



U3A Intermediate Bridge 2018-19



Spring tournament

Each Autumn and each Spring we reserve one session for playing a standard duplicate event.

The Spring event will be on May 17 (the last session of the month & year).

Please sort yourselves into pairs and **write down** your **agreed system**.

Then form yourselves into fours. The fours have no significance at all, other than ensuring each table is full. Anyone who says they will play should attend. If you fail to turn up, the other 3 in your group will not be able to play.

You can use the group email to send a message to all members of the group saying you are seeking a partner – or are a pair seeking another pair.

If necessary, it may be possible to find an external "expert" to partner someone. This will require a couple of weeks notice to arrange.

Please email me your fours (two pairs) as soon as possible. The event will be between 9 and 12 boards in 100 minutes with 20 minutes to score it and award the fine 40p party trophies to the winning pair.

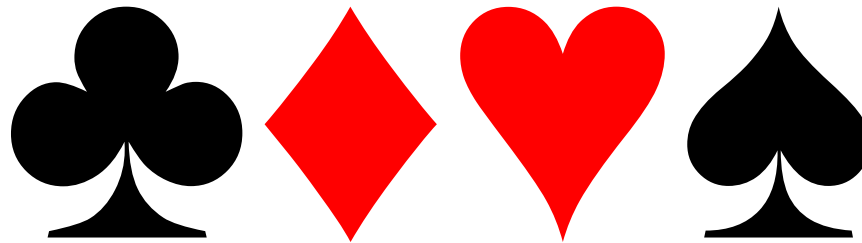
Please arrive at least 10 minutes early to help set up and to shuffle.



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Week 13 Welcome



Steve Bailey

This presentation has been rewritten following the session.



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Week 13 Play - making a plan

In the past few sessions, I have noticed that on several occasions the bidding we had been studying was fine, but declarer went down in the contract.

I think that, at least partly, this is because of insufficient planning.



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Week 13 Play - making a plan

In the past few sessions, I have noticed that on several occasions the bidding we had been studying was fine, but declarer went down in the contract.

I think that, at least partly, this is because of insufficient planning.

A plan can be very involved and take some time to formulate. Note there are occasions when a plan may not work – often when the split of the cards between the opposition pair is extreme (eg 5:0 rather than 3:2). Sometimes you may have a situation where you can only make the contract if a finesse works and the finesse will only work if a key card is in a specific hand – if it isn't you are doomed... **Assume and make a plan: much better than not making a plan.**



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There are also techniques that can sometimes be used to gain extra tricks – we'll talk about those in detail another year.

So this session will look at making a plan. Today it will take 10 minutes to make one, in real play you only spend a minute or so.



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A plan can be very involved and take some time to formulate. There are occasions when a plan may not work – often when the split of the cards between the opposition pair is extreme (eg 5:0 rather than 3:2). Sometimes you may have a situation where you can only make the contract if a finesse works and the finesse will only work if a key card is in a specific hand – if it isn't you are doomed... Assume and make a plan: much better than not making a plan.

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So this session will look at making a plan. Today it will take 10 minutes to make one, in real play you only spend a minute or so.

This plan should be made as soon as you first see 27 cards (your hand, dummy's hand and the opening lead). And **BEFORE** you play a card from dummy. Do not "go all gung ho", saying "this is difficult, I won't bother".



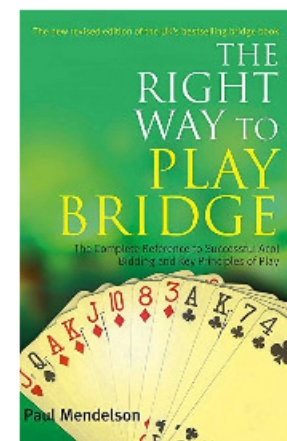
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Week 13 Play - making a plan

Further study

Chapter 13 of RWPB "Key Principles of Card Play".



Mr Bridge DVD

Better Bridge with Bernard (Magee)
Making a plan as declarer

Summary of content: Page 11 of
mrbridge.co.uk/assets/docs/library/153/153.pdf



Also

www.bridgewebs.com/kltcbridge/150209%20Declarer%20Play.pdf



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Week 13 Play - making a plan

Making a plan

The presentation shows 5 stages. The first 4 you should already be (mostly) aware of, even if you choose not to do it because it is "difficult".

