

BRIDGE STRATEGIES

INFERENCES The Dog Didn't Bark

Bridge Lab

with the Monroes

When one action is chosen over other available options, what inferences can be made and how can we use that information to our advantage?

INFERENCES

<p>PREDICTABLE SOURCES</p>	<p>BIDDING. Make distributional “shape” inferences from what has and has not been bid.</p> <ul style="list-style-type: none"> • Visualizing partner’s distribution from the opponents’ bidding can lead to very successful defense. • Declarer uses inferences to guide the play of the hand. <p>OPENING LEAD AND PLAYS AT TRICK ONE. The first opportunity for Defenders to communicate and for Declarer to plan the play. Trick one often determines the outcome of the hand. Pay attention!</p>
<p>INFORMATIONAL SOURCES</p>	<p>ALL FORMS OF CARDING – Every card played conveys information. Specific information as agreed by a partnership is referred to as a “signal.”</p> <p>DECLARER STRATEGY. What approach is Declarer taking? What does the order of suits played tell you?</p>
<p>NEGATIVE INFERENCES</p>	<p>Inferences are based on standard general concepts and specific partnership agreements. What card was not played? What bid was not made?</p>

DEFENSE GOAL – DEFEAT THE CONTRACT!

The most important decision when choosing an opening lead is whether to choose passive or active defense. It’s often best to make passive opening leads.

<p>PASSIVE</p>	<p>Wait for tricks to be delivered. Make safe leads and don’t give tricks away!</p> <ul style="list-style-type: none"> • Top of Sequence. Safe lead that rarely gives away a trick. • Lead trump. Prevent ruffs in Dummy (short hand). Obstruct Declarer’s plan and wait for tricks.
<p>ACTIVE</p>	<p>Attack and go in search of tricks. Make risky plays to try and get your tricks quickly before they disappear.</p> <ul style="list-style-type: none"> • 4th Highest. Lead away from an unsupported Ace or King. Try to find useful cards in partner’s hand. • Unbid Suit. Could be Partner’s suit or Declarer’s weak suit. • Singleton. Try to get a ruff in a suit contract (not NoTrump).

Bridge With The Monroes

www.bridgewiththemonroes.com

201226

THE ART OF COMMUNICATION - THE DOG DIDN'T BARK

Board 1

East Deals

♠ Q 5 3 ♥ K 7 3 2 ♦ A K 7 6 ♣ Q J	♠ 9 2 ♥ 8 6 5 4 ♦ 8 ♣ 10 9 7 6 5 2	♠ K J 10 8 7 6 ♥ A ♦ Q J 10 9 ♣ A K	<div style="text-align: center; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>
--	---	--	--

0 15 18 7	♠ A 4 ♥ Q J 10 9 ♦ 5 4 3 2 ♣ 8 4 3	West 2 ♦ ¹ 6 ♠	North Pass All pass	East 1 ♠ 4 ♦ ²	South Pass Pass
-----------------	---	---------------------------------	---------------------------	---------------------------------	-----------------------

1. 13+ points, 4+♦s
2. Slam interest, 4-♦s

Contract. 6 ♠ East

Passive Lead = ♥ Q , **Active lead** = ♦ 5

Auction CLUES

- Is the contract likely to be successful?
 - What can the defense do to defeat the contract?
- WOOF!** E/W have bid to game confidently. The defense needs to take tricks quickly.

Card CLUES

West bid 2 ♦ East bid 4 ♦ EW has an 8 or 9 card ♦ fit.

WOOF! WOOF! West and East both bid ♦s showing 4-card suits. South has 4 ♦s. How many ♦s does partner (North) have?

Should South lead top (♥ Q) of a solid sequence?
Should South lead ♦s?

South leads a ♦ and North plays the ♦ 8.

WOOF! Can it be high of a doubleton?
Can South see the ♦ 5432 and ♦ 76?

