

## **Tuesday Night Tips**

## The Sydney Bridge Centre mini lesson

The Tuesday night BBO has discontinued from 1<sup>st</sup> December 2021. Please join Martin Clear on Tuesday night for a Face-to-face game at Sydney Bridge Centre, 7.15pm start.

Martin Clear continues to host and lead the group for bridge discussion after the session. He will also pick an interesting hand from the face-to-face session for the Tuesday Tips column.

## The Loser That Can't Run Away

F2F at City – Tuesday Night 15th February 2022

5	♣ AQ986 ♥ AQ864				Di Vi			N 1-S	S
♣ J4 ♥ T972 • 62 ♣ AKQJ	<b>♣</b> 96 J4	<b>*</b>	73 KJ5 AJ98 32	37	5	1	1	2 9	Ð
	<b>♠</b> KT2 ♥ 3			N	*	•	<b>Y</b> 1	<b>♠</b> 5	
	♦ KQT4	3		S	-	-	1		1
	<b>♣</b> T875			E W	-	-	:	-	-

When you are defending a bridge contract, you are looking around all the time for where your tricks are coming from. In a Pairs game, it's even harder because you can't be sure how many tricks you need to get a good score compared to the other tables playing this board. But one mistake I often see is an attempt to score a winner where 1) it is catastrophic if the winner gets ruffed; and 2) if it would have worked, it will work later as well.

The diagrammed board was Board 5 at the Tuesday night face-to-face game at the Sydney Bridge Centre. In most bidding sequences North opened a spade, East bid 2 ◆, and South raised spades. I think the South hand is worth a raise to 3 ♠ not just 2 ♠ ... the honours being in the opponent's suit are a

negative, but a singleton is still a singleton. However at some tables, 2 \( \text{\tilitet{\texit{\text{\text{\text{\texi{\text{\text{\texi\text{\text{\ti}}}\tit

North then bid 4 with a shapely hand and this was the final contract at all tables. East-West should not compete because they don't have a combined holding in any suit likely to make 5-minor a reasonable sacrifice, and if they do have enough quick winners to sacrifice, the sacrifice might well be against a North-South 4 that is going down. The time to sacrifice is best judged not on whether you have few or many winners; it is based on having a lot of cards in your suit because thee represent tricks you will make if the suit is trumps, but will not make if the suit is not trumps.

One person decided on the •A lead, which was catastrophic. I would sympathise with this lead if partner had not bid, but if partner has provided you with any alternative at all, you should take it rather than lead an unsupported Ace. The great thing about leading partner's suit is that even if it doesn't beat the contract, it usually spares you from losing the post-mortem!

Those who led a club fared far better. West won the first two tricks and then led another high club back. Although West is aware that declarer can ruff in front of partner, this play can sometimes 'promote' an extra trick in trumps if partner has certain holdings (Qx in this case). Declarer should ruff high and hope for a 2-2 trump break in this situation, because there is no obvious loser to throw away, and the pain will be repeated if the trick is not ruffed.

What happens though if declarer makes the mistake of ruffing with ♠5? You gleefully over-ruff with your S7 and now you need only one trick to defeat the contract. Your fingers eagerly grasp the ♦A ...

... and you stop. Or at least you should. Because the •A will certainly beat the contract if you lead it and it holds, but 1) it gives away two diamond tricks if it does not hold; and, more importantly 2) if declarer has a diamond in the closed hand as you hope, the •A will still win LATER. Whenever you fell like cashing a winner in the hope that declarer is not going to ruff it in the closed hand, you should look at the dummy and ask yourself, "If declarer has a losing card in this suit, what OTHER suit in dummy can he use to discard that losing card later?"

A quick look at the dummy here shows that the sole high card assets it has are in diamonds. If declarer has a diamond he will have to lead a diamond later, as there is no possible card in dummy to lead and then discard the diamond on. As a heart lead is a good chance to give away a trick, and there is little chance of getting another ruff, your safest exit is a trump. As the cards lie, declarer should take the rest now anyway, by winning the trumps and ruffing two hearts, the fortunate short  $\bigvee$  K allowing him to bring the suit in on only two ruffs.

The principle however is important. If declarer had a diamond to lose, it would still be there later. There is no point in taking the unnecessary risk of having •A ruffed and later finding that declarer might be able to throw heart losers away on the •K and •Q. This situation comes up a lot in a lot of different guises, but all of them can be solved by asking yourself, "If my winner is cashing, is there any way declarer's loser can run away?" If you can't see the card in dummy that could allow declarer a discard, don't risk the winner being ruffed.

Martin Clear (SBC Tuesday Night host)

## **F2F Night Game in the City**

Yes most of our regular sessions are run during the day, however, the night game culture is not lost! The SBC evening games are run by our volunteers who contribute their time for the love of the game.

The **Tuesday Night** has created its own special vibe which attracts a steady growth in table number. The session starts at 7.15pm, 24 boards will be played. Martin Clear will be your host of the session and the après in which drinks & snacks will be served. We are trying to avoid sit-out for a proper competitive night, so please **contact** office if you would like to join the group on the first time. Promotional table money fee at \$6 per person! Limited time only.

For players who have just started their bridge journey and are looking for a more social game night, please join our **Wednesday night Supervised session** instead. The session starts at 6.30pm, with a 20 – 30 minutes pre-game talk by Jake Andrew (on the current Supervised Play) and Wing Roberts (on the upcoming Beginners Supervised Play). The session is run on duplicate movement, so players can get to meet other people. We aim to finish at around 9pm, so only 12-16 boards will be played. Table money fee \$12 for member and \$15 for visitors. No need to book, walk-ins are welcome.

There are more sessions during the day, both F2F and online, please refer to our session timetable on our website.