The fifth stage is an attempt to mechanize the process so that you can see more clearly what you can readily achieve and turn to thinking about what more you need to manage – and how.

Whilst learning/practising, I suggest you do stage 5 with pen and paper and take 10 minutes over it. Eventually and in a club, you will need to approximate the process in your head in a single minute.

First half:

First the stages and some details of Stages 1 thru 4.

Second half:

Then the mechanization procedure.



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Week 13 Play - making a plan

Making a plan

As declarer, you need to do all of these stages, albeit to varying degrees of thoroughness.

Stage 1: **Master hand.**

Choosing the master hand should be almost instant.

Stage 2: **Top Tricks, eXtra Tricks and Losers.**

This is what most of the plan is about, working out what you HAVE, what you need to MANUFACTURE and what you CAN'T GET.

Stage 3: **Review the bidding and the opening lead.**

Occasionally things are clear cut enough that you don't need to bother with this. To maximise tricks, usually you do.

Stage 4: **Trick order and Entries.**

Important.

Stage 5: **Pair up cards in the two hands.**

This is NOT a scheme that I have seen published. It is a way of mechanizing some of the above, to slowly assist you whilst you become more adept at managing them intuitively.



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Week 13 Play - making a plan

Making a plan

And, mixed in with making the plan, is working out any fancy techniques you may be able to apply.

You may well have to revise earlier Stages of the plan as you consider later ones.

You may well have to revise the plan midway through play if things "pan out" other than as expected.

You will often not need to do ALL of this, but you should be prepared to, for the harder deals you may play.

Don't forget that in Duplicate Bridge, your objective is to "be the best", not to "make the contract". Don't just aim for 4S, think about 4S+1 or 4S+2.



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Week 13 Play - making a plan

Making a plan

We will go through these stages in the next few slides.

For today's set hands, after the opening lead, please place **both dummy** and **declarer** on the table as **exposed** hands and make your plan in writing – discussing it with the rest of the table as you do so.

*Note that it can often be **easier** to make a plan for a **slam** where you know "what is what" – make all the tricks except for ... that one. In a small contract such as 1NT, you can lose 6 and determining the 7 you will make may involve more choices.*



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Week 13 Play - making a plan

Master hand

Generally the "Master" hand is the one with **fewest losers** in it.

Usually this is Declarer's hand, normally the stronger hand of the two and the one with more trumps.

For the purposes of this presentation, I am going to refer to the partner hand of the Master hand as the "Second" hand. I expect there is a generally recognised jargon word for it, but I am not aware of it.



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Week 13 Play - making a plan

Top Tricks

Top Tricks (TT) involve a master from either hand thus A, AK, AKQ, AKQJ etc.

It ignores trumping which is assumed to be controlled independently.

If ALL the defenders' trumps will be drawn by your master trumps, then small extra length trumps become masters. So maybe AKQJxx with joint L9.

Eg: in a contract of 4H

712#4

S:865

S:K3

In Hearts {EW} have a joint L9H.

H:AQ987

H:KJ62

Only missing L4H ~ H:T543.

D:KJ2

D:A765

So, H:AKQJ will draw them,

C:A7

C:Q32

making H:9 a master spare trump.

TT~

S:-

H:AKQJx

D:AK

C:A

= 8

Remember you can't make more tricks in a non-trump suit than the longest holding.

AQ9

KJ6

is only 3TT (AKQ) despite holding AKQJ.



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Week 13 Play - making a plan

eXtra Tricks

When you know how many TTs you have, you can work out a target for how many eXtra Tricks (XT) you are aiming for.

In the deal of the previous slide, with 8 TTs, you need 2 XT to make your contract and would like more (*4H+1, 4H+2...*).

- With KQJ, assume K loses to A and QJ are 2 XT.
- With L6 and L2, you have 8 so opposition have 5. A 3:2 split allows 3 length winners, whilst a 5:0 only 1 length winner. 3:2 is most likely.
- The Master hand may have extra low trumps, not treated as TT. These may become XT.
- The Second hand may be able to gain by trumping for XT.
- Don't count a finesse unless you have no other choice, & then only as $\frac{1}{2}$ XT.



