



Tuesday Night Tips The Sydney Bridge Centre mini lesson

If you have joined our F2F session on Tuesday night, you probably already know the host 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)!

Developing Tricks

#50235 BBO – Tuesday Night 12th October 2021

2 ^p	N	W	N	E	S
	♠ Q93 ♥ A983 ♦ AK4 ♣ AQJ	P P P 2NT P P P P 3NT			
W		E			
♠ J2 ♥ KJ10652 ♦ 73 ♣ 1074		♠ A8764 ♥ 4 ♦ J1086 ♣ K85			
	S				
	♠ K105 ♥ Q7 ♦ Q952 ♣ 9632				3NT N NS: 0 EW: 0

One of the things that separates expert bridge players from those further down the food chain is that when declarer, the expert makes sure to develop tricks rather than merely cash them. One of my bugbear situations is the suit holding of 4-3 including the Ace King and Queen. The arrangement can be any of many, but AKx opposite Qxxx is as instructive as any. All too often, inexperienced players see this kind of suit as a source of tricks. However no development of tricks can be done here: the suit will yield 4 tricks 36% of the time (the chance of a 3-3 break in the suit), and three tricks the other 64% of the time.

Is today the 36%? Or is it the 64%? The inexperienced player finds out immediately by playing off the Ace, King and Queen! This develops one or more tricks for the opponents 64% of the time, while adding none to the number of tricks declarer already had, whether the suit broke 3-3 or not. The more experienced player knows that this suit should be left until later, and other suits developed where it is possible to increase the number of tricks in the suit. This makes better use of declarer's tempos, maintains the use of the 4-3 suit for communication purposes, and also makes whichever defender has four or more of the suit have to hang on to them all, when the time comes to make discards. If declarer cashes the top three and then lets the defender in, the defender will score the fourth of the suit, and be able to exit and no longer worry about the 4th card in declarer's holding - he has removed it.

On Board 2 of the Sydney Bridge Centre & Friends competition on BBO on Tuesday Night 12th October, declarer North got to 3NT and received the lead of the spade 6 which was run around to the 9. Declarer has 2 spade tricks coming (assuming opponents continue in this suit when they can), one heart, three diamonds and a club, making 7, so he needs to develop 2 more tricks. Where are the opportunities? There are a number of places: leading through a possible ♥K toward the ♥Q is one, finding diamonds 3-3 is one, and there are several possibilities in clubs: taking two winning club finesses gives two extra tricks, finding the clubs 3-3 gives one extra trick, and merely giving up a trick to the ♣K gains a trick by itself. This latter also gains another trick whenever the ♣10 is short.

It is useful to try to combine all these chances but in practice entries will not permit that. The declarer started on this route, by cashing ♦A, ♦K and ♦Q. Finding the diamonds unhelpful, he took the club finesse. This lost, though his eighth trick was generated in ♣J. However East could now cash the ♦J and the ♠A, and exit with ♠K. The clubs are blocked and now a 3-3 break - which was there! - or a short ♣10 will not help declarer. Declarer loses the chance in hearts as well because even if the ♥K is in position, East will cash spades to beat the contract.

The better method is to give up on the club finesse by cashing the ♣A immediately at trick 2 and conceding the ♣Q to ♣K. This keeps open a larger number of possibilities: 3-3 clubs, short ♣10, 3-3 diamonds. Keeping all the diamonds allows the declarer communication later in the hand to test all possibilities.

This is a complicated hand, but keep in mind the general principle: try to start the hand by increasing the number of tricks you have rather than simply cashing winners in the hope of a bonus from a good break - that can be discovered later.

Martin Clear (SBC Tuesday Night host)

The greatest learning experience – The Online Teams of Three



A fun event for players to learn directly from an advanced player in a relaxed environment. We invited these advanced players based on the recommendation of the NSWBA Event Committee to play Captains, who will take turn to partner with each team member throughout the day. You are not only learning from the Captain of your own team, you will also learn from other Captains when they are your opponents!

The [NSWBA Online Teams of Three](#) will be held on RealBridge, an online bridge program with built-in video support, so your Captain can give you “face-to-face” feedback.

RED masterpoints awarded. \$30 per player to be paid in advance via our online payment portal. We intend to run 3 separate fields for Novice, Restricted and Open players, so we can assign the most appropriate Captain to your categories. Please nominate the field you would like to compete in.

[Enter in advance](#) required on the NSWBA website. There will definitely be 3 separate fields for Novice, Restricted and Open players, so you can compete in your own league. Please nominate the field you would like to compete in.

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.