♠ K 6 4
♥ K Q 8
♦ K 7 3
♣ K 8 7 4

WEST	EAST (YOU)
♠ 9 5	♠ J 2
♥ A 9 7 4 3	♥ 10 6 5 2
♦ J 10 5	♦ A Q 2
♣ J 10 5	♣ 9 6 3 2

SOUTH (DECLARER)
♠ A Q 10 8 7 3
♥ J
♦ 9 8 6 4
♣ A Q

If your partnership hadn't adopted this approach, partner would have a pure guess about which suit to lead at trick two. In fact, since declarer bid diamonds, partner is more likely to switch to a club. Declarer then makes the contract with an overtrick, discarding three diamond losers on the heart and club winners.

Let's change the hand slightly:

NORTH (DUMMY)
♠ K 6 4
♥ K Q 8
♦ K 7 3
♣ K 8 7 4

WEST	EAST (YOU)
♠ 9 5	♠ J 3 2
♥ A 9 7 4 3	♥ 10 6 5 2
♦ J 10 5	♦ 6 4 2
♣ J 10 5	♣ A Q 2

SOUTH (DECLARER)
♠ A Q 10 8 7
♥ J
♦ A Q 9 8
♣ 9 6 3

Now you would give a suit preference signal by playing the ♥2, asking for the lower-ranking of the obvious suits. When partner switches to a club, your side takes three quick club tricks to defeat the contract. If partner switched to a diamond, declarer would again make an overtrick.

What if you didn't have a preference for either clubs or diamonds? Then you would play a middle heart, the ♥5 or ♥6, leaving it up to partner to choose what to do next.

Notice that this philosophy is a two-way street. Partner has to be on the same wavelength. After leading the ♥A and seeing your signal, partner must look at things from your point of view. Partner must ask, "What type of signal would be appropriate in this situation?" That way, you're working as a true partnership. ♦

Keeping Up With Conventions



BY DAVID LINDOP

RESPONDING TO JACOBY 2NT

With the growing popularity of limit raises, many partnerships use the Jacoby 2NT convention to show a forcing raise in opener's major suit (see November/December 2001):

JACOBY 2NT

When opener bids 1♥ or 1♠ in first or second position and the next player passes, responder's jump to 2NT shows:

- ✓ Four-card or longer support for opener's major suit.
- ✓ 13 or more dummy points.

JACOBY 2NT is not designed to get the partnership to game. Responder could simply take the partnership to game rather than go through the complexity of a convention. It is designed to explore the possibility of a slam. It agrees on the trump suit and commits the partnership to at least game while leaving room to investigate slam without getting beyond the safety of the game level.

Slam Going Values

There are three factors that are important when considering slam:

1. Suitable trump fit.
2. Combined strength.
3. Controls.

The 2NT response immediately satisfies the first criteria. The partnership is guaranteed a nine-card trump fit. It also goes a long way toward the second criteria. The partnership has a minimum of 26 combined points. A little extra in either hand puts the partnership in the slam zone.

The third factor is the most difficult to judge. Compare these two diamond holdings when spades are the agreed trump suit:

1. DUMMY	2. DUMMY
♦ 8 6 2	♦ 2
DECLARER	DECLARER
♦ Q J 5	♦ 9 7 5

In the first layout, the partnership has 3 high-card points but two losers. No good for a slam. In the second layout, there are 3 fewer points but only one diamond to lose. Declarer's other two diamonds can be trumped in dummy. If there are no losers in the other suits, slam should make.

How does a partnership evaluate such features? Opener's rebid after the Jacoby 2NT response can help pinpoint such holdings.

Rebid With No Short Suit

With no singleton or void, opener shows the strength of the hand:

- Minimum (12-14) Jump right to game.
- Medium (15-17) Bid 3NT.
- Maximum (18+) Rebid trump suit at the three level.

This usually tells responder whether there is enough to consider slam.

1) OPENER	RESPONDER
♠ A Q J 5 3	♠ K 10 9 4
♥ 6 5	♥ K Q 4 2
♦ 8 7 3	♦ K 6
♣ K Q 2	♣ A 7 5
OPENER	RESPONDER
1♠	2NT
4♣	Pass

After the 2NT response, opener shows a minimum with no shortness by jumping to game. Responder has no reason to take the partnership higher.