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Week 13 Play - making a plan

Losers

Having determined your Top tricks, you now must determine your "obvious" losers. This task is intermixed with determining XTs.

Eg:

KT2 QJ52

Ignoring trumping for the moment.

Has one obvious loser (K→A)

Which promotes the QJT run of 3.

So we count that suit as 1 Loser and 3 XTs.

Often you will find your list of "obvious" losers is too large, and then you have to manufacture XTs.

- It is often sensible to play losers early whilst you have control of all the suits.

Regardless of anything else, you MUST do the TT / XT / Loser evaluation.



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Week 13 Play - making a plan

Suit lengths and Splits

Count how many cards you jointly have in each suit, then work out how many "they" have.

Most often their **even** number splits half+1:half-1, while their **odd** number splits half+ $\frac{1}{2}$:half- $\frac{1}{2}$.

Thus your $L5+L2 = 7$. They have 6, an even number.
Half their 6 is 3, so expect a $3+1:3-1 = 4:2$ split.

Thus your $L5+L3 = 8$. They have 5, an odd number.
Half their 5 is $2\frac{1}{2}$, so expect a $2\frac{1}{2}+\frac{1}{2}:2\frac{1}{2}-\frac{1}{2} = 3:2$ split.

While the above are the most common splits, you need too think about what happens if it is more extreme than this.

Their 6 could be 4:2 or worse 5:1 or even 6:0. (3:3 is also possible).



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Week 13 Play - making a plan

Review the bidding and the opening lead.

The bidding tells a story. How does it affect your plan?

- Who has the points: {LHO} or {RHO}?
- Which points? *Could some key card be held by a particular opponent.*
- The opening lead also tells a story:
- Fourth highest to an honour? Which honour?
*Or at least Low to an honour, may only be L3 not the expected L4..
Unless it is actually a singleton!*
- Top of an honour sequence?
They have the one below and not the one above.
- A singleton?
- Near top of rubbish.
- For a suit contract assume it doesn't underlead an Ace.



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Week 13 Play - making a plan

Trick order and Entries

Some tricks want to be played led from Declarer's hand, some from Dummy's hand. Therefore you need to ensure that you have enough entries to each hand to achieve your aims. **Especially if you are establishing a long suit.**

If you don't have enough entries, sometimes you can achieve an acceptable result by ducking a trick. Otherwise you will NOT achieve your plan and must therefore make a different one.

You should **draw trumps as soon as possible** – **unless** you need the trumps to make other tricks. If that is the case, some of your Top Tricks may fail by being trumped.

If you have to lose tricks, you should either take the losers early while you still have controls in all the suits OR take them very late after you have achieved the contract.



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Week 13 Play - making a plan

Making a plan

And now for "Stage 5", the mechanization process.



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Week 13 Play - making a plan

Pair up cards in the two hands

This is the main part of this session.

You do it to predict the result of all 13 tricks – often an inaccurate prediction.

Initially you may want to do this in writing. Once familiar with it, you can revert to doing it mentally.

1. Within each suit, pair the strongest unpaired card with the weakest remaining card from the other hand. "Park" excess cards to one side. Then pair the parked cards in any convenient way, mixing suits.
2. Identify whether each pair is a winner or not (divide into TT, XT and ↓) (*use ↓ to indicate a loser.*)
3. Count winners and losers. Can you get more by swapping some cards around (eg changing trump-trump + other-other to trump-other + other-trump)

So let's look at an example:



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Week 13 Play - making a plan

Pair up cards in the two hands

Example: 4H by {W} with a {N} lead of 4S.

Eg: in a contract of 4H

712#4

S:865

S:K3

H:AQ987

H:KJ62

D:KJ2

D:A765

C:A7

C:Q32

We choose {W} as the Master hand as it is declarer, stronger and has more trumps.

List each Master card.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

List each Master card.

Contract 4H by {W}

{N} leads 4S.

