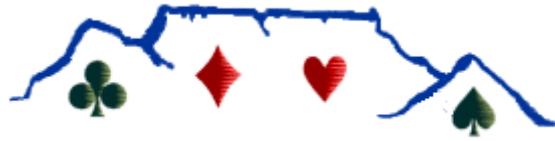


# WESTERN CAPE BRIDGE UNION NEWSLETTER



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## Message from the Editor

Dear Bridge Players

How very strange the last five months have been! There are times when I have felt that I am residing in Never Never Land – a mystical island cut off from the rest of the world where, it seems, time has become almost irrelevant. Our daily lives are so very different now and we are most grateful to have the option of continuing with our bridge activities online. There are a few key persons who are intricately involved with organizing these activities for us and we are extremely grateful to them for their efforts on our behalf – there are more details in Tim’s report on the next page.

It is quite amazing how the world continues to function online in a parallel manner to our pre-Covid world - whether work, business or education (just to name a few aspects) and, of course, bridge. Unfortunately, there are parts of our “old” world that are still excluded, and there are so many of us who are at a distance from close family, whether in other parts of South Africa or overseas. The uncertainty of the future – whether next week or next year – undoubtedly takes its toll. The fact that we are bridge players, of whatever level, gives us a wonderful outlet and we are very fortunate indeed to be able to continue to play the game that is so much a part of our lives.

In this newsletter, Tim Cope has written a very instructive article on the modern way of looking for slam contracts, which is far more accurate than previous conventions allowed. Diniar Minwalla has given us an example of how alert one has to be about picking up clues during the course of declarer play; while Kathryn Herz and Eckhard Böhlke also look at declarer play but within the context of what contracts other pairs may be in. There are other items of interest in this newsletter, one of which is a bridge poem by Yvonne Hulett of Durban, which I’m sure sums up the feelings that most of us have at this moment in time.

Once again, a very big “thank you” to all our contributors as well as to Warwick Wealth for their continued sponsorship.

Happy reading – and stay safe!

*Shirley Kaminer*

## **CHAIRMAN'S MESSAGE**

Dear fellow bridge-players

In a way, there is not too much to say as very little has changed since our last issue. We obviously still look forward to re-opening the bridge clubs when it is medically prudent and morally responsible. But your guess is as good as mine as to when that time will be. We do all miss the social interaction, but at least we have our BBO games to give us our daily fix of the game we love.

There have been two major changes which you were advised of in previous mailshots. For those unaware, we are now operating on BBO using BB\$. We had no option but to move to this methodology as BBO is a business like any other that also needs funds to survive, and our "free" tournament option was discontinued by BBO. The main daily pairs tournament now unfortunately costs \$2.50, and these are open to any player from across the world – it has been nice to see some new faces from around the globe. Some clubs have also opened their own individual club sessions, some of which are cheaper than \$2.50, but please note that these sessions are restricted to club members ONLY, and if you are not a member of the club running the session you will not be allowed to play.

The second step we were forced to take was turning off people kibitzing our event. Whilst no-one is accusing anyone of unethical practices, the spate of world-wide publicity involving some of the best players and the methods used to self-kibitz have been widely advertised. We do not wish to lead you down the road to temptation. It is still possible for players to kibitz if they ask permission from the TD of the day, and we have several teachers who use this facility. So, nothing is really lost and we have maximised the integrity of the game as far as we can. This measure is also applicable to all Links tournaments and has the full backing of the SABF, who were informed of our decision.

My sincere thanks to all the volunteers who have kept the game alive. A special mention to Shirley Kaminer for this newsletter, to Steve Bunker and Andre Truter who have gone beyond the call of duty in performing their TD functions, to Mark Kenyon and John Bryant for their teams sessions, to Andrew Cruise and Malcolm Siegel who continue to oversee the BBO platform, and to Phil King who has been ever-helpful behind the scenes.

It would appear unlikely that there will be a Cape Festival this year, but we will try to stage certain events online. We completed a successful Bay Open that was won by Ekhardt Böhlke and Kathryn Herz, and the first of the teams events was won by the Bjerregard team. We will try to keep you posted on other events as they occur.

Meanwhile, thanks for all your continued support and stay well and safe.

Yours in bridge,

*Tim Cope – Chairman WCBU*

## Red Herring? Greek Gift?

### by Diniar Minwalla

A “Red Herring” is a clue or piece of information which is (or is intended) to be misleading or distracting.

A “Greek Gift” is a gift given with the intention of tricking or causing harm to the recipient.

So, how are these terms relevant at the bridge table? Apparently, very relevant as declarer was soon to find out (albeit a little too late) on the under-mentioned hand where he was caught fast asleep (his excuse was that the deal occurred in a late night bridge session, and it was way past his bed-time).

Sitting South, this was declarer’s hand:

KQJ4  
AT954  
2  
764

The bidding proceeded as follows:

<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
Pass	Pass	1D	1S
2H	Pass	3D	Pass
3NT	Pass	Pass	Pass

West led the 3 of spades (small from even, middle from odd), and dummy came down as follows:

7  
J7  
AKQT65  
KT85

East won the first trick with the ace of spades (an error as the cards lie, because it now gives declarer 3 spade tricks) and continued with the 5 of spades. Declarer won the trick (discarding the 5 of clubs from dummy), and tried 2 rounds of diamonds, discarding a club from hand, while East discarded the 2 of hearts on the second round of diamonds. Declarer next called for the jack of hearts, East playing the 6 and West winning with the queen. West switched to the 3 of clubs, 8 from dummy and East won the trick with the

jack. East now played back the 3 of hearts. Without much thought, declarer tried the ten of hearts, which lost to West's king. West continued with a club, and East took 2 more club tricks for 2 down.

Could declarer have done better? Apparently, yes, if the deal had come up earlier in the day!

Let's see the information that declarer has so far:

1. He knows East has at least 5 spades and a singleton diamond.
2. From the club play on the first trick (and East's overcall), she is likely to have the ace of clubs.
3. East earlier discarded the 2 of hearts, a card that declarer could assume that East could spare, even given that the heart suit is declarer's principal suit. (Perhaps she should have discarded a spade instead which would have been a less revealing discard).
4. And now, the most important moment of the hand - when East won the first club trick and played back a HEART. Declarer (if he was wide awake), should have asked himself the following question:

Q: "Why is East offering me a chance to take another heart finesse when she knows that I can probably never get to dummy to do it myself? She could have easily exited with a spade instead."

A: Because she knows that left to my own devices, I would never get to dummy to take a second heart finesse and would therefore have no option but to lay down the ace of hearts. East must therefore know that the second heart honour is going to drop on the ace. She therefore makes a "red herring/Greek gift offering", which, sadly, declarer accepted, for the full hand turned out to be as follows:

	7	
	J7	
	AKQT65	
	KT85	
932		AT865
KQ		8632
J9873		4
932		AQJ
	KQJ4	
	AT954	
	2	
	764	

If declarer went up with the ace of hearts, it would have felled the then singleton king and the contract would have made.

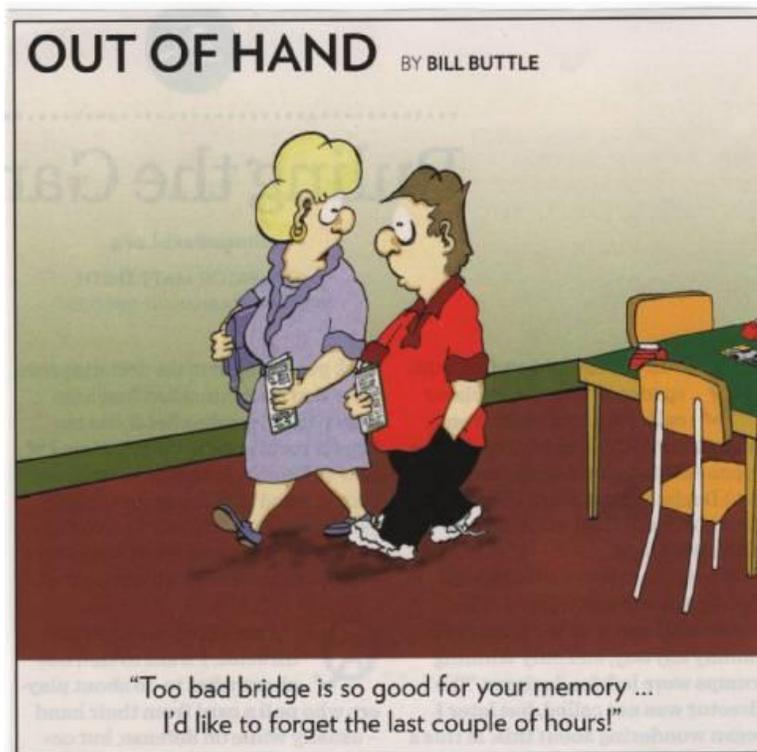
Just goes to show that there is a wealth of information floating around during a bridge hand, and if we can successfully accumulate and analyse the information, then we can considerably improve our expertise in this wonderful game that we play and so dearly love.