East wins the first trick and leads a little ♠.
Should South play **Second Hand Low**?
South needs to win the first ♠ and return a ♦ while North still has a trump.

Board 2

North Deals

♠ 10 2 ♥ Q J 9 3 2 ♦ 6 4 3 2 ♣ J 2	♠ K Q 6 5 4 ♥ A 10 8 ♦ A 9 8 ♣ 10 9	♠ A 9 8 ♥ 7 6 ♦ Q 10 7 ♣ A 8 7 4 3	<div style="text-align: center; border: 1px solid black; padding: 5px; width: 40px; margin: 0 auto;"> N W E S </div>
---	--	---	--

13 4 10 13	♠ J 7 3 ♥ K 5 4 ♦ K J 5 ♣ K Q 6 5	West Pass	North 1 ♠ Pass ²	East Pass All pass	South 3 N ¹
------------------	--	--------------	-----------------------------------	--------------------------	---------------------------

1. CREW Describes balanced hand, 2-3 ♠s, limited 13-15 points. NF
2. CAPTAIN Decides on game. No likely advantage to a ♠ contract with a balanced hand, no interest in slam.

Contract. 3 NT by South

Passive Lead = ♥ Q Top of Honor Sequence

Auction CLUES

- Is 3 NT a signoff bid?
 - Could Opener have six or more ♠s?
 - What is Opener's strength range?
- WOOF!** 3 NT is informational, not a signoff. With six or more ♠s Opener would have an unbalanced hand and correct the contract to 4 ♠. With medium/maximum strength Opener would show an interest in slam. Opener must have a balanced hand with five ♠s, 12-14 points, too weak to open 1 NT.

Card CLUES

- What message does the ♥ Q deliver?
 - What signal message applies at trick one?
- WOOF!** The ♥ Q is top of a 3-card honor sequence. With the ♥ 10 in Dummy the sequence is broken ♥ QJ9 and West is marked with the ♥ J. Declarer must win trick one with the ♥ K, preserve the ♥ A10 in Dummy to finesse the ♥ J. The ♥ 10 becomes an entry to Dummy.

Declarer Play. Five sure tricks, four more tricks are needed. Drive out the ♠ A to promote four ♠ tricks if the suit divides 3-2 as expected. A *direct* finesse is available in ♦s. An *indirect* finesse is available ♣s (guaranteed one trick). With the opening lead, a *marked* finesse is available in ♥s.

Defense. Third hand is not trying to win the trick, and uses an attitude signal. A high card in the suit led is encouraging, a low card is discouraging. Play the ♥ 6, low to discourage.

THE ART OF COMMUNICATION ~ THE DOG DIDN'T BARK

Board 3

South Deals

♠ Q 10 8 6 ♥ A 9 5 ♦ 8 5 2 ♣ 9 7 3	<table style="margin: auto; border-collapse: collapse;"> <tr><td>♠</td><td>5 4 2</td></tr> <tr><td>♥</td><td>J 4 3</td></tr> <tr><td>♦</td><td>A Q J 7</td></tr> <tr><td>♣</td><td>Q 8 6</td></tr> </table> <div style="text-align: center; margin-top: 10px;"> <table style="border: 1px solid black; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>	♠	5 4 2	♥	J 4 3	♦	A Q J 7	♣	Q 8 6		N		W		E		S		♠ A J 9 7 ♥ 8 7 6 ♦ K 6 4 ♣ 10 5 2	
♠	5 4 2																			
♥	J 4 3																			
♦	A Q J 7																			
♣	Q 8 6																			
	N																			
W		E																		
	S																			

	♠ K 3 ♥ K Q 10 2 ♦ 10 9 3 ♣ A K J 4		
10 6 8 16			
West	North	East	South

Pass 3 N² All pass
 1. CREW Limited strength, known shape.
 2. CAPTAIN decides on NT game, 10-15 points.

Contract. 3 NT by South

Active Lead = ♠ 6 4th Highest

Auction CLUES

-What is the situation with major suits?
WOOF! North tends to deny major suit interest and there may be major suit weakness.