712#4

- 1 8S
- 2 6S
- 3 5S
- 4 AH
- 5 QH
- 6 9H
- 7 8H
- 8 7H
- 9 KD
- 10 JD
- 11 2D
- 12 AC
- 13 7C

By suit, pair the strongest unpaired with the weakest unpaired. "Park" surplus.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S
2	6S	?
3	5S	KS
4	AH	
5	QH	
6	9H	
7	8H	
8	7H	
9	KD	
10	JD	
11	2D	
12	AC	
13	7C	

By suit, pair the strongest with the weakest.

Contract 4H by {W}

712#4

{N} leads 4S.

• Top Tricks (TT) are highlit in bold.

S:- H:AKQJx D:AK C:A = 8

Spades: K gets 5, then 8 gets 3.

6 remains unpaired.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S
2	6S	?
3	5S	KS
4	AH	2H
5	QH	6H
6	9H	?
7	8H	JH
8	7H	KH
9	KD	
10	JD	
11	2D	
12	AC	
13	7C	

By suit, pair the strongest with the weakest.

Contract 4H by {W}

712#4

{N} leads 4S.

• Top Tricks (TT) are highlit in bold.

S:- H:AKQJx D:AK C:A = 8

Hearts: A gets 2, K gets 7, Q gets 6,
J gets 8 and 9 is an unpaired TT.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S
2	6S	?
3	5S	KS
4	AH	2H
5	QH	6H
6	9H	?
7	8H	JH
8	7H	KH
9	KD	5D
10	JD	6D
11	2D	AD
12	AC	
13	7C	

By suit, pair the strongest with the weakest.

Contract 4H by {W}

712#4

{N} leads 4S.

• Top Tricks (TT) are highlit in bold.

S:- H:AKQJx D:AK C:A = 8

Diamonds: A gets 2, K gets 5, J gets 6.

Park 7D

7D



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S
2	6S	?
3	5S	KS
4	AH	2H
5	QH	6H
6	9H	?
7	8H	JH
8	7H	KH
9	KD	5D
10	JD	6D
11	2D	AD
12	AC	2C
13	7C	QC

By suit, pair the strongest with the weakest.

Contract 4H by {W}

712#4

{N} leads 4S.

• Top Tricks (TT) are highlit in bold.

S:- H:AKQJx D:AK C:A = 8

Clubs: A gets 2, Q gets 7.

Park 3C

7D 3C

Next, allocate the parked cards to the unpaired masters in any order.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

Allocate parked in any order.

Contract 4H by {W}

{N} leads 4S.

712#4

1	8S	3S
2	6S	? 7D
3	5S	KS
4	AH	2H
5	QH	6H
6	9H	? 3C
7	8H	JH
8	7H	KH
9	KD	5D
10	JD	6D
11	2D	AD
12	AC	2C
13	7C	QC

Mark each pair as TT, XT or loser (use ↓ for a loser).



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

Mark each pair as TT, XT or ↓.

Contract 4H by {W}

{N} leads 4S.

712#4

1	8S	3S	↓
2	6S	? 7D	↓
3	5S	KS	↓?
4	AH	2H	TT
5	QH	6H	TT
6	9H	? 3C	TT
7	8H	JH	TT
8	7H	KH	TT
9	KD	5D	TT
10	JD	6D	↓?
11	2D	AD	TT
12	AC	2C	TT
13	7C	QC	↓?

8S→9S Loser as 8S easily beaten.

6S→10S or 7D→8D Loser, both beatable.

KS→AS May win if AS with {N}.

JD→QD May win if QD with {S}.

QC→KC May win if KC with {N}.

Try to reduce 5 losers to 3-. Ponder sources of XT, bidding and opening lead.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S	↓
2	6S	? 7D	↓
3	5S	KS	↓
4	AH	2H	TT
5	QH	6H	TT
6	9H	? 3C	TT
7	8H	JH	TT
8	7H	KH	TT
9	KD	5D	TT
10	JD	6D	↓?
11	2D	AD	TT
12	AC	2C	TT
13	7C	QC	↓?

Try to reduce 5 losers to 3-. Ponder...

Contract 4H by {W}

712#4

{N} leads 4S. Denies unsupported Ace.

Unless L1S, promises honour: QS or JS.

So {S} has AS.