So, keep a sharp lookout for red herrings and Greek gifts, and don't allow yourself to be caught off guard.



*Diniar is available for lessons in the Southern Suburbs for groups of four – intermediate and advanced.*

*He can be contacted on 072 709 5180 or 021 782 0167*



**Poetic thoughts about bridge during the Coronavirus pandemic . . .**

***by Yvonne Hulett***

Bridge is the most wonderful game  
But on BBO it's just not the same

I miss all the smiles and even the groans  
And also the sound of 'switch off your phones'

I miss the same players who came to compete  
And year after year we would all meet

Then there's the member with a story to tell  
Of course, it's her partner who didn't play well

People like Petra I will never forget  
But, boy, I was terrified whenever we met

They say we should exercise as much as we can  
So I always sat E/W before play began

I must thank James who I'm sure stays up late  
To bring all the news on BBO update

I hope some day we'll get back to our clubs  
And we won't mind one bit about paying our subs

I'm sure we'll be playing until the last day  
When our eyes are dim and our hair is grey

So thanks to all who have played with me  
The most wonderful game that ever will be



## Keycard Blackwood – the Minorwood approach

*by Tim Cope*

Before delving into the common modern approach to ace-asking sequences, we need to take a look at how slam bidding has evolved over the years. The first real advance came with US stalwarts of the game, Easley Blackwood and John Gerber, who developed the original Ace asking bids – these ensured that we tried not to bid slams missing two aces. So, we had the original Blackwood convention of 4NT (or in Gerber's case 4♣) which asked partner how many aces they held. It was simple step responses where the first step showed none, the second step 1 Ace and so on. The value that these conventions brought was that, even if we had the number of points between our two hands, we would not bid a slam missing two Aces. So potential embarrassment number one was removed. Then in the early 1970's a further slam bidding tool was introduced. By that stage we were probably already used to the idea of cue-bidding an Ace to show that we had a control in a particular suit – a side suit. The great Italian team of the day modified the approach of cue-bidding, so that if we were interested in a slam, we should be prepared to show any control we had in a side suit whether it be an Ace, a King, a singleton or a void. This meant that when we were in a cue-bidding sequence it was not only showing the control that was important, but also when we cue-bid and skipped a control that was equally significant. By skipping a control, our esteemed partner would not go looking for a slam if they did not have a control in the suit that had been skipped by their partner. That got rid of the second embarrassment of bidding a slam when we had two quick losers in a suit.

At this stage (and unfortunately or fortunately, I have been playing bridge for long enough to remember), we all thought we had good slam bidding under control. In order to bid a slam, we would now hopefully know that we had the requisite number of aces, and a control in every suit (and presumably an adequate combined point-count) in order to bid worthwhile slams. Then we woke up to the fact that in order to bid a suit slam, we also needed a trump suit of sufficient quality, so that apart from potential side suit losers, our trump suit was of sufficient quality to make slam a meaningful proposition. And that was when Keycard Blackwood was invented.

Keycard was the precursor of Minorwood and its variants which we will cover shortly. The first thing Keycard did was to add a fifth ace to the pack – the King of the agreed trump suit. It also recognised that the Queen of the agreed trump suit was also an important card. So now we had the same Italian style control showing bids to ensure we did not have two quick losers in a suit, but we also had a Blackwood system that exposed the frailties of the trump suit.

At this point, we can detail the step responses to the 4NT bid that asked about the number of keycards that were held by their partner. These step responses are still in use in most of the Minorwood variations being played today. So, the essence of Keycard was that one player bid 4NT and the responses were:

- 5♣ - 1<sup>st</sup> step – 1 or 4 keycards (where the four aces and the king of the agreed trump suit counted as keycards)
- 5♦ - 2<sup>nd</sup> step – 0 or 3 keycards
- 5♥ - 3<sup>rd</sup> step – 2 or 5 keycards without the Queen of the agreed trump suit

- 5♠ - 4<sup>th</sup> step – 2 or 5 keycards plus the Queen of the agreed trump suit
- 5NT – 5<sup>th</sup> step - 2 or 4 keycards with a working void in a side suit
- 6 of a suit – 6<sup>th</sup> step and beyond - 1 or 3 keycards plus a void in the suit bid.

We added to this armoury that when partner responded 5♣ or 5♦, which neither showed nor denied the Queen of trumps, we could bid the next suit up to ask partner if they had the Queen of trumps. If they had the Queen of trumps, they would respond by bidding their lowest King at that point of the auction, or if they had no King but did have the Queen of trumps, they could leap to 6 of the agreed trump suit. If they did not have the Queen of trumps, they would sign off in the agreed trump suit as quickly as possible. Then we had the King ask – not the old fashioned original Blackwood bid of “How many Kings do you have?” but by showing our lowest specific king over the 5NT ask – so if spades were, say, the agreed trump suit, we could bid 6♣ to show the K♣, but if we bid 6♦ we showed the K♦ but denied the K♣. If partner then wanted to know if we could have another specific king so that a grand slam could be bid, they would then bid that suit, asking us to bid 7 if we held the King of that specific suit. So, an auction from a high level might have ended (with say spades as the agreed trump suit) 5NT (do you have any Kings?) - 6♣ (yes, I have the K♣) - 6♦ (Do you have the K♦?) - 7♠ (yes I do!!).

And so it seemed the world was perfect. We had sorted out our cue-bids, we had sorted out our ace and king asking bids, and we were able to find out about an often vital Queen of trumps and we were all happy. Famous bridge authors produced voluminous works on the merits of using Keycard Blackwood and we stood back in awe at the perfection of bidding that had been attained. But we were amateur players, and we did not realise that when we lapped up these scholarly works, all the hands could be bid to perfection and mainly contained the use of the spade suit in the example hands. This was because when spades was the agreed trump suit, every necessary bid from the showing of the keycards, to the Queen of trumps, to being able to show every specific king (or asking for it) could be done below the level of 6♠. Heaven forbid the book should include a hand where the club suit was agreed and we had to bid 5NT asking for kings – now poor partner did not know whether to show the K♥ or not because if that was not the King partner needed it would be very hard for them to go back to 6♣ over a 6♥ bid.

So, as we used this modern Keycard Blackwood, we became frustrated and saddened that the art of slam bidding had not been perfected (not that anything in bridge is ever perfect). And from this sadness was born Minorwood, as it is now called. There are also other versions of the Minorwood that I will start to detail below that have been extended or other slam bidding systems that encompass better slam bidding techniques (such as Turbo), but for the time being I will recommend my version, which is hopefully easy enough to be understood by the average player and benefit them by playing it.

Minorwood uses exactly the same concepts as the first cousin of 4NT keycard, which is why when I referred to keycard earlier on I talked about the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> step responses rather than just 5♣, 5♦, 5♥ or 5♠. The step responses stay the same, just at a lower level – so, all the asking about those Aces, Queen of trumps and any Kings are below the level of 6 of the agreed trump suit.

**First, we must lay down two important ground rules:**

- 1) A suit has to be agreed implicitly or inferentially, else Minorwood does not apply.**

2) We must be in a game forcing auction, not one that is just inviting game or is a competitive bid in a crowded auction.

Provided these rules are complied with, then we can play Minorwood. The essence of this is that if:

Clubs are agreed, 4♣ is Keycard  
Diamonds are agreed, 4♦ is Keycard  
Hearts are agreed, 4♥ is Keycard  
Spades are agreed, 4NT is Keycard

There are some exceptions to this which I will refer to shortly, but for the time being that is the basis. We would therefore have the following matrix based on the original step principles of original Keycard:

Keycard Bid	4C	4D	4S	4N
1 <sup>st</sup> Step	4D 1/4	4H 1/4	4N 1/4	5C 1/4
2 <sup>nd</sup> Step	4H 0/3	4S 0/3	5C 0/3	5D 0/3
3 <sup>rd</sup> Step	4S 2 No Q	4N 2 No Q	5D 2 No Q	5H 2 No Q
4 <sup>th</sup> Step	4N 2 + Q	5C 2 + Q	5H 2 + Q	5S 2 + Q

For the moment I have not bothered with voids, which I will deal with in a separate section. So, we have defined the Keycard bids and basic responses. There are some that still get confused between whether a bid is Keycard or not - remember the two rules – a GF auction and a suit implicitly or inferentially agreed.

