

# Coffs Coast Gold Congress at Opal Cove Resort



**4** Saturday 20 August

Editors: Nick & Will

## Teams after 2 of 8 Rnds Open (80 teams)

1	16	BURGESS	49
2	19	FENT	46
3	7	TISHLER	44
4	28	HOOYKAAS	43
5	20	HURLEY	42
6	32	MARR	41
7=	43	PHILLIPS	40
7=	5	VAN JOLE	40
9=	37	GRENSIDE	39
9=	51	LEWIN	39
9=	2	BLOOM	39
9=	69	POTTS	39

## Restricted (38 teams)

1	29	HURST	48
2	23	COLLINS	44
3	30	BETHEL	42
4	27	HIRSCHHORN	41
5	5	FRANCIS	40
6	3	CAMPBELL	39
7=	15	HERRING	37
7=	12	SNOOK	37

## Unpopular Tips from Nick

- Don't count your cards  
Even though it's the Law. Waste of time. It's not your fault if you have 12 or 14. Get the director to ping the previous table.
- Don't keep score if partner does  
One of you has to score but don't double the damage. Wistful gazes at the scoresheet cost IMPs. If you must score, at least turn it face down during play.
- Don't thank dummy  
A habit I learned from Bobby Richman. "Thank you" leads to a hasty "small please". Bridge is visual, not verbal. Also, a varying tone feeds information and encouragement to the enemy.
- Don't fixate on dummy  
If you do, you'll miss or forget cards played by the other two.

## Teams (8 x 14 bds)

Sat	10am	Teams 3 & 4
		Buffet lunch
	2.30	Teams 5 & 6
	7.30	night off
Sun	10am	Teams 7 & 8
		Prize-giving
		Finish at 2pm

## Record Teams numbers

Bursting at the seams again, with 118 teams this year. Just two matches yesterday, with the morning devoted to a directors' forum, then a players' workshop.

2 slams from the first two matches:

### Match 2, Bd 21

♠ A 9	♠ K 9
♥ K J 10 9 7 4	♥ A 8 5
♦ J 3	♦ AK Q 10 7 6
♣ K Q 8	♣ A 10

WEST	EAST
	2♣
2♥	3♦
3♥	4NT <sup>RKC</sup>
5♥ <sup>2KC, no ♥Q</sup>	5NT <sup>cue a king?</sup>
6♣ <sup>♠K</sup>	7NT !?

There were many successful auctions. 28 pairs in the Open bid and made seven. (Curiously, one declarer failed in 7♥. This was imaginative, since cashing ♥A caters for ♥Q-x-x-x with South. Ask someone from team 4 or 7)

7NT – being cold – is clearly better than 7♥. Could be *at worst* on dropping ♥Q, so a decent shot.

A few EW pairs went minus here:

### Match 1, Bd 10

E/Both	♠ J 3 2
	♥ K J 6 5 4
	♦ Q 10 8 5 2
	♣ —
♠ A Q 10 9 8 5	♠ K 7 4
♥ 3 2	♥ 10
♦ J 7 6	♦ A
♣ 8 5	♣ AKQ109432
	♠ 6
	♥ A Q 9 8 7
	♦ K 9 4 3
	♣ J 7 6

The par spot is 6♦x/N for -200. Two pairs saved in 6♥, a few more defeated 6♠/W after a heart to South's ace and the easy club return. Looks like poor judgement by the Easts but perhaps they had to deal with a red suit sacrifice.

This hand from the pairs has theoretical interest. (Okay, to very few people)

### Pairs 6, Bd 22

E/EW	♠ 10 7 6		
	♥ Q J 9 7 6		
	♦ Q 8		
	♣ J 5 4		
♠ 8 5 3		♠ K J	
♥ K 5 3		♥ A 8 2	
♦ A 7 3 2		♦ K 5 4	
♣ A 10 9		♣ Q 8 7 6 2	
	♠ A Q 9 4 2		
	♥ 10 4		
	♦ J 10 9 6		
	♣ K 3		

WEST	NORTH	EAST	SOUTH
		1NT <sup>13-15</sup>	2♠
3♠	no	3NT	end

The auction was different but this will do. I was on lead as South and led a low spade, which went 3-T-J.

Ken Yule then played ♠A-another to my king. Though there was a decent chance ♠K would fall, I decided to exit with ♦J, hoping partner had, say ♦K or even ♥A. Declarer claimed his nine.

How could I tell? Helge Vinje, a Norwegian writer, devised many fancy signalling methods, including one that might have helped us here.

North can tell that ♠10 is not an active card because he **knows** that declarer has two honours. In that case, Vinje says that North should give count, low from three.

When partner plays the lowest pip, I can tell the king will fall next time.

There is another way, related to Smith Peters, which are signals in the first suit played by declarer that relate to the opening lead. Here North's lack of a higher spade honour is known, in which case North can use club pips to give surrogate count in spades. Very obscure.