Card CLUES

-How many ♠s does West have?
 -Who has the ♠ K?
 -How many ♠ tricks will the defense win?

Can Declarer afford to lose the lead?

Promote ♥s? Finesse ♦s? The opening lead of the ♠ 6 reveals the answer for Declarer.

WOOF! Declarer can see the ♠ 5432 so the ♠ 6 is the lowest outstanding card in the suit and a 4th Highest lead. West and East each have exactly four ♠s and the defense will only take three ♠ tricks. It's safe for Declarer to lose the lead and promote three ♥ tricks to guarantee the contract rather than attempt the dubious ♦ finesse.

Promotion. Turn cards into winners by driving out the higher-ranking card(s). 100% chance for success, lead must be lost to the defenders.

♥ KQJ10 lose the ♥ A to promote 3 winning tricks.

Finesse. Try to win a high card when the defenders hold a higher-ranking card(s). May avoid losing the lead. About 50% chance for success, dependent on card location. ♦ AQ. The ♦ Q can win a trick if the ♦ K can be trapped.

Declarer Play. Without enough sure tricks to make the contract, identify which suit(s) is available to develop tricks. Beware of the danger when deciding which suit to tackle.

Defense Goal. Win five tricks. Lead the longest unbid major suit.

Board 4

South Deals

♠ 9 5 2 ♥ A 10 7 ♦ K 9 7 2 ♣ A 9 5	<table style="margin: auto; border-collapse: collapse;"> <tr><td>♠</td><td>Q 10 6</td></tr> <tr><td>♥</td><td>Q 5 4</td></tr> <tr><td>♦</td><td>8 6 5</td></tr> <tr><td>♣</td><td>K J 8 6</td></tr> </table> <div style="text-align: center; margin-top: 10px;"> <table style="border: 1px solid black; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table> </div>	♠	Q 10 6	♥	Q 5 4	♦	8 6 5	♣	K J 8 6		N		W		E		S		♠ 3 ♥ J 9 8 3 2 ♦ Q J 3 ♣ 10 7 4 2	
♠	Q 10 6																			
♥	Q 5 4																			
♦	8 6 5																			
♣	K J 8 6																			
	N																			
W		E																		
	S																			

	♠ A K J 8 7 4 ♥ K 6 ♦ A 10 4 ♣ Q 3		
8 11 4 17			
West	North	East	South

Pass 2 ♠¹ Pass 4 ♠²
 All pass
 1. CREW makes a limited 6-10 raise with 3+ ♠s. NF
 2. CAPTAIN decides on game, maximum hand 19-21.

Contract. 4 ♠ by South

Active Lead = ♦ 2 4th Highest

Auction CLUES

- Is the contract likely to be successful?
 - What can the defense do to defeat the contract?
WOOF! South has confidently bid to game and has shown a maximum hand. The defense may need to attack and take their tricks quickly before they disappear.

Card CLUES

-What does the opening lead of the ♦ 2 tell you?
 -What does the 3rd card played to trick (3rd hand) tell you?
 -What card did Declarer play at trick one?
WOOF! West's lead indicates 4th Highest and exactly four ♦s with an honor. East is third to play and tries to win the trick.

Who has the ♦ Q?

- If East plays the ♦ Q at trick one, Declarer wins the ♦ A and partner will place the ♦ J in Declarer's hand by inference and may not continue with ♦s.
 -If East plays the ♦ J at trick one, Declarer wins the ♦ A and East is marked with the ♦ Q.
WOOF! WOOF! If Declarer had the ♦ Q they would win the trick with the ♦ Q not the ♦ A.

Third Hand High *but only as high as necessary.* When trying to win a trick, an honor card played denies the lower touching card, does not deny a higher touching card.

Declarer Play. Manage losers from the South hand with the long trump length. Draw trump and promote ♣ tricks to discard a losing ♦.