2) OPENER	RESPONDER
♠ A Q J 5 3	♠ K 10 9 4
♥ J 5	♥ K Q 4 2
♦ Q J 7 3	♦ K 6
♣ K Q	♣ A 7 5
OPENER	RESPONDER
1♠	2NT
3NT	4NT
5♦	5♠
Pass	

Opener's 3NT rebid shows 15-17 points with no short suit. With 15 high-card points plus 1 dummy point for the doubleton diamond, responder

knows the partnership is in the slam zone. Responder checks for aces using Blackwood. When opener shows only one ace, responder signs off in 5♠ . . . with a little disappointment.

3) OPENER	RESPONDER
♠ A Q J 7 5 3	♠ K 10 9 4
♥ A 5	♥ K Q 4 2
♦ Q J 7	♦ K 6
♣ K 6	♣ A 7 5
OPENER	RESPONDER
1♠	2NT
3♠	4NT
5♥	6♠

When opener shows a maximum hand, responder has no difficulty getting the partnership to slam.

Rebid With A Short Suit

With a singleton or void, opener:

- Bids a new suit at the three level to show shortness that suit.
- Jumps to the four level in a new suit to show a good five-card suit.

4) OPENER	RESPONDER
♠ A Q 8 7 5 3	♠ K 10 9 4
♥ A 6 5	♥ K Q 4 2
♦ Q 7 3	♦ K 6
♣ 6	♣ A 7 5
OPENER	RESPONDER
1♠	2NT
3♣	4NT
5♥	6♠

Opener shows the club shortness by bidding a new suit at the three level. Knowing there are no club losers, responder goes for slam.

5) OPENER	RESPONDER
♠ A Q 7 5 3	♠ K 10 9 4
♥ 6 5	♥ K Q 4 2
♦ A Q J 7 4	♦ K 6
♣ 3	♣ A 7 5
OPENER	RESPONDER
1♠	2NT
4♦	4NT
5♥	6♠

Opener could show the singleton club but prefers to show the good five-card side suit. Responder can picture opener's hand and looks for slam. ♦



Bridge and the Olympics

COMMENTS FROM THE UNITED STATES BRIDGE FEDERATION

by Mike Becker

The bridge flag flies amongst the other sports flags at the IOC headquarters in Lausanne, Switzerland.

The United States Bridge Federation (USBF) was formed to represent all bridge players in the country in an attempt to get bridge recognized by the US Olympic committee. A federation has to represent the bridge players who run organized competition. In the US that includes the American Bridge Association and the American Contract Bridge League. The USBF applied to the US Olympic Committee for admission and recognition. It was rejected — but that's usual for most sports when they first fly. The USOC suggested we apply again after running our first team trials.

There are questions about whether bridge should be in the Olympics. Bridge requires coolness under pressure, focus and concentration,

stamina and fitness, preparation and practice, and the ability to get over one's errors. This describes any Olympic sport. It seems inevitable that competitions such as bridge will be recognized as Olympic sports.

NEWS FLASH

The most prestigious invitational team event of the year, the 4th IOC Grand Prix, was held under the auspices of the International Olympic Committee and the World Bridge Federation as an "attraction" in Salt Lake City, February 2-6, 2002 — just prior to the Opening Ceremony of the 2002 Winter Olympics.

Over the millennium, civilizations evolved from a focus on the physical to the mental. Competitions that involve athletics also use the brain.

If bridge became an Olympic sport the number of bridge players might double. The number of junior members would geometrically

increase. Sponsors would look at bridge events and there could be money to help train the athletes, to help teach young people to play the game, to help make the bridge organizations more solvent.

The game develops intuitive thinking and mathematical reasoning, social skills, and the ability to interact with other people and get the best out of them — even if they are your opponents. It develops life skills. It's helped me succeed in options trading. It trained me. The skills for a successful options trader are the same for a bridge player.

Bridge brings people together from all over the world through the Internet world bridge tournaments. People of different cultures understand and appreciate each other.

There's lots to be gained if bridge were in the Olympics. It's certainly worth the effort to make it happen.

