



Tuesday Night Tips The Sydney Bridge Centre mini lesson

If you have joined our F2F session on Tuesday night, you probably already know Martin Clear. He is a big fan of the evening game because of his daytime job, and has been leading the group for bridge discussion after the session. This “discussion” will now continue online - Each week Martin will play in the field and pick an interesting hand from the Tuesday night BBO session. Join your bridge buddy for a game on Tuesday night (7.15pm start)!

Leading from the right side in defence

#23094 BBO – Tuesday Night 17th August 2021

10 D	N	W	N	E	S
	♠ Q103	♠ 8	♠ AKJ76	1♠	3♥
	♥ K105	♥ A764	♥ 7543	P	X
	♦ KQ10	♦ A9862	♦ K982	P	P
♣ A743	♣ J106	♣ Q5			
	S				
	♠ 9542				
	♥ QJ9832				
	♦ J				
	♣ Q5				
			3♥ S	NS: 0	EW: 0

Here's an interesting hand - Board 10 of the Sydney Bridge Centre & Friends competition on Tuesday Night, 17 August.

There was considerable variance in the bidding across the field, but the events at our table led to some interesting tactical ideas in the play for West. East opens 1♠ (with a 5044 shape, even conservative bidders like myself open the 11-count, though 2 players did not). South at my table, who clearly does not fear vulnerable overcalling, jumped to 3♥. This got two passes back to East, who doubled for takeout of the suit he is void in. This was passed out; West's pass converting the double to penalty, and North perhaps wondering what is going on given that everyone was bidding except her and yet she has a 14-count with three trumps for partner's jump overcall.

West led his singleton in partner's suit, certainly the normal choice, especially if you like keeping partner happy. At our table, the defence then got an easy +200 (and 91% of the bikkies), as East took his three spades and West can't be denied his two red Aces. However as it turns out, an opening lead of a club would have handed declarer a 500 penalty. Ducking the club toward the ♣Q doesn't help, as East/West take the first six tricks. Declarer can't gain by winning ♣A either, as the defenders then control all four suits, and win 3 spades and 1 of each other suit on the next six tricks. Even if East is left on lead to play the spades, the loss of the opportunity to finesse in spades doesn't matter, as West simply ruffs the third round to make up for it.

But what happens on the much more realistic initial spade lead? East cashes his three spades, but can't lead clubs from the wrong side, as declarer would go up with ♣Q (although the other declarer in 3♥ - mercifully undoubled - failed to do so, and went two off for -200). And if East comes back with a diamond, that sets up dummy's diamond honours so declarer can discard a losing club before trying to draw trumps. A heart lead to West is needed, but East has no heart to lead!

So how do we get a 500 penalty after the spade lead? When East leads the third winning spade, West, realising he needs an entry, should ruff his partner's winner! This does not directly gain a trick, but does not cost one either, and places the lead in the hand that can then lead a club to set up the ♣K before ♦A is knocked out. The defenders get 6 tricks and +500 as before.

But what if West misses that opportunity and leaves East on lead after the third spade? Can we ruff a fourth round of spades? On principle this seems like a reasonable idea, as declarer's 9 of spades is a winner, but in practice this simply gets over-ruffed by dummy and a good declarer will not make the mistake of playing trumps: he will knock out the diamond Ace to set up a club discard on a diamond honour, making sure the penalty is only 200.

So is there still another way to a 500 penalty after three winning spades have left the lead with East? There is, but it is quite counter-intuitive. East does lead a 4th spade for West to ruff, but West ruffs with the ACE of trumps! This play of the Ace on empty air seems weird, but West needs a quick entry, not an extra trick, and this gets the job done. Dummy gets a free discard, but it's useless in preventing the following club lead from West that establishes a trick in each minor for the defenders, and declarer again has no way to avoid the 500 penalty.

This might all sound a bit double-dummy, but in practice West can work it out. His partner has opened the bidding, and the jump-overcaller must have the 6 unseen hearts. East therefore has 8 points in spades, none in hearts (he is void), at most 1 in diamonds, and the only other points for his 1♠ opening bid are the King and Queen of clubs ... East would be an overwhelming favourite to hold ♣K, and West should play on that assumption.

Sydney Bridge Centre and Friends is a weekly 24-board competition on Bridge Base Online on Tuesday Nights at 7.15pm Sydney time - everyone welcome. I hope to analyse a hand each week in depth here, and we are trying to establish an online chat about some of the hands immediately after the game.

Martin Clear (SBC Tuesday Night)

Join us to play in The State Individual Championship on BBO



The first [State Individual Championship](#) to be held online!

This is a one-day congress to be held on BBO on Saturday 4th September. You only need to register for yourself, and the competition will provide you a standard system card and line you up with different partners each round - a fun way to "meet" other bridge players.

The State Individual has always attracted some expert players like Julian Foster, so it's a great opportunity to have a game with them and learn from them.

RED masterpoints at state level. BB\$15 per player. [Enter in advance](#) required on the NSWBA website.

The Sydney Bridge Centre online sessions on BBO

Our clubroom on Goulburn Street is temporary closed under the current restriction. We are running regular club session online on BBO for the moment and will resume our F2F sessions once we can. Please keep an eye on our [website](#) for the latest announcement.

For BBO sessions:

All are welcome. No need to book. Please find us on BBO / Featured Areas / Virtual Clubs / ABF-Australia. Tournament title "Sydney Bridge Centre & Friends". Tournament will open only 2 hours before the game starts.

24 boards, BB\$4 per person per game.