KS→AS Now planned loser as {S} has AS.

• QH will win regardless, so playing 6H here "wastes" a "short" trump.

JD→QD May win if QD with {S}.

QC→KC May win if KC with {N}.

6S can be trumped in short trump hand. Swap 7D with "spare" 6H from QH.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S	↓
2	6S	6H	XT
3	5S	KS	↓
4	AH	2H	TT
5	QH	7D	TT
6	9H	? 3C	TT
7	8H	JH	TT
8	7H	KH	TT
9	KD	5D	TT
10	JD	6D	↓?
11	2D	AD	TT
12	AC	2C	TT
13	7C	QC	↓?

Try to reduce 5 losers to 3-. Ponder...

Contract 4H by {W}

712#4

{N} leads 4S. Denies unsupported Ace.

Unless L1S, promises honour: QS or JS.

So {S} has AS.

Changes from a loser to XT if split is ok.

Planned loser.

Stays a TT.

JD→QD May win if QD with {S}.

QC→KC May win if KC with {N}.

What else? Only two finesses (50%) available – try both – hope one works.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S	↓
2	6S	6H	XT
3	5S	KS	↓
4	AH	2H	TT
5	QH	7D	TT
6	9H	? 3C	TT
7	8H	JH	TT
8	7H	KH	TT
9	KD	5D	TT
10	JD	6D	↓/XT
11	2D	AD	TT
12	AC	2C	TT
13	7C	QC	↓/XT

Try to reduce 5 losers to 3-. Ponder...

Contract 4H by {W}

712#4

{N} leads 4S. Denies unsupported Ace.

Unless L1S, promises honour: QS.

So {S} has AS.

Planned loser.

Changes from a loser to an XT.

Planned loser.

Stays a TT.

JD→QD Finesse 50%.

QC→KC Finesse 50%.

Now work out the order of play.



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Week 13 Play - making a plan

Master

S:865

H:AQ987

D:KJ2

C:A7

S:K3

H:KJ62

D:A765

C:Q32

1	8S	3S	↓
2	6S	6H	XT
3	5S	KS	↓
4	AH	2H	TT
5	QH	7D	TT
6	9H	? 3C	TT
7	8H	JH	TT
8	7H	KH	TT
9	KD	5D	TT
10	JD	6D	↓/XT
11	2D	AD	TT
12	AC	2C	TT
13	7C	QC	↓/XT

Work out the order of play.

Contract 4H by {W}

712#4

{N} leads 4S. Denies unsupported Ace.

Unless L1S, promises honour: QS.

So {S} has AS.

Order~

Lose Trick 1 (4S→3S→BigS→8S).

Only played 8S to keep pairing as listed.

In reality, would play 5S.

If next trick S, lose KS. Else win and lead S.

Thus lose KS→AS.

Win next trick.

Draw up to 3 rounds of trumps, end in {W}.

Trump 6S with 6H.

Try Finesse of JD.

Win a trick. Cross to {W}.

Lead 7C to QC (finesse).

Win remaining trumps and TT.

And that is your plan.



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Week 13 Play - making a plan

Eg: Master

S:865

S:K3

H:AQ987

H:KJ62

D:KJ2

D:A765

C:A7

C:Q32

Contract 4H by {W}

712#4

{N} leads 4S.

You can all try this hand as the first set hand...

But after the event, I am adding the full hand and the expected play.

See next slides.

In the following slides I intentionally keep the pairings as planned. Even if, for example, discarding QC on KC seems folly. It actually doesn't matter here.



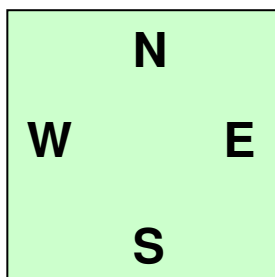
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Week 13 Play - making a plan

♠ QT942
♥ 43
♦ T9
♣ K984

♠ 865
♥ AQ987
♦ KJ2
♣ A7



♠ AJ7
♥ T5
♦ Q843
♣ JT65

♠ K3
♥ KJ62
♦ A765
♣ Q32

4H by {W}. Using the plan

{N}1 **"Lose trick 1"** *First planned loser.*
4S 3S **JS** 8S ↓
*{S} can see S:AKJ, so Q with {N},
so safe to play JS (L4S not L1S).
{W} plays 8S as it was paired
with 3S.*