COMMENTS FROM THE CANADIAN BRIDGE FEDERATION

by Ray Lee

In Canada, the Canadian Bridge Federation (CBF) has managed Canada's national championships and the international team selection process for more than twenty years.

The CBF has been accepted as a member of the Canadian Olympic Association. Bridge is recognized as a Class E sport — one which is part of the Olympic movement, but is not a medal sport at the Olympic games. We are in good company — golf falls into the same category!

There's no question that the players were excited to be invited to take part in this event. It's not just another world championship as far as they are concerned. Bridge Base Inc. and Master Point Press, two bridge-related sponsors, generously provided uniforms for the Canadian

teams, who really do feel that this is the next best thing to playing in the Olympics itself.

The idea of bridge as part of the Olympics has certainly attracted some attention in the Canadian media. The CBF has been contacted by the press, as well as by TV and radio stations, and team members have been interviewed on sports radio . . . yes, sports radio!

One thing that intrigued the interviewers has been discovering that playing top-level bridge involves most of things they would expect from participants in a physical sport — intensive coaching and preparation, including scouting out specific opponents and planning how to play against them. They were also impressed to discover that

bridge is a game of skill, not luck — at least, no more luck than any other sport!

This kind of publicity cannot be bad for bridge, even if the sports commentators aren't taking us entirely seriously. (One Canadian station has appointed itself the "Official network of the Olympic bridge event"!) Anything that focuses attention on bridge, and makes people realize what a great game it is, can only be helpful. There are few other sports we can play from age eight to eighty. And at both ends of that span, research has shown the benefits of playing bridge — improved math and other academic scores in school age players and reduced susceptibility to Alzheimer's in older players. 

THE PLAY'S THE THING

Here are two challenging hands, with the contracts established and the lead given. How would you play them?
(Have some fun with this. Cover the bottom part of the page while you plan the play. Then see how well you did.)

HAND ONE
CONTRACT: 2♥

NORTH (DUMMY)
♠ 8 7 4
♥ K J 7
♦ 9 5 4 3
♣ A 10 6

WEST
LEAD: ♣K

EAST

	N	
W		E
	S	

SOUTH
♠ A 6 3 2
♥ A Q 10 8 3
♦ Q 6
♣ 7 4

West leads the ♣K against your 2♥ contract. How do you plan to hold your losers to five tricks?

HAND TWO
CONTRACT: 3NT

NORTH (DUMMY)
♠ K 7
♥ J 7 4
♦ J 10 3 2
♣ A 6 3 2

WEST
LEAD: ♠Q

EAST

	N	
W		E
	S	

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

West leads the ♠Q against your contract of 3NT. How can you develop the nine winners you need?

ANSWERS

NORTH (DUMMY)
♠ 8 7 4
♥ K J 7
♦ 9 5 4 3
♣ A 10 6

WEST
♠ Q 10
♥ 4 2
♦ K 10 8 2
♣ **K** Q 9 5 2

EAST
♠ K J 9 5
♥ 9 6 5
♦ A J 7
♣ J 8 3

	N	
W		E
	S	

SOUTH
♠ A 6 3 2
♥ A Q 10 8 3
♦ Q 6
♣ 7 4

There are three spade losers, two diamond losers, and a club loser. One possibility is to hope the six missing spades divide 3-3. After drawing trumps, declarer can play the ♠A and give up a spade. On regaining the lead, declarer gives up a second spade, hoping to establish the remaining spade as a winner through length.

The missing spades, however, are likely to divide unevenly. *A better plan is to ruff a spade loser in dummy.* Since the defenders may try to prevent this by leading trumps, declarer should waste no time. On winning the ♣A, declarer plays the ♠A and gives up a spade. The defenders can take their winners and lead a trump, but declarer wins and gives up a second spade. The defenders can lead another trump, but declarer wins in the South hand and leads a fourth round of spades, ruffing with a high trump in dummy.

NORTH (DUMMY)
♠ K 7
♥ J 7 4
♦ J 10 3 2
♣ A 6 3 2

WEST
♠ **Q** J 10 6 2
♥ A Q 8 2
♦ 7 6
♣ 10 8

EAST
♠ 9 5 3
♥ K 9
♦ Q 9 8 5 4
♣ 9 5 4

	N	
W		E
	S	

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

There are two sure tricks in spades, two in diamonds, and four in clubs. One more trick is required. Declarer can develop the extra trick in diamonds through promotion, but must *make careful use of entries* because the diamond suit is blocked.