So, if we look at two simple auctions:

- 1♦ - 2♦ (inverted) / 4♦
- 1♦ - 1♠ / 2♣ - 2N / 3♣ - 4♣

On the first auction 4♦ is clearly GF and therefore **Minorwood**.

The second auction, where declarer has shown 5/5 and the responder has made a limit bid of 2NT, 4♣ is clearly INVITATIONAL, so NOT Minorwood.

So, where do we go from here? Let us assume that partner has used Minorwood and we have responded. Now partner wants to ask for the Queen of trumps or to ask for Kings in ascending order. Here the rules are:

- If the Queen has neither been shown or denied by the response to Minorwood (which would mean a 1<sup>st</sup> or 2<sup>nd</sup> step response), then the first available bid is the Q ask, and the second available bid is the K ask.
- If the Queen has been shown in response to Minorwood, (the 3<sup>rd</sup> or 4<sup>th</sup> step response), then the first available step response is the K ask.

Now we need to define available bids and here the rules are quite simple:

- 1) The bid of 4NT is never available by the Minorwooder - if it is bid, it is to play.
- 2) The bid of the agreed minor suit is not available, as that is also to play.

Let us show this by way of example and, for the time being, keep the auctions very simple up to the point of Minorwood being employed:

### 1♣ - 2♣ / 4♣ (Minorwood)

- The response is 4♦ showing 1 / 4 - so the first available bid is 4♥ and since the Q♣ has not been shown, this is therefore the Q ask. The second available bid (which we may well want to use immediately when we have the Q♣ ourselves) would be 4♠ which is therefore the King ask. OR . . .
- The response to 4♣ has been 4♥ showing 0/3. Now 4♠ is the first available bid and would be the Q ask. As said earlier, 4NT is not available as that is always to play, nor is 5♣ as that is a sign off in the trump suit. Therefore, the King ask is the 2<sup>nd</sup> available bid which is 5♦. OR . . .
- If the response has been 4♠ or 4NT then the Q♣ has been denied or shown already, so we are only looking for the K ask. In both cases, as it happens, the first available bid is 5♦ as 4NT and 5♣ are not available.

### Responding to the Q ask

Let us stick with the same uncomplicated auction of 1♣ - 2♣ / 4♣ - 4♦ which will show 1 or 4. Now, as we have said, if partner wants to ask for the Q♣ they will bid 4♥ (the first available bid). If we hold:

♠ Kx ♥ Axx ♦ KJxx ♣ Jxxx - we do not have the Q of trumps, so we sign off in the trump suit by bidding 5♣

♠ Kx ♥ Axx ♦ KJxx ♣ Qxxx – now we do have the Queen of trumps so we bid our lowest king at this point of the auction which would be 4♠ (so now we have shown the K♠ and the Q♣ in one bid). At that point partner may sign off somewhere, but if they now bid a new suit (which must be looking for a grand slam), they are asking us to bid 7♣ with the King in the suit that they have bid.

So, as an example hand (and I am not saying that this is the perfect bidding 😊 to start off with)

♠ AQx	opposite	a)	♠ Kx	or	b)	♠ Kx
♥ x			♥ Axx			♥ AQX
♦ AQJx			♦ Kxxx			♦ xxxx
♣ AKxxx			♣ Qxxx			♣ Qxxx

On hand a) the bidding would be 1♣ - 2♣ / 4♣ - 4♦ / 4♥ (Q ask) - 4♠ (Q♣ and K♠) / 5♦ (asking partner to bid 7 with the K♦) - 7♦ (yes I have it) / 7NT (counting 13 tricks).

But opposite the same hand with hand b) the auction would be the same up to the 5♦ asking for the K♦ - as we do not have it we sign off in 6♣ (and hope the ♦ finesse is wrong!!).

Notice the efficiency of Minorwood that we have been able to find out all about the trump suit and Kings held below the level of 6 of the agreed trump suit, which, had we only been using 4NT as Keycard, we would not have been able to do.

### The King Ask

Sometimes we do not need to ask for the Queen of trumps as we have it ourselves or because the response to Minorwood has shown or denied the queen already. In the former situation we would use the second available bid as the K ask, and in the latter the first available bid. Remember if we use a King ask, we are promising partner that we have all the Keycards and the Q of trumps as we are effectively inviting partner to consider a grand slam

and, without all the aces and the trump suit under lock and key, we should not be exploring a 7 level contract.

Keeping the auction simple again, let us suppose the auction has started 1♦ - 2♦ / 4♦ 5♣ which is the 4<sup>th</sup> step response showing 2 key cards and the Q♦ and we hold:

♠ KQx  
♥ AQJx  
♦ AKJxx  
♣ x

We have been delighted to hear partner's 5♣ response to our Keycard bid. Thus since the Q has been shown, we no longer need the Q ask – so the first available bid becomes the K ask which we are happy to do as a grand slam is on the cards (no pun intended).

The first available bid is NOT 5♦ as that is the agreed trump suit and would be a sign off – so, we have to use 5♥ as the first available bid as the K ask. When responding to the K ask, partner shows their most economical king at that point of the auction.

Partner may have:

a) ♠ Axx	or b) Axx	or c) Axx
♥ xxx	xxx	Kxx
♦ Qxxx	Qxxx	Qxxx
♣ AJx	AKx	Axx

- i) On hand a) in response to the 5♥ K ask, we have no kings – so, a return to the trump suit denies a king and thus opposite the example hand we settle in 6♦.
- ii) On hand b) we do have a King, but it is the K♣ - by bidding 6♣ we show the K♣ but deny the K♥ or the K♠ - so, again we settle for a 6♦ contract.
- iii) On hand c) we bid 5NT – this is the difficult one sometimes to remember. Since we know that if we have no King we sign off in the trump suit, the bid of 5NT shows the King in the suit that partner has made the K ask. Here they have bid 5♥ as the ask, so the response of 5NT shows the King in the suit partner was asking in – ergo the K♥ and now we can bid 7NT counting our tricks.

### **Why use 4♠ as Keycard when Hearts are agreed?**

Let us suppose that you have adopted Minorwood as Keycard when minor suits are agreed. An extension of the Minorwood family is to play 4♠ as Keycard when ♥ are agreed.

If you still are sticking to 4NT as Keycard for ♥ as well, you are making a mistake.

Suppose you hold

♠ KQ   ♥ KJ10XX   ♦ x   ♣ KQJxx

For the sake of this example, let us assume partner has shown 4 card heart support and some nice values and we are playing the “old-fashioned” 4NT as Keycard. There are two possibilities that might cause an accident here:

- a) Partner responds 5♦ showing 3 Keycards (we will assume it is not zero from whatever the prior bidding might have been). Now we are happy to be in slam provided partner has the Q♥ - so how do we ask for it? The official doctrine is that we bid the next suit up – but over a 5♦ response the next bid up is 5♥ which would be a sign-off. So, to ask for the Q♥ we have to bid 5♠ - and when partner has it, all is right with the world, but when they do not, how do we get back to 5♥? Asking the opponents nicely will not help!
- b) If partner responds 5♠ to 4NT it sounds lovely, but we are now off two aces. Maybe the earlier auction could have been better, but it is certainly possible that we might find ourselves in this position from time to time (and we are again not allowed to bid 5♥ over partner's 5♠ bid!!).

Now, note if we were using 4♠ instead of 4NT as our Keycard ask. Over 4♠ with three Keycards they would use the second step of 5♣ as the response to show 4 Keycards. Now we have the 5♦ bid available as the ask for the Q♥ - just starting Keycard one step lower gives us this room.

And, if we had used 4♠ as Keycard and partner has 2 Keycards with the Q♥ that would be the 4<sup>th</sup> step response – so, instead of 5♠ which is the 4<sup>th</sup> step over 4NT, over 4♠ as Keycard the 4<sup>th</sup> step is 5♥ which we can now safely pass.

