

Bridge Stories and Lessons

Presenter: Chip Martel 11/23/2013

1. World Championship (and other) Stories
2. Being a good partner (and teammate).
3. Building a bidding system/partnership
4. Consider all four hands in the play of the cards.
5. Useful bridge sites.

Being a Good Partner (and team mate)

Show up on time, always be positive and supportive, don't watch the play while dummy (read), don't add new agreements at the last minute. Play well and know your system.

Take time at trick one. Help partner on defense, don't falsecard for no reason.

Avoid accidents (dangerous agreements: 2N-3N forcing, (1C)-2D= majors).

If your partner won't know what your bid means, don't make it.

Don't criticize your partner or teammates (or give them lessons), also don't talk up your game (make your teammates look bad).

Building a bidding system/partnership

1. Easy (or at least easier) to remember (uniform rules).
2. Write down your agreements, clear: (easy for two partners to read something differently, particularly as it applies to an obscure auction)
3. Always know when the agreement applies: by a PH, after they DBL/bid, after a balancing bid? If add a new one, practice it (XYZ example).
4. Comprehensive: agreements for all auctions (useful to have a default agreement, e.g. RE forcing or not, or is it a Q-bid or natural?).

5. Competitive and defensive bidding are important. Don't just discuss/practice constructive auctions. (how to practice these?)
6. Don't make changes at a tournament or just because you see a hand it is hard to bid. No system can bid all hands well. If
7. Defense matter too: discuss your leads and carding agreements. Leads in the middle of the hand (suggest mostly attitude spots, no A from AK after trick one).splitting honors (when declarer leads from dummy do you play the Q or J from QJ?).

Consider all four hands in the play of the cards.

Before making a play be sure the hand you are playing for adds up all around the table considering the bidding and play to date.

Hand 1

West	East
AKJT5	Q32
65	QJ4
AJ85	K7432
A8	96

NS Vulnerable, W deals: 1S-2S-4S

club 5 led (third from even low from odd), 6, K, A. You draw trumps (throwing a club from dummy) and find N with 98xx of spades as South pitches the 7,3 of clubs and the heart 8 (standard signals). You lead the **D 8** to the 9 king and 6, then lead the 2 of D, T, ? What do you play and why?

Hand 2

None Vul, West deals:

W	N	E	S
1C	P	1S	DBL
2S	P	P	3N

END

You hold T842 AJ3 K5 KJ74 and lead the spade 2. Dummy has:
765 987 T32 9853

Declarer wins partner's spade K with the A, then plays A and Q of diamonds, partner playing 4 then J of D. What do you play? Note: if declarer has AQ Kxx AQxxxx AQ a club gives him 9 tricks (a spade beats it), but if declarer has the heart Q but no club Q or T, you must lead a club to beat it.

Useful bridge links

<http://www.bridgebase.com> Bridge Base
<http://www.rpbridge.net/> Richard Pavlicek's page
<http://www.rpbridge.net/cgi-bin/xwd1.pl> Bridge Dealer
<http://www.larryco.com/> Larry Cohen
<http://www.dealmaster.com/> Dealmaster Pro
<http://bridgewinners.com> Bridge Winners