Declarer starts by winning the first trick with the ♠A, keeping the ♠K in dummy for later. Then declarer unblocks the diamonds by playing the ♦A and ♦K. The ♣A is used as the first entry to dummy. Declarer doesn't want to use the ♠K because that would establish the defenders winners in that suit. Now declarer leads the ♦J or ♦10 to force out the ♦Q. Declarer discards a low spade on this trick so the defenders can't take more than three heart tricks if they lead that suit. On regaining the lead, the ♠K is an entry to dummy's established diamond winner. ♦

MARTY SEZ

by MARTY BERGEN



Save the Last Cover For Me

“Wait to cover the LAST of touching honors that are led from dummy.”

NORTH (DUMMY)		
♠ Q J 9 4		
WEST	EAST (YOU)	
♠ 10 6 3	♠ K 7 5	
SOUTH (DECLARER)		
♠ A 8 2		

Declarer begins setting up this suit by leading the ♠Q from the dummy. If you, East, play the ♠K now, South will win his ♠A and continue by leading the ♠2 to finesse dummy’s ♠9. Your side will never take a trick in this suit.

Notice the difference if you duck the ♠Q. It holds, and South leads the ♠J from the dummy. Now, you play the ♠K and declarer wins his ♠A. Partner’s ♠10 is high—nicely done.

By the way: If after winning the ♠Q, declarer continues by leading the ♠4 from dummy, you will obviously play low. As long as you wait to “cover the last honor,” South must lose a spade trick.

The High-Card Point Detective

“As soon as dummy is tabled, each defender should add dummy’s high-card points to his own.”

By keeping the auction in mind, you will be well placed to zero in on the remaining high-card points.

This is easiest to apply when declarer opens 1NT, or the auction pinpoints his high-card range.

NORTH (DUMMY)		SOUTH (DECLARER)	
♠ 6 3		WEST	EAST (YOU)
♥ A 9		♦ J	♠ 10 9 8 7 4 2
♦ Q 6 2			♥ K J 10 8
♣ K J 10 9 5 4			♦ A
			♣ A 6
WEST	NORTH	EAST	SOUTH
			1NT

Pass 3NT All Pass
Partner, West, leads the ♥J against South’s 3NT contract.

To begin, add your 12 high-card points to the 10 in dummy. Add this 22 to declarer’s 15-17. Partner is left with 1-3 high-card points. He led the ♦J, so he can’t have more than a queen. Your only hope is that it is the ♥Q, and that you can set up three heart tricks before your ♣A is knocked out. Win your ♦A, return the ♥J, and pray.

The Pathetic Eight-Card Fit

“The fact that your trump suit is weak should not prevent you from drawing trumps.”

NORTH (DUMMY)		SOUTH (DECLARER)	
♠ 8 5 3 2		♠ 9 7 6 4	
♥ 4		♥ A K Q	
♦ A K J 10		♦ Q 8 6 5	
♣ K 6 4 2		♣ A J	

WEST	NORTH	EAST	SOUTH
			1NT
Pass	2♣	Pass	2♠
Pass	4♠	All Pass	

West leads the ♥J against your 4♠ contract.

Wouldn’t you just hate to have a winner ruffed? Win the heart lead and lead a trump immediately. As

long as the trumps divide 3-2, you are cold. (If they divide 4-1, even Houdini could not make the hand.)

Monkey See, Monkey No Do

“Finesses lose half the time. Don’t take every one you see.”

NORTH (DUMMY)		SOUTH (DECLARER)	
♠ Q 10 9		♠ A K J 8 7 6 4	
♥ 8		♥ A 7 4 2	
♦ A Q 4		♦ 6 2	
♣ Q J 9 8 7 6		♣ —	

WEST
♦ 3

You reach a slam contract of 6♠ and West leads the ♦3.

You have seven spade winners in your hand plus the two red aces. By ruffing three hearts in dummy, you have twelve easy tricks.