I hope this has convinced you to switch if you haven't already. And remember one added advantage - if partner has bid 5♥ over 4♠ (or any other response for that matter) and we want to ask for Kings, the King ask is now 5♠ not 5NT – this enables partner to show all or any of their Kings in response to 5♠ - as 5NT now shows the K♠ (remember 5NT shows the King in the suit partner is asking and would be the most economical King that could be shown at that point of the auction). Quid pro quo, quod erat demonstrandum.

### **The Captain, The Servant and Kickback**

On most bridge auctions there is a Captain and a Servant. The Captain has an unlimited hand and knows where they are going. Usually there is also a servant - the servant is allowed to answer questions – such as whether they are minimum or maximum, but they have become a servant because they have made a limit bid in the auction. The obvious examples of this might be that you have opened 1NT or 2NT showing a specific point range – now it is your partner, whether they have 3 points or 20 points, who is Captain of the hand. Your job, having limited your hand, is just to respond to questions – so if the auction goes 1NT- 2♣ as the servant you may respond by saying if you have a 4 card major, and let us suppose you bid 2♥, saying you have 4♥ and partner raises to 3♥, you can respond again by raising to game when maximum and passing when minimum. The fact that you may have the stronger hand does not make you the captain – as soon as you have limited your hand you become the servant. True, there are some hands where both hands can be unlimited, but usually in auctions one player will make a limit bid and, as soon as they do, they have servant status.

What has all this got to do with Minorwood and the like? Very simply (and there are a couple of rare exceptions to the rule), if you are the servant you may not use Keycard. That

is the duty should they so desire to execute it of the captain. They know what you have got, but their hand is a mystery to you.

So, as far as Keycard or Minorwood and its general family, I suggest 3 golden rules:

- a) A limited hand may not use Minorwood/Keycard
- b) A hand that has responded 1NT to an opening bid may not use Keycard/Minorwood
- c) A hand that has responded 2♦ to a 2♣ opening may not use Minorwood/Kickback

You may like to add extra rules at your discretion, but this works for me.

You therefore need a method when partner, who falls foul of one of the above rules, can still use a low level keycard if they think it is appropriate when they no longer have Minorwood available to them.

Take this hand for example. You hold:

♠ AKJxx ♥ KQ ♦ AQxxx ♣ x

opposite

♠ xx ♥ Axx ♦ Kxxxx ♣ xxx

The big hand opens 1♠ and the other hand bids 1NT (this would be true whether you play a forcing NT or not). Now the opener bids 3♦ GF and the responder eschews the idea of bidding an insulting 3NT and raises to 4♦.

Now this is NOT Minorwood, as we have bid 1NT in response to an opening bid. It is just natural. Opener, on the other hand, now wants to use a low level Keycard bid to establish the possibility of slam. This is called Kickback and occurs in any situation where partner has bid a natural 4 of a minor which is not Minorwood (as they are the servant) and very simply Kickback is the next suit up (in this case 4♥), and we use exactly the same step responses as before. So here the auction would be 1♠ - 1NT / 3♦ - 4♦ / 4♥ (Kickback) 5♣ (2 keycards no Q) / 6♦ (which we can bid as we know partner has denied 3 cards in spades).

So, Kickback is just Minorwood but one step higher.

Let us bid these hands together:

♠ AJxx

♠ Kxx

♥ Axx

♥ x

♦ AK

♦ QJxxx

♣ KQxx

♣ AJxx

2NT

3♠ (Most commonly played as Minor suit Stayman)

4♣ just shows a 4 card club suit – remember as we opened 2NT we are the servant

4♦ Kickback as the Minorwood bid has been taken away from us

4♥ showing 1 or 4 and we have every right to assume 4 because of the 2NT opening

4♠ (asking for the Q♣)

5♦ showing the Q♣ and the K♦

7♣ - realising that any spade losers can be disposed on the diamond suit

So, Kickback is rare, but possible, and a necessary tool in your armoury if playing

Minorwood.

### Void Trouble (Exclusion)

The next golden rule is that you should not be using Keycard with a void. If you do, then the response to you will be meaningless. You use Keycard on such a hand and partner, say, shows you one Keycard – what happens if that Keycard is in your void suit – then it is useless. For this reason, the widely adopted system is to play what is commonly called Exclusion Keycard.

Many will try to play it in various situations, but unless they have very specific partnership understandings they always seem to come to grief. So, for me, I like to keep it simple and use the following rules:

- a) There must be an implicitly agreed suit
- b) Exclusion only applies if it is a JUMP in a new suit above the 4 level of the agreed trump suit
- c) In responding to Exclusion, the responder will ignore any Aces in the jumped or excluded suit. So, simple examples might be 1♣ - 2♣ / 4♦ which would ask partner to exclude ♦ in response to Keycard or 1♠ - 3♠ / 5♣ which would ask for clubs to be excluded. A more complicated example might be 1♥ - 2♦ / 3♦ - 3♥ (forcing if playing 2/1) / 4NT – now this would be exclusion in spades as hopefully we have agreed that we play 4♠ as Keycard when ♥ are agreed – since we do not have a 4♠ bid available we flip flop 4♠ and 4NT.

Let us do an example hand or two:

♠ Kx	opposite a)	Axxxx	OR b)	Qxxxx
♥ ----		xxx		AKx
♦ KQJx		A10xx		10xxx
♣ AKxxxxx		x		x

Opposite the first hand a) - the auction might be:

1♣	1♠
2♦	3♦ (forcing opposite a reverse)
4♥ (Exclusion Keycard)	5♣ (2 Keycards excluding hearts)
7♦	

Opposite b) - the auction would be the same up to 4♥ - and b) has one point more - but the response to exclusion would be 4NT showing 0 or 3 so we would now play safely in 5♦ - big difference. It is easy to see if we had just used Minorwood of 4♦, we would not have known what to do after the response.

My answer to a question I am often asked is whether I switch from the standard 14/30 responses to 30/41 when Exclusion is used is that I do not except in one situation where the exclusion bid is the adjunct suit of the agreed trump suit. So if the auction is say 1♥ - 3♥ / 5♣ I still play 14/30 but if the auction is 1♥ - 3♥ / 5♦ I do switch to 30/14 since the ♦ exclusion bid is adjunct or one below the ♥ suit and I may need to stop in 5♥ when partner has zero (excluding the ♦ suit).

### Responding with a void

This time, instead of partner having a void, you have a void. The only rules that apply here is that it must be deemed to be a working void – so we do not show a void in a suit which partner has bid as such a void without a bushel of trumps is not deemed to be a working void.

So, the initial 4 step responses to Keycard/Minorwood are well known, I hope, by now. We now move on to the 5<sup>th</sup> step and beyond.

The 5<sup>th</sup> step response shows an even number of Keycards and a working void (so, 2 or 4 Keycards and, again, we expect partner to be able to work out which from the prior auction). The 6<sup>th</sup> step and beyond shows a void in the suit bid and an odd number of Keycards. If we are forced because of lack of space to show a void that is higher than the 6 level of the agreed trump suit then a jump to 6 of the trump suit shows an odd number with a working void higher than 6 of the trump suit.

Provided there is room, Queen asks and King asks still apply.

#### Example:

Responder ♠ KJ10xx ♥ AQJx ♦ xx ♣ A  
opposite  
Opener ♠ AQx ♥ Kxx ♦ ---- ♣ Kxxxxxx

1♣	1♠
2♣	2♥
3♠	4♣ (cue)
4♦ (cue)	4NT
5NT (2 key cards with a working void that can only be in diamonds)	
	6♣ (asking for Q of trumps)
6♥ (Q♠ and K♥ - 6♦ would deny K♥ as we are known to be void and show Q♠)	
	7♠

These sequences are pretty rare and so is the final part of this Minorwood voyage, but you may as well include it in your armoury.

### Asking for 3<sup>rd</sup> round control

We now know after a Minorwood style sequence, that:

- We can initiate a queen ask by using the first available step
- We can initiate a king ask by using the second available step (or the first available step if the Q has been shown or denied in response to Keycard)
- That bids of 4NT and the agreed suit are to play

So, what does it mean when we bid a new suit which is not one of the step responses indicated above? Very simply, it is asking for 3<sup>rd</sup> round control in a suit. If it is used, then we play simple step responses:

1<sup>st</sup> step = three small or worse

2<sup>nd</sup> step = doubleton

3<sup>rd</sup> step = the Q (whether doubleton or not, and irrelevant of whether we have shown the ace or king prior to that point).