{S}2 **If next trick S, lose KS.**
Second planned loser

{S}3 **AS** 5S 2S KS ↓
Finesse QC played early by {NS}.
5C 7C **KC** QC ↓
Loser: Finesse failed.
*{E} plays QC as it was paired
with 7C.*

{N}4 **Win next trick.**
10D 5D QD **KD** (1)TT
*This also promotes JD from
50% Finesse to 100% Master.*



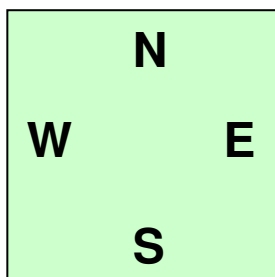
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Week 13 Play - making a plan

♠ QT9
♥ 43
♦ 9
♣ 984

♠ 6
♥ AQ987
♦ J2
♣ A



♠ -
♥ KJ62
♦ A76
♣ 32

♠ 7
♥ T5
♦ 843
♣ JT6

4H by {W}. Using the plan

{W}5 *Three trump rounds, end in {W}.*

Keep QH for 7D.

7H 3H **KH** 5H (2)TT

2 drawn. Worst split is now 3:1

{E}6 **JH** 10H 8H 4H (3)TT

All trumps drawn. Was 2:2 split.

{E}7 Cross to {W}

2H any **AH** any (4)TT

Assume {S}=6C {N}=4C



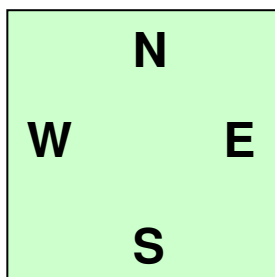
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Week 13 Play - making a plan

♠ QT9
♥ -
♦ 9
♣ 98

♠ 6
♥ Q9
♦ J2
♣ A



♠ -
♥ 6
♦ A76
♣ 32

♠ 7
♥ -
♦ 843
♣ JT

4H by {W}. Using the plan

{W}8 **Trump 6S with 6H**
6S 9S **6H** 7S (5)XT
*No worries about overtrumping
as all trumps drawn.*

{E}9 **Win now-not-a-finesse JD**
6D 3D **JD** 9D (6)XT

{W}10 **Win remaining tricks**
2D 8C **AD** 4D (7)TT

{E}11 2C 10C **AC** 8C (8)TT

{W}12 **QH** 10S 7D 8D (9)TT

{W}13 **9H** QS 3C JC (10)TT

4H✓ by {W}. {EW}=+620 (or +420).



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Week 13 Play - making a plan

Special Play

We will now play some set hands. Many are ones that have proven problematic in the past.

Please use the bidding on the card in the board.

Once the bidding and the opening lead have been done, FOR TODAY ONLY, please also display Declarer's hand in the same way as Dummy.

There will be forms available for "doing pairings" and making plans. Please use it. Please verbalise your plans to the rest of the table.

Still record the results on travellers as usual.

If Declarer fails, please play the hand again. Record the result twice.



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Week 13 Play

Play

NS have the pair number of their table, N has his back to the stage.
EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Many boards have instructions on coloured card. **The appropriate people should read each card at the time it says and follow its instructions.**

If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

Any questions?

Tea / coffee & biscuit. (20p)

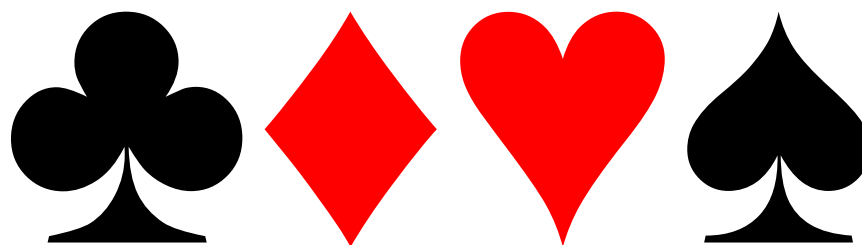
PLAY



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Week 13



The end