You’ve done well to bid a slam with only 23 high-card points—don’t be greedy. If you finesse the ♦Q and East wins the ♦K, a trump shift will limit you to eleven tricks. That would be ridiculous. Grab the ♦A, cross-ruff hearts and clubs, and score up your slam.

6-4-6

“When opener has 6-4 distribution, he should usually show his four-card suit before rebidding the six-bagger.”

You can remember this by chanting “6-4-6.”

WEST	NORTH	EAST	SOUTH
1♠	Pass	1NT	Pass
?			
♠ A Q 7 6 4 3			Bid 2♦. Unless partner passes, you should rebid spades at your next turn.
♥ 6			
♦ K Q 5 3			
♣ A 8			
♠ A 9 8 6 5 4			Bid 2♥. This isn’t a one-suited hand.
♥ K 10 8 3			After you opened
♦ —			1♠, partner’s 1NT
♣ K Q 2			response can include lots of hearts. ♦

These are some excerpts from Marty’s latest book, MARTY SEZ. To order a copy call 1-800-386-7432.

The Different Costumes of 1NT

BY AUDREY GRANT

A bid of 1NT is popular. It can be the opening bid, an overcall, a response, a rebid; it can be invitational or forcing; it can show anywhere from 6 to 18 points . . . or more. Let's take a closer look at the different costumes worn by this powerful but often controversial call.



The 15-17 Point 1NT

Opener wants to tell partner about the strength and distribution of the hand as quickly as possible. An opening 1NT bid takes priority because it paints such an accurate picture.

Nearly everyone agrees on the basic requirements: a balanced hand and a three-point range. From there, the conversation can get quite spirited.

The North American standard of 16-18 points has slowly been replaced with the more aggressive range of 15-17 points. It's been a smooth transition . . . other than those who try to judge the skill of a player by the range of the notrump opening! Both ranges are acceptable.

The meaning of "points" is open to different opinions. Consider this hand. There are 17 high-card points, but many players would add a length point for the good five-card suit. Some authors suggest adding half a point for a 10.

♠ K 9 5
♥ Q J 10
♦ A Q J 10 9
♣ A 6

And those aces? Some players add a little extra for aces; some deduct a point for no aces.

Hand valuation has been a hot topic among club and tournament players. If you do value more than high cards, it's suggested you mark something like 14⁺ to 17 as the range on your convention card.

Expert opinion would tend to put this hand in the "too strong for a 15-17 1NT opening" category. The recommended opening is 1♦, planning to jump in notrump on the rebid, showing a hand worth 18-19 points. If your range is 16-18, this hand would be a sound 1NT opening.

Here's another hand that could inspire some conversation.

♠ 6 4
♥ 10 8 7 3
♦ A K Q J
♣ K Q J

A balanced hand with 16 points . . . but you'd prefer the strength to be more spread out! What if you are left in 1NT and the opponents lead spades?

If you open 1♦ you'll have a difficult rebid after a 1♠ response . . . 1NT would be too weak and 2NT would be too strong. Better to open 1NT and eliminate the rebid problem. Still, you might run into those who would question your having no spade stopper . . . and not much of a heart stopper either! Nothing's perfect.

Some players open light in third position. Does this mean you could open a light 1NT in third position? No disagreement here. The requirements for opening 1NT remain the same in every position.

Then there is the five-card major debate. Do you open this hand 1♠ or 1NT? Expert opinion favors 1NT. As Marty Bergen says: "Whenever you have a balanced

♠ K Q 8 7 4
♥ Q 8 3
♦ A 10 5
♣ K J

hand and the appropriate point count, open 1NT. There are absolutely no exceptions. Do not be distracted by a five-card major."

Perhaps that should be the final word on this subject.

A 15-18 Point 1NT

Suppose right-hand opponent opens 1♠ and you hold this hand. Does a direct overcall of 1NT show the same range as an opening 1NT? The consensus is yes, although those who open 1NT with 15-17 often prefer a slightly stronger range for the overcall, perhaps 15⁺-18.

You're competing in the face of an opening bid, so it's a good idea to have a little extra and be prepared for left-hand opponent to lead partner's suit. On this hand, you have a good holding in spades. If the opening bid were 1♥, a takeout double would be preferable to a 1NT overcall.