Here's an example at work from a hand played in an Olympiad many moons ago (you may have to accept parts of the bidding as they are as yet undiscussed but should be on board from the time Minorwood starts):

♠ A	♠ Qxx
♥ Axx	♥ x
♦ KJxxx	♦ AQxxx
♣ Kxxx	♣ AQxx

1♦	2♦ (inverted)
2♥ (GF relay)	3♥ (singleton ♥)
4♦ (Minorwood)	5♣ (two plus queen)
6♣ (asking 3 <sup>rd</sup> round control)	6♣ (showing the queen – 3 <sup>rd</sup> step)
7♦	

One final piece of advice – remember cue-bidding remains important – one cannot just use Minorwood for the sake of using Minorwood. Before you do, you should have confidence that you have a control in all of the suits and you do not have two quick losers anywhere. Yes, we can be in a slam that might require a finesse (still not great but no disaster), but to lose the first two tricks would be uncomfortable. Cue-bidding is a horse of a different colour, and maybe something we shall revisit in a later issue.

### Quizzes

A different sort of quiz this time. Based on the above information, I will give you both hands – so it is an open book. Can you produce the correct sequence to get to the right contract (or close enough 😊)

- Opener :     ♠ Qxx ♥ KQxxx ♦ AJx ♣ xx  
Responder:   ♠ KJx ♥ x ♦ Kx ♣ AKQJxxx
- Opener:     ♠ Kxx ♥ x ♦ AKJxx ♣ Axxx  
Responder:   ♠ AQx ♥ Axx ♦ xx ♣ KQJxx
- Opener:     ♠ KQx ♥ AK10xx ♦ AKxx ♣ x  
Responder:   ♠ Axx ♥ Jxxxx ♦ xx ♣ AQx

*Answers towards the end of the newsletter.*



***During the closure of bridge clubs, Tim is available to play or teach online (BBO).***

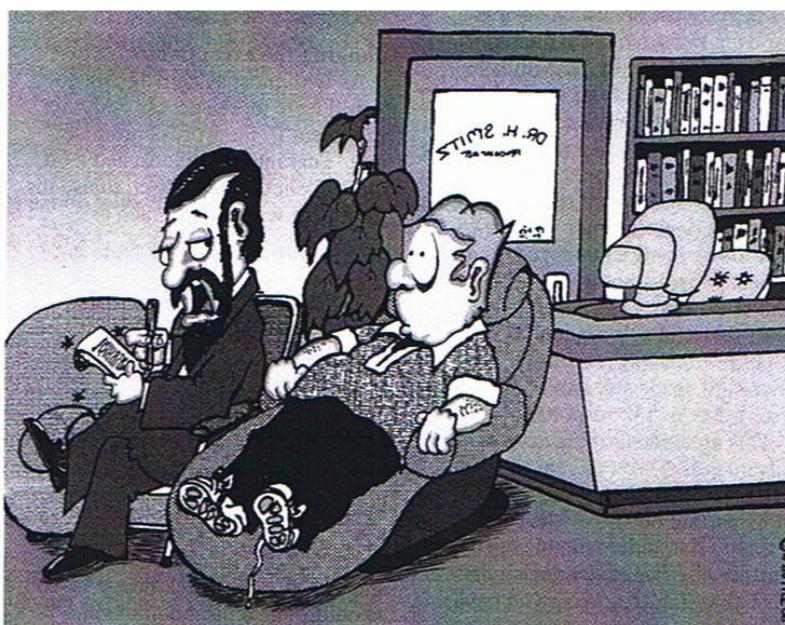
***He can be contacted on 084-4474944 or email [tim@bridgewithtim.co.za](mailto:tim@bridgewithtim.co.za)***

## **Bay Open**

The Bay Club has an open pairs tournament in the middle of each year, which is always held on a Sunday in July. Obviously, this was not going to happen this year. However, the Bay Open event was still held, but in a slightly different format.

It took place over four Sunday afternoons in July with the best three of four results being calculated into the total average. It proved to be a very popular event with approximately 40 pairs participating. The top pair was Eckhard Böhlke and Kathryn Herz, followed by Sven-Ake Bjerregard and Alon Apteker; and thereafter Tim Cope with Michael Alexander.

It was a closely contested tournament and, on the plus side of this online format, there were participants from further afield in other parts of South Africa, as well as some players from overseas – as can be seen in the top three pairs mentioned above. On the minus side, however, everyone missed out on a wonderful lunch and delicious morning and afternoon teas. Not quite the same to make these in your own kitchen!



“How long had you been taking every available finesse before you realized you were suicidal?”

# Strategy at Matchpointed Pairs Tournaments

## Part 6: Declarer Play

By Kathryn Herz & Eckhard Böhlke

### General Strategy

When reading a newspaper column about declarer play you are often confronted with a hand, the bidding is over, dummy comes down and you are invited to “plan the play”. Assuming a deal from Rubber Bridge or a Teams event, this implies you want to make your contract. At Matchpoints, however, you can “plan the play” only after having tackled your primary task, which is to determine your objective as to the number of tricks you need in order to score relatively well.

**At Matchpoints, you must define the number of tricks you aim at in EVERY hand!**

Always remember: **your goal is to score better than or at least as good as the rest of the field.** Therefore, you need to evaluate your contract (and the lead), comparing it with those contracts most likely being played at other tables. In this “Matchpoints appraisal” you should ask yourself:

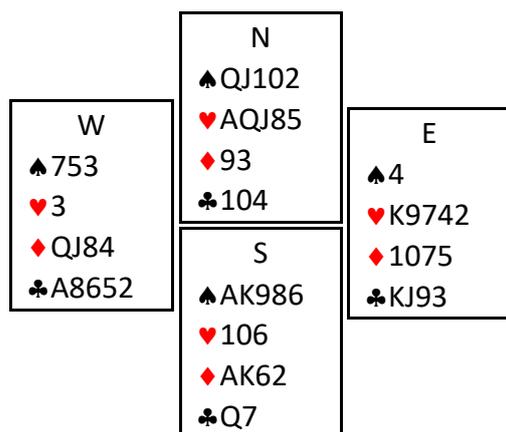
- Am I in a normal contract, i.e. is it likely to be a flat board as far as the bidding is concerned?
- Have the opponents (most probably) found a normal lead?
- What is the expected, or “par”, number of tricks to be made on the deal?

In the majority of hands, you can reasonably assume to be in a **normal contract** (facing a normal lead). In these cases, you play to make as many tricks as consistent with the odds, even if you have to take a small risk. By playing with the odds you expect an above-average score, as there will be the odd pair who fails to reach the correct Matchpoints contract.

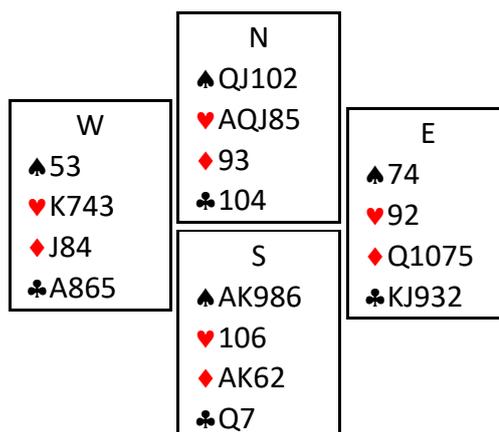
For example: after an uncontested auction you play 4♠ facing ♠QJ102♥AQJ85♦93♣104 opposite ♠AK986♥106♦AK62♣Q7. Lead ♥3. Your play depends on what tournament you are playing!

- At Teams:  
Your objective is to make your contract. You have 10 easy tricks (5 in ♠ in the South hand, 2 ♦ ruffs with ♠J and ♠Q in dummy, ♦AK and ♥A). So, you do not want to risk going down if West led a singleton from e.g. ♠753♥3♦QJ84♣A8652. Thus, clearly ♥A is the card to play at trick 1.
- At Matchpoints:  
You are in a **normal contract and** the **lead** is most probably **normal**, too. Therefore, to score well you have to look for overtricks. The chance that West has the ♥K is clearly higher than him having led a singleton. Your goal is 10 tricks if East has ♥K and 12 or 13 tricks if West has ♥K. Therefore, playing ♥J is correct at trick one. You have to take the ♥finesse (even though you might go down on a bad day; see “Teams example” above). Actually, in a German Matchpoints tournament, West had led from a 4-card ♥suit and Kathryn even ended up with 13 tricks: five in ♠ (including a ♥ruff), four in ♥, two in ♦, and two ♦ ruffs.