## From the workshop

This is a hand from David & Sartaj's talk on defence, before an audience of 150:

♠ Q J 6 5	
♥ 8 3 2	
♦ 7 5 3	
♣ A 5 4	
♠ A K 8 2	♠ 10 7 3
♥ 9 4	♥ J 7 6
♦ 9 6 4	♦ A 8 2
♣ Q 9 6 2	♣ K J 8 7
♠ 9 4	
♥ A K Q 10 5	
♦ K Q J 10	
♣ 10 3	

West leads ♠A against South's 4♥, on which East plays a discouraging ♠3, so not a doubleton. (*As an aside, there is a trend to reverse signals. Maybe they are already "standard" in tournament play*)

West should see the need to switch to a club, attacking dummy's only entry to the spades.

It's true that switching to ♦9 might work as well. East should then see the need to play a club.

## Covering an honour

Another topic covered by David & Sartaj. I like this simple guideline:

"Cover if you see one honour on your right or two on your left." You work it out!

## Puppet 3♣ over 1NT

So what do you open with this:

♠ A5 ♥ KJ965 ♦ K106 ♣ AJ3

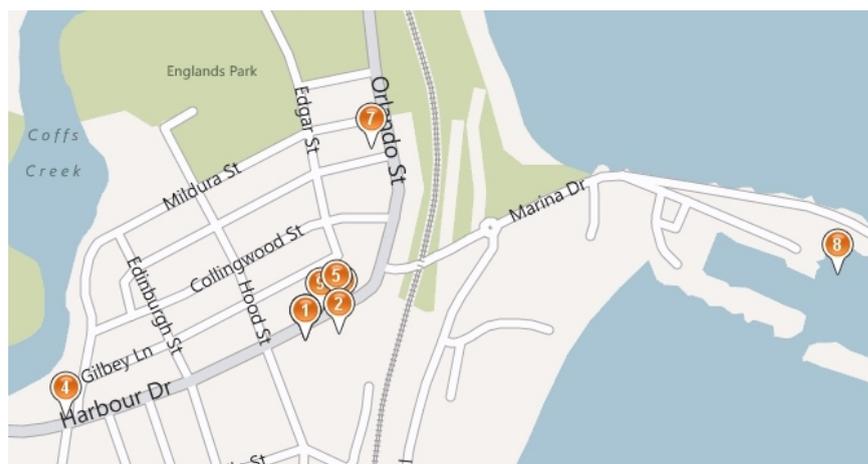
1♥ traps you when partner bids 1♠ or 1NT. 2NT would then take you too high opposite a minimum and would usually show 18-19 anyway. Self-inflicted.

Much better to open 1NT and be done with it. Still, you'd hate to fail in 3NT when 4♥ in the 5-3 fit was making. Re-enter Puppet Stayman.

3♣ over 1NT isn't doing anything useful so use it as Puppet, perhaps with a tweak from Marty Bergen. He reckons opener should bid 3♦ only with a **good** 4-card major.

WEST	EAST	EAST'S HAND
1NT	?	♠ A 10 4
		♥ J 9 7 6
		♦ K Q
		♣ 10 9 4 2

## 10 Restaurants on the Jetty (Grabbed off the net, so no guarantees)



- |  |  |
|--|--|
| 1. Maria's Italian<br>368 Harbour Dr, 6651 3000    | 6. Oberoi Indian<br>Harbour Dr, 6651 9699    |
| 2. Shearwater<br>321 High St, 6651 6053            | 7. Indian Affair<br>23 Orlando St, 6651 5152 |
| 3. Tahruah Thai<br>366 Harbour Dr, 6651 5992       | 8. Tide & Pilot<br>55 Marina Drv, 6651 6888  |
| 4. Fountain<br>388 Harbour Dr, 6651 1978           | 9. Sawan Thai<br>376 High St, 6651 9899      |
| 5. Fisherman's Katch<br>394a Harbour Dr, 6652 4372 | 10. Faro Latino<br>Harbour Drv, 6652 4818    |

No real interest in hearts unless opener had four good ones, so 3♣ Puppet is better than 2♣. Opener had

♠ KQ5 ♥ A532 ♦ A64 ♣ QJ7

4♥ had no play while 3NT was cold.

## Director's forum

About 35 people turned up at 9 am yesterday for a forum led by Laurie Kelso, the usual question and answer session on the Laws.

I found out a few things. For instance, if a defender as 4th player to a trick jumps the gun and plays before his partner, declarer can ask that partner to play his highest or lowest card in the suit led, or maybe even to discard a specific suit.

We talked about multiple penalty cards (*complicated!*) faced leads out of turn (*I think they should incur a \$2 fine*) when to correct misinformation (*at the end of the auction for the declaring side, at the end of the play for the defenders*) dummy being found to be short a card (*it's not the case that "dummy can't revoke"*) when a card is deemed to be played (*for de-*

*fenders, if partner could have seen it; for declarer, if it's face up, on, or very near the table. The fact that a defender might have seen it is irrelevant*) Yada yada yada.

Team-wrecker Datums			
	R1	R2	
1/15	260	-430	
2/16	640	-520	
3/17	-40	-80	
4/18	-650	-430	
5/19	10	270	
6/20	410	100	
7/21	-200	-1140	
8/22	-140	420	
9/23	20	-20	
10/24	-1060	-150	
11/25	110	-390	
12/26	30	140	
13/27	140	360	
14/28	70	60	