A 12-14 Point 1NT

A bid of 1NT can be used to show 12-14 points when opener has a hand like this. With only 13 points open 1♣. If partner responds in a suit at the one level, rebid 1NT. This shows a balanced hand too weak to open 1NT, about 12-14 points.



Another 12-14 Point 1NT

Suppose you are in the South position with this hand. The dealer is on your left and the auction begins:

WEST	NORTH	EAST	SOUTH
1♦	Pass	Pass	?

You are in the balancing position. If you pass, the auction is over. In this situation, most partnerships agree that you can “borrow” a king from partner and bid 1NT with about 12-14 points. Partner will have to take this into account by “subtracting” a king when responding to a balancing call.

The 15-17 Point 1NT Rebid

If the partnership agrees that a balancing 1NT bid shows about 12-14, what do you do with a 15-17 point hand? The answer is to start with a takeout double, planning to rebid notrump. For example:

NORTH			
♠ A 10 9 2			
♥ Q 4			
♦ J 5 3			
♣ K 8 4 2			
WEST		EAST	
♠ K 7		♠ 8 6 5 3	
♥ J 9 5 3		♥ 10 7 6 2	
♦ A K 7 2		♦ 9 6	
♣ Q 7 3		♣ 10 9 6	
SOUTH (YOU)			
♠ Q J 4			
♥ A K 8			
♦ Q 10 8 4			
♣ A J 5			
WEST	NORTH	EAST	SOUTH
1♦	Pass	Pass	Double
Pass	1♠	Pass	1NT
Pass	3NT	All Pass	

West opens 1♦ and this is followed by two passes. With 17 high-card points, you are too strong for a balancing 1NT, so you start with a double. Partner responds 1♠ . . . underbidding a little since you may have borrowed a king for the balancing double. Your 1NT rebid now shows a full notrump opening so partner, with 10 high-card points, has enough to raise to game.

A 6-10 Point 1NT

1NT doesn't have to show a strong hand . . . or even a balanced hand! As South, suppose you have this hand. Partner opens 1♦ and the next player passes:

WEST	NORTH	EAST	SOUTH
	1♦	Pass	?

With 6 high-card points plus 2 length points for the six-card suit, you have too much to pass. You would like to show the clubs but you don't have enough strength to bid a new suit at the two level. That would be a forcing response and is likely to get the partnership overboard. You also don't have a suit that can be bid at the one level.

The 1NT response is a versatile call that keeps the bidding open when nothing else will do. In standard bidding, it shows a 6-9 or 6-10 point “without” hand . . . without support for opener's suit, without a suit that can be bid at the one level, and without enough strength to bid a new suit at the two level.



A 6-12 Point 1NT

Responder's 1NT hasn't escaped debate. Some advocate 6-9 points; others enthusiastically insist on 6-10 points. There's also a movement in current practice . . . two-over-one game forcing . . . that advocates a forcing 1NT response of 6-12 points when the opening bid is 1♥ or 1♠.



With this hand a partnership that plays this method would respond 1NT to an opening bid of 1♠ despite holding 11 high-card points. In standard methods, responder has enough to bid a new suit at the two level, 2♦, with this hand.

1NT With 19 Points?

You pick up this hand as South. With 19 points you're too strong for 1NT. You open 1♦, planning to jump in notrump on your rebid. The auction, however, goes this way:

WEST	NORTH	EAST	SOUTH
			1♦
1♠	Pass	Pass	?

There's no need to risk getting overboard by jumping to 2NT. Partner may have very little in this auction. A simple rebid of 1NT shows this hand. With a balanced hand of 12-14 points, you would simply pass at this point. With 15-17, you would have opened 1NT. So, this 1NT rebid shows 18-19 points.

Similarly, suppose you held the same hand and 1♥ is opened on your right. You're too strong to overcall 1NT. Instead, start with a takeout double. The auction might go:

WEST	NORTH	EAST	SOUTH
		1♥	Double
Pass	1♠	Pass	1NT

Your 1NT rebid after the double shows about 19 or more points.

So the 1NT bid is very versatile, taking on many guises. ♦

ANSWERS TO QUIZZICAL PURSUITS

Questions on page 5

BIDDING QUIZ

WEST NORTH EAST SOUTH
1♠ Double Pass ?