Hand you play for at Teams



Hand you play for at Matchpoints



**Key learning:** in a “**field contract**” you play to make as many tricks as reasonably consistent with the odds, even if you have to take a small risk.

Inevitably, there will be some deals on which you judge to have (possibly) missed the normal contract. Your bidding result rates to be in the **wrong contract**, i.e. **below par**. A bad score is looming, calling for a “Matchpoints recovery technique” to be applied in declarer play. The only hope may well be that your bidding was right (though against the odds) and you should play accordingly:

- If you are at the **right level** but in the wrong (or different) denomination, choose whatever play is needed enabling you to outscore declarers in the normal contract.
- If you are at the **wrong level** of the normal denomination
  - assume in the case of underbidding that bad breaks will defeat the normal contract at other tables
  - assume in the case of overbidding that the cards lie favourably for you, thus enabling you to make the contract. If this is impossible, assume that the normal contract will also fail on normal play.
  - assume in the case of deliberate overbidding, i.e. sacrificing, that your bid was not a phantom save since otherwise you would definitely get a bad score.

Finally, the most difficult contracts to play at Matchpoints are those (mostly reached in competition) with **alternative contracts at other tables**. This is most likely if the deal is a part-score deal. Then it is difficult to judge the par number of tricks, as there will probably be a wide variety of contracts. Nevertheless, even then you should be able to judge how many tricks are necessary for a good score. However, if you have absolutely no idea, play for the maximum number of tricks you can achieve taking a reasonable line of play in line with the odds.

#### **Points to remember regarding declarer play at Matchpoints:**

- **Evaluate your contract** (and the lead) at EVERY hand comparing it with the contracts likely to be played at all other tables. When dummy comes down, take your time to think (even if dummy has a singleton in the suit led)! Define your goal as to how many tricks you need and plan the play.
- **In normal contracts (with normal leads) play with the odds** and try to make as many tricks as reasonably consistent with the odds. (See example above.) This may lead to an objective to limit the number of under-tricks whilst giving up on making your contract.
- If you are likely in the **wrong contract**, your only hope may often be that your bidding was right (though against the odds) and you should play accordingly. (See quiz #2 in the June 2019 issue of this WCBU newsletter. See also quizzes #1-4 below.)
- In a **hopeless contract** when you have virtually nothing to lose, it would be silly not to grab an opportunity for a large gain even if the probability of success is minute!
- In a **(doubled) sacrifice** you have to play for the sacrifice to pay off, scoring better than the game of the opponents (not worse than -500 if the opponents are vulnerable or -300 if the opponents are non-vulnerable). Phantom sacrifices cannot be remedied. (See also quiz hand 5 below.)

### Quizzes: Declarer Play Strategy at Matchpoints

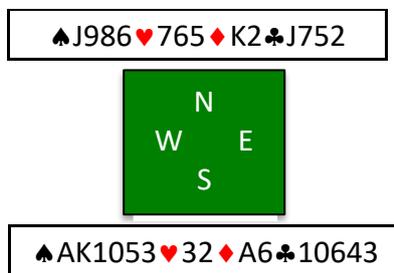
Let us look at a few deals to demonstrate some of the principles of declarer play strategy at Matchpoints (and compare it to Teams). After completing the quizzes, look at the solutions towards the end of this newsletter.

For all the following 5 deals please answer these questions:

- How many tricks do you try to make and why?
  - How do you plan the play?
1. Dealer South, all vul; after unopposed 1NT-3NT you see North (dummy) ♠7432♥A2♦K2♣KQJ32 opposite South ♠AK65♥53♦AJ3♣A654. Lead: ♥Q.
  2. Dealer North, all vul; after unopposed 1♠-1NT, 2NT you see North (dummy) ♠AKJ98♥A4♦AQ10♣942 opposite South ♠2♥Q752♦J9862♣AJ6. Lead: ♥J.
  3. Dealer South, all vul; after unopposed 1NT-2♥, 2♠-2NT, 3♠ you see North (dummy) ♠J10843♥64♦85♣AK82 opposite South ♠AQ65♥Q75♦A74♣QJ4. West leads ♦K.
  4. Dealer South, none vul; after unopposed 1NT-2♣, 2♥-3♥ you see North (dummy) ♠A765♥10953♦J63♣QJ opposite South ♠1042♥AKJ6♦874♣AK2. West leads ♦K, followed by ♦Q and then ♦2 to East's ♦A. East switches to ♠4 and after ♠2 and ♠9 you win the trick with ♠A in dummy.
  5. Dealer East, none vul; After (p)-1♠-(X)-3♠<sup>pre-empt</sup>, (4♥)-4♠-(X) you see North (dummy) ♠J986♥765♦K2♣J752 opposite South ♠AK1053♥32♦A6♣10643. West leads ♥K, followed by ♥Q and ♥10, which you ruff.

E	S	W	N
p	1♠	X	3♠*
4♥	4♠	X	p
p	p		

\*pre-emptive



You can usually tell when Friar Andrew has had a good result because his normal smiling face beams even larger. The other day when I arrived at his table he was grinning from ear to ear.

“We got a complete top – nobody else was even in a small slam let alone the grand”.

After congratulating him, he went on “of course, we had to have a couple of bidding misunderstandings to get there”!!

## Answers to Kathryn's & Eckhard's quizzes on declarer play

**Deal 1:** Topic: different (wrong?) denomination compared to "normal" contract

You play 3NT despite the 4-4 ♠ fit, holding ♠7432♥A2♦K2♣KQJ32 opposite South ♠AK65♥53♦AJ3♣A654. Lead: ♥Q.

At Teams, this is a no-brainer. You take your 10 tricks and proceed to the next board.

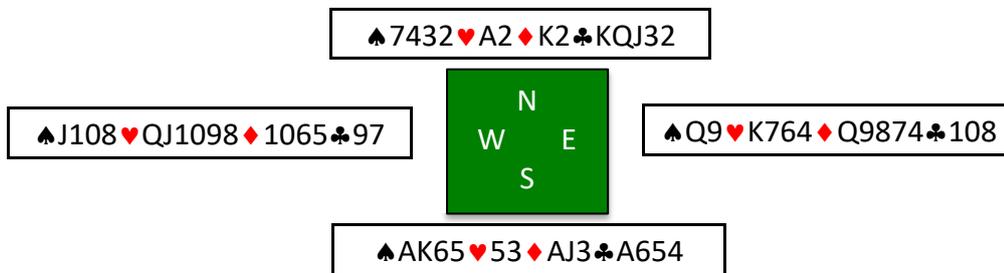
At Matchpoints, your usual first task is to **evaluate your contract**. North refrained from Stayman (probably due to the following good reasons: additional strength, weak 4-card major, and good values outside of the ♠ suit). How do you rate your 3NT contract (with certain 10 tricks) compared to the 4♠ contract most likely being played by the majority of the field?

- At the other tables, declarers in 4♠ are going to make 11 tricks, if spades break 3-2 according to 68% probability. Our +630 (the score for 3NT+1) would mean a bottom compared to +650 (4♠+1). We HAVE to look for a second over-trick.
- In some fewer cases (32%) declarers will only make 10 tricks, if spades fail to behave, in which case our +630 (3NT+1) beat +620 (4♠+1) for an excellent result.

Accordingly, **we need to know the ♠ distribution before we can decide how to play the hand:**

- Trick 1: duck the ♥ lead;
- Trick 2: win with ♥ace (the opponents do not do us the favour of switching to another suit);
- Tricks 3 to 7: play ♣ five times (hoping for an opponent's discarding error). However, East and West discard correctly only ♦ and ♥ cards, South shedding ♠5.
- Tricks 8 and 9: Declarer wins ♠ace and king. Both opponents follow suit.

Now you know that at other tables all declarers in the normal contract of 4♠ will make 11 tricks scoring +650. So, you would face a bottom if you scored only 10 tricks. Therefore, you have to take the ♦ finesse hoping for this distribution:



If the finesse succeeds you score +660 for a top. If the finesse loses you end up with 9 or 10 tricks, surely a complete bottom, however, you were heading for a near bottom anyhow. So, you had nothing to lose by taking the finesse.