♠ 8 5 4 ♥ 7 5 2 ♦ 9 8 6 3 ♣ 7 6 4

1. 2♦. You may not want to bid but takeout doubles are to be taken out! If you pass, West will play in a doubled contract making overtricks. Partner asked you to pick a suit, so bid your long suit, diamonds. At least you have four of them.

♠ 9 6 3 ♥ Q 10 6 4 ♦ 4 2 ♣ K 9 7 3

2. 2♥. This time you have a little something. Partner has show the values for an opening bid or more, so you should expect to make a partscore. With a choice of four-card suits, pick the major. Partner is most likely to have four-card support for the unbid major.

Besides, 2♥ is worth more than 2♣.

♠ 7 2 ♥ K J 7 5 ♦ A 8 3 ♣ Q 10 6 2

3. 3♥. With 10 high-card points you have more than partner could expect. A jump to 3♥ is invitational, showing about 9-11 points. If you bid only 2♥, partner will expect a hand like 1) or 2) above.

♠ K 5 3 ♥ A 10 8 4 2 ♦ K 9 7 6 ♣ Q

4. 4♥. An opening bid opposite an opening bid should be enough for game. Partner's takeout double has promised support for hearts, so you know where to play. Put the partnership in the most likely game contract.

♠ Q J 9 7 ♥ 6 5 2 ♦ K 8 6 ♣ Q 6 3

5. 1NT. To bid notrump opposite partner's takeout double you need some strength in the opponent's suit since partner is likely short in that suit. This hand qualifies. 1NT shows about 6-10 points, leaving the next decision to partner.

♠ A Q 9 6 ♥ 10 8 3 ♦ Q J 4 ♣ K 8 7

6. 2NT. With 12 high-card points and a strong holding in the opponent's suit, make an invitational jump to 2NT. This shows about 11-12 points. You have to downgrade the spade values a bit since partner is likely short in that suit and the ♠K is likely to be unfavorably placed. Still, a notrump contract should play well from your side of the table.

♠ 8 6 3 2 ♥ 5 ♦ K 9 8 ♣ A Q J 8 6

7. 3♣. With 10 high-card points plus 1 length point for the five-card suit, make an invitational jump to 3♣. If the partnership belongs in 3NT or 5♣, partner will bid again. If partner passes, you should be in a good partscore contract.

♠ A Q 5 ♥ J 4 ♦ K J 6 5 3 2 ♣ 8 3

8. 3NT. You have 11 high-card points and 2 length points. With an opening bid opposite partner's opening values, you should be in game. The first instinct might be to bid 5♦ but it should be a easier to take nine tricks in notrump than eleven tricks in a minor suit. The spade holding should prevent the opponents from establishing winners in that suit before you can develop nine tricks.

♠ Q J 10 9 8 3 ♥ 4 ♦ A 7 3 ♣ J 8 2

9. Pass. Yes, takeout doubles are to be taken out ... but there's always an exception. With this hand, it looks as though 1♠ might be your side's best contract. You should take at least four trump tricks and the ♦A. Partner should have a few tricks for the double. Only pass when your holding in the opponent's suit is fairly solid. Otherwise, your opponent might be able to scramble enough tricks to make the contract.

♠ 9 7 ♥ K Q 3 ♦ A Q 9 6 ♣ K 8 7 4
10. 2♠. With 14 high-card points you have more than enough to put the partnership in a game contract. The question is, which game? 5♣ or 5♦ are possibilities; so is 4♥. Even 3NT might be right if partner has something in spades. To get more information from partner, start with a cuebid of the opponent's suit. This says nothing about spades. It is simply forcing. After hearing partner's next bid, you should be better placed to determine the best contract. ♦

LITERARY REFERENCE

The quote is from *Cards on the Table* (1937), a Hercule Poirot mystery by Agatha Christie. ♦

PLAYING DETECTIVE

Missing three cards including the ♠K, the odds favor taking the finesse rather than playing the ♠A hoping East holds a singleton ♠K. The finesse works if West holds the singleton, doubleton, or tripleton ♠K.

Having decided to take the finesse, lead the ♠J. That guards against West holding all three spades:

NORTH (DUMMY)	
♠ A Q 9 6 3	
WEST	EAST
♠ K 10 8	♠ —
SOUTH (DECLARER)	
♠ J 7 5 4 2	

If West covers with the ♠K, win dummy's ♠A and come back to your hand to take a finesse against the ♠10. If you were to lead a low spade to the ♠Q, the remaining cards would be:

NORTH (DUMMY)	
♠ A 9 6 3	
WEST	EAST
♠ K 10	♠ —
SOUTH (DECLARER)	
♠ J 7 5 4	

Now you couldn't avoid losing a spade to West's remaining ♠K-10. ♦

BRIDGE LIAR'S CLUB

a) A Swedish machine that reads bar-coded playing cards and places them correctly in duplicate boards. ♦

BRIDGE AT SEA WITH AUDREY GRANT AND THE CRUISE PROFESSIONALS

May 26 - June 2, 2002 • Bermuda • Pacific Princess

New York • St. Georges • Hamilton • West End • New York
(from \$1130 US)

July 1 - July 12, 2002 • Northern Europe • Radisson Seven Seas Mariner

Hamburg • Bergen • Hammerfest • Honnigsvag • Tromso
Svolvaer • Hellesylt • Geiranger • Kiel
(from \$5670 US)

August 10 - August 17, 2002 • Alaskan Cruise • Holland America Amsterdam

Seattle • Juneau • Sitka • Ketchikan • Seattle
(from \$1820 US)

October 5 - October 12, 2002 • Mexican Cruise • Star Princess

Los Angeles • Puerto Vallarta • Matzalan • Cabo San Lucas • Los Angeles
(from \$1063 US)

December 28, 2002 - January 4, 2003 • New Year's Cruise • Holland America Volendam

Fort Lauderdale • Key West • Cozumel • Belize City • Half Moon Cay • Fort Lauderdale
(from \$2016 US)

Contact The Cruise Professionals (The Bridge Group)
800-265-3838 • sales@cruiseprofessionals.com



2002 Better Bridge Festival Schedule

Date	Location	Topic	Further Details
May 5, 2002 May 7, 2002	The Gananoque Inn Gananoque, Ontario	The Power of The Little Cards	Marilyn Kalbfleisch 888-266-4447
May 13, 2002 May 17, 2002	Radisson Hotel Santa Barbara, CA	Popular Conventions	Dawson Bridge Vacations 800-942-6119
May 19, 2002 May 21, 2002	Gideon Putnam Hotel Saratoga, New York	Partnership Defense	Better Bridge 888-266-4447
Jun 23, 2002 Jun 25, 2002	Muskoka Holiday Inn Bracebridge, Ontario	Slam Bidding	Gerry Flaherty 877-793-0710
Jul 28, 2002 Aug 1, 2002	Cortina Inn Killington, Vermont	More Popular Conventions	Dawson Bridge Vacations 800-942-6119
Sep 29, 2002 Oct 3, 2002	Marriott Grand Hotel Point Clear, Alabama	Popular Conventions	Dawson Bridge Vacations 800-942-6119
Oct 27, 2002 Oct 29, 2002	Queen's Landing Inn Niagara-on-the-Lake, ON	More Popular Conventions	Marilyn Kalbfleisch 888-266-4447

For further information call 1-888-266-4447, E-mail
sales@betterbridge.com or visit www.betterbridge.com

Join Our 2002 Bridge at Sea Cruise with Audrey Grant

Sharpen your bridge skills while you sail with us

November 17-24, 2002 Western Caribbean Cruise aboard the Maasdam

Fort Lauderdale, Florida
Cozumel, Mexico
Georgetown, Grand Cayman
Ocho Rios, Jamaica
Half Moon Cay, Bahamas
Fort Lauderdale, Florida

You'll enjoy daily lectures and duplicate bridge games.
ACBL sanctioned masterpoints and professional directors.
Call for details and brochures.

Bruce Travel & Cruise Center

1741 E. Hallandale Beach Blvd
Hallandale Beach FL 33009
(954) 456-2400
Toll Free 1 (800) 367-9980
E-mail: Cruzbruce@pwr.com