The analysis shows that even though deviating from the normal 4♠, your 3NT is indeed a very good Matchpoints contract. You score well if ♠ are breaking badly (4-1 or 5-0): 32% probability. In the remaining cases, you also score well if the ♦ finesse works: 34% probability (50% of 68%). So, you outscore the pairs playing the presumed "normal" contract with a probability of about 66%!

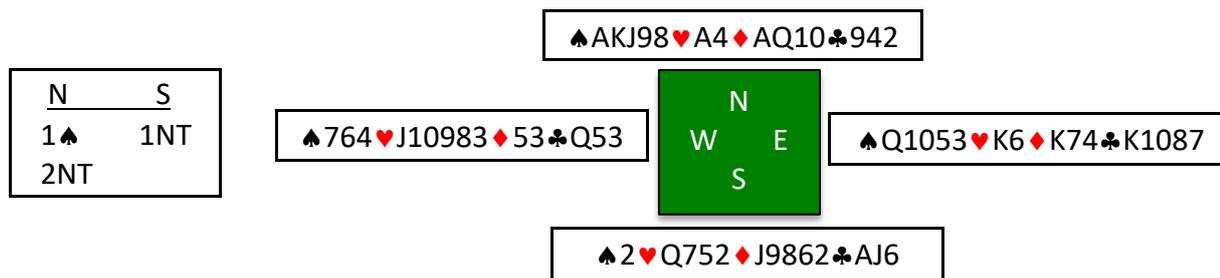
**Deal 2:** Topic: unfavourable contract (different denomination) due to underbidding

Dealer North, all vul; after unopposed 1♠-1NT, 2NT you see North (dummy)

♠AKJ98♥A4♦AQ10♣942 opposite South ♠2♥Q752♦J9862♣AJ6. Lead: ♥J.

**Contract evaluation:** Both partners have bid VERY conservatively. The field will be in 3NT, scoring probably +600 or more. Your only hope is that their contract will fail.

So, play absolutely safe for the contract to score +120, thus beating those pairs producing an under-trick in 3NT for -100. Therefore, you must take the ♥A since otherwise East will win the trick with ♥K and switch to ♣10 to kill the entry to the long ♦. You must assume the following distribution:



**Key learning:** in case of underbidding, assume bad breaks will defeat the normal contract.

**Deal 3:** Topic: unfavourable contract (same denomination) due to underbidding

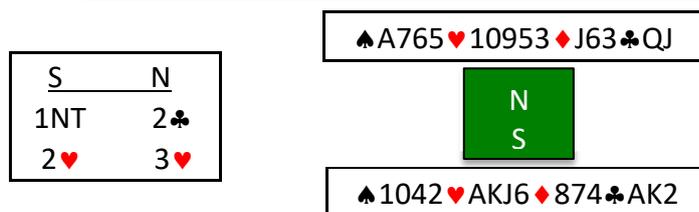
After 1NT-2♥, 2♠-2NT, 3♠ you see ♠J10843♥64♦85♣AK82 opposite South ♠AQ65♥Q75♦A74♣QJ4. West leads ♦K.

**Contract evaluation:** Obviously, N/S bid conservatively. A super-accept by South or a better hand evaluation by North would have led to 4♠, the contract you expect most pairs to bid. The declarers in 4♠ will definitely lose 3 tricks (two in ♥, one in ♦). Therefore, the contract depends on the ♠finesse. If ♠K is with East, the NS pairs will score +620, if the ♠K is with West -100.

In 3♠ you will score +140 or +170, the result of the hand being beyond your control. If the ♠finesse works you score badly, otherwise well. Thus, play with the odds and finesse in ♠ to tie with the few other pairs who missed game as well. (It is not the time for playing the ♠A hoping, against the odds, to find the singleton king offside.)

**Key learning:** If you are likely in the **wrong contract** AND the result of the hand is beyond your control you should play with the odds.

**Deal 4:** Topic: unfavourable contract (normal denomination) due to overbidding



West leads ♦K, followed by ♦Q and ♦2 to East's ♦A. East switches to ♠4 and after ♠2 and ♠9 you win the trick with ♠A.

**Contract evaluation:** 3♥ is pretty high. North bid too aggressively violating the Matchpoints principle of game bidding: *Do not (try to) bid marginal games!* You expect the field to be in 2♥ by NS (perhaps a few E/W play 3♣ or the odd N/S in 1NT).

How many tricks do you try to make and why? How do you play?

The NS declarers in ♥ contracts will definitely lose three ♦ and two ♠ tricks. The final result will depend on the distribution of the ♥ suit. Declarers in 2♥ will take the finesse and score eight tricks if the queen is with East. (In the same way NS pairs in 1NT would make eight tricks.) In 3♥ you only have a chance for a reasonable score if 2♥ (and 1NT) go down (i.e. the finesse loses). Therefore,

you play for the drop playing ♥A and ♥K, hoping to find the ♥Q doubleton. This would lead to the same number of under-tricks that declarers in 2♥ are facing, thus tying the board with them – the best you can achieve.

3♣ by EW will go down one or two tricks giving NS a score of +50 or +100. Against these tables you lose anyhow (going down in 3♥). Therefore, these tables are irrelevant for your decision how to play the hand in 3♥.

**Key learning:** in case of overbidding, assume the cards lie favourably for you, thus enabling you to make the contract. If this is impossible, assume the normal contract will also fail on normal play and chose your line of play accordingly.

**Deal 5:** Topic: deliberate overbidding, i.e. sacrificing

You play 4♠X with ♠J986♥765♦K2♣J752 opposite South ♠AK1053♥32♦A6♣10643. Lead: ♥K followed by ♥Q and ♥10, which you ruff.

Obviously, your target is to go down for less than the value of the contract you are sacrificing against. Furthermore, you assume that not all the pairs holding your cards will sacrifice. It is important that you outscore all those pairs who do not take the save.

You will definitely lose five tricks: Two in ♥ and three in ♣. So, you have to avoid losing also a trump trick since otherwise you would get a bottom (-500 for three down being worse than -420 for 4♥ just made by the opponents). You play:

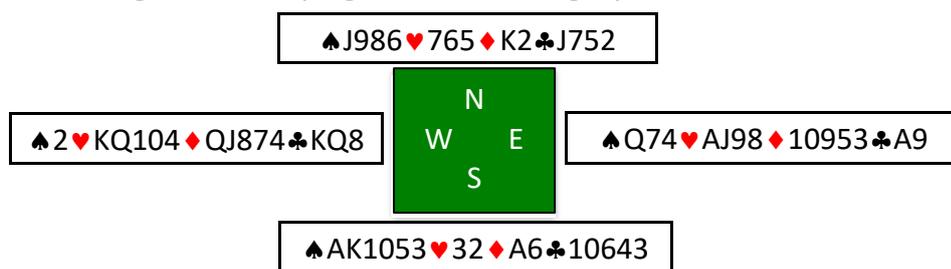
Trick 4: ♠A, ♠2, ♠6, ♠4

Trick 5: ♦6, ♦4, ♦K, ♦3

Trick 6: ♠J, ♠7, ?

What do you play from South at trick 6 and why? Please answer this question before reading on.

In principle, it is correct to play for the drop of the queen when holding 9 cards in a suit. However, playing for the drop is pointless in this particular case. If ♠ are divided 2-2, bidding 4♠ has been a phantom sacrifice, as the 4♥ contracts bid at other tables would go down once (losing two tricks each in ♠ and ♦). If 4♥ went down, we would score plus, i.e. ANY minus score by us would be a disaster, regardless of whether -300 or -500. To score well, we have to assume the ♠ to be divided 3-1, finessing the ♠Q, hoping for the following layout:



Here 4♠X-2 for -300 turned out as a successful sacrifice against 4♥ bid and made for -420.

**Key learning:** in a sacrifice contract, assume your bid was not a phantom save since otherwise you would definitely get a bad score.

## Buccaneer for the 2020-2021 Season

*by Jan Chrobok*



### **Last Season**

Challenges abounded due to Covid-19 lockdown. The last 4 matches (March through June) were played using BBO as our playing vehicle. Most clubs embraced the technology and made significant effort to get their matches played. From a committee perspective, we had no need to tidy-up the Bridge Centre at the end of the evening, instead having to allocate all 8 players in each Match and subsequently ensure that for the 2<sup>nd</sup> 12 boards, the correct compass movements were done.

Winners of each League were as follows:

1 <sup>st</sup> League	Impala1B	
2 <sup>nd</sup> League	Peninsula	promoted to 1st League
3 <sup>rd</sup> League	Tygerberg	promoted to 2 <sup>nd</sup> League
4 <sup>th</sup> League	Fish Hoek	promoted to 3 <sup>rd</sup> League

### **New Season**

Due to the medium-term outlook of the presence of the virus, we have decided to continue using BBO for the time being. While on BBO, there will be no charge for the participating Clubs, but that will change as and when we can return to the Bridge Centre.

Thankfully, due to the efforts of SABF and WCBU, we now have access to a BBO ID (SABF\_8) that allows up to 10 Matches to be run at a time. We have decided to schedule 1<sup>st</sup> and 2<sup>nd</sup> League on the 3<sup>rd</sup> Wednesday of each month, and 3<sup>rd</sup> and 4<sup>th</sup> League on the 4<sup>th</sup> Wednesday of the month. If there are any conflicts with other events, we shall endeavor to schedule around them, trying to maintain the last Match start at 19:30 on a Wednesday. With 6 Matches scheduled twice a month, we do have 4 additional Matches we can schedule on either of the two proposed Wednesdays.

An important element is that each Team Match will need to be individually scheduled and we cannot setup Matches so that they all start at 19:30. For this reason, matches will be scheduled from 19:00 onward. This means that some Matches may be started without all 8 players being present, and the missing players should be seated in the correct compass-position at the correct table. As all of this takes a lot of coordination to get it to work, there are bound to be some glitches and we ask for the patience of participants – everyone sending “What’s happening?” messages to the Director is not constructive.

While communicating to a broader community than just the Club Match Secretaries, there are a few requests about BBO:

1. Each pair should have a convention card. There are multiple stock cards, the one everyone should avoid, is the ACBL SAYC, as it is cluttered and difficult to read while playing.
2. In BBO account settings, there is an option to “Autoplay Singletons”, please turn it on as it speeds up play.
3. All Matches will have “Undo’s” allowed - please consider requests favourably.

## Answers to Tim's Quiz:

1. Opener : ♠ Qxx ♥ KQxxx ♦ AJx ♣ xx  
Responder: ♠ KJx ♥ x ♦ Kx ♣ AKQJxxx

1♥ - 2♣ / 2NT (a) 4♣ (b) / 4♦ (c) 4NT (d)

- a) Natural 12-14 and should promise at least half a stopper in both unbid suits
- b) Anything else would be wishy-washy – this is inferred Minorwood or self-suit agreement
- c) Showing 1 or 4
- d) Disappointing, but better to play NT (remember 4NT is always to play by the Minorwooder) especially at pairs

2. Opener: ♠ Kxx ♥ x ♦ AKJxx ♣ Axxx  
Responder: ♠ AQx ♥ Axx ♦ xx ♣ KQJxx

1♦ - 2♣ / 3♥ (a) 4♣ (b) / 4♠ (c) 5♦ (d) / 5♠ (e) 5NT (f) / 7♣

- a) A vital bid showing a splinter. As an unnecessary jump, it will show the singleton heart and agree the last bid suit
- b) Minorwood
- c) 2 Keycards no Q♣
- d) The first available step is the king ask as the Q♣ has already been denied
- e) Showing the most economical King – the K♠
- f) Asking for the K♦ - remember 5♦ was used as the step ask for kings

3. Opener: ♠ KQx ♥ AK10xx ♦ AKxx ♣ x  
Responder: ♠ Axx ♥ Jxxxx ♦ xx ♣ AQx

1♥ - 2NT (a) / 3♣ (b) 3♠ (c) / 4♠ (d) 5♥ / 6♦ (f) 6♠ (g) / 7♥

- a) GF Jacoby
- b) Showing club shortage
- c) Cue bid
- d) Keycard – remember 4♠ is Keycard when ♥ agreed
- e) 2 Keycards with the QH – we show that we have the Q when the fit is known to be 10 cards or longer
- f) Asking for 3<sup>rd</sup> round diamond control
- g) Showing a doubleton

**A fellow had made a bad bid and gone down 1400.**

**“I’m sorry,” he said to his partner, “I had a card misplaced.”**

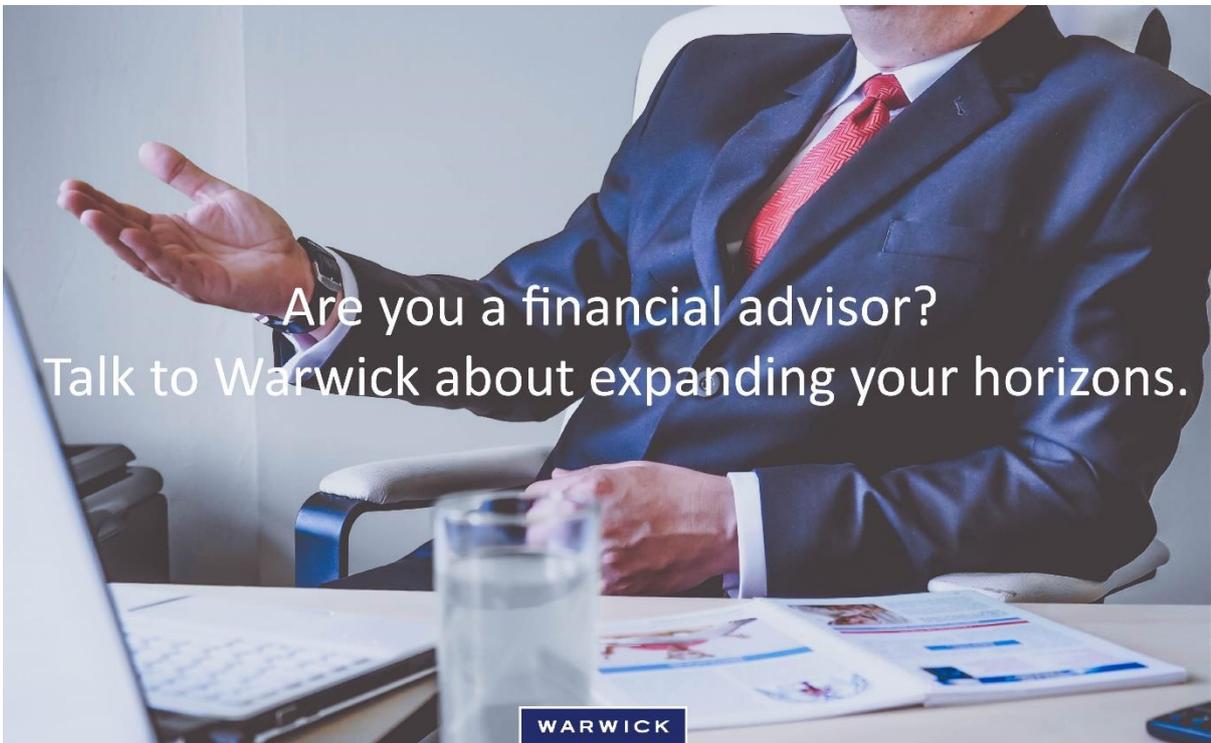
**“Only one?” asked his partner, innocently.**

## Inter-Provincials: 25 – 27 July

The Inter-Provincial tournament took place on BBO, as it did last year. In 2019, the provincial teams played in one of their clubs on home ground under the supervision of a TD. This year, because of the Coronavirus, gathering together in one venue was not possible, so the participants played from home with no kibitzers allowed, but with a delayed broadcast on YouTube for those who wanted to watch. The organization was under the efficient supervision of Rob Stephens in Johannesburg, and the delayed technology for viewing on YouTube was organized by Malcolm Siegel. There were also professional commentaries at each of the matches, which were shared out between Tim Cope and Hennie Fick.

The Medwin trophy was won by the Gauteng team of Alon, Jude, Noah and Aras Apteker, and Craig Gower and Hennie Fick; with the Western Cape taking second place and represented by Imtiaz Kaprey, Maureen Narunsky and Diniar and Nancy Minwalla – the latter pair stepping in when Rob Sulcas and Malcom Siegel were unable to participate.

The Berkowitz trophy was won by the Eastern Cape team of Ester Goosen, Glynis Dornon, Desmond Duckitt and John Roberts. The Western Cape team of Phil King, Bryan Strydom, Pauline van der Vyver and Suzette McKerron came fourth.



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