



# The Future Life Master



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## Bridge...it's Something Different For Each of Us



by Art Roberts

Last January I walked through the door of the Bridge Center of Austin with no idea about what to expect.

Having not played duplicate since college 40 years ago, I arrived in the Tuesday morning Bridge Plus game and found an enthusiastic

instructor and some very friendly people, but...I also arrived with a head full of rules, conventions, and styles of play that had not been appropriate for many years.

The first "shock" set in when I tried to bid aloud, already having forgotten that my bid-box was at my side. My first partner, Norma, smiled and was very patient, as were the other players at the table.

Norma and I nearly placed in my first game, and everyone was so friendly that I quickly decided that I was ready to return to my game of choice. Only working part-time now, I was able to begin the process.

The director quickly paired me with another player, Mike, who was an absolute delight as a partner.

Mike and I played for months, scoring some occasional points, and enjoying the times that we partnered. He has moved toward the "other side of the room," pairing with others and improving his game. Usually able to play only once a week, I want to continue exactly where I am...enjoying the game, splitting a Diet-Coke with Posy, visiting with Jurgen about the "old country" and discussing a world of topics with the friends I find at each table.

My approach was best summarized by Frank, who I heard say, on the first morning I played, "It doesn't make any difference! Are you having fun?"

For me, that statement best summarizes what I am seeking at the Bridge Center, and with the guidance of the directors, tables full of nice, interesting people who are playing some fine bridge, each of them meeting their own needs and goals while enjoying both the process and the people, I am having fun.

Every person sitting at the bridge table has a different agenda, and it is the wonder of the game, that, while playing their hand among our group, they will likely achieve it...unless, of course, your only goal is to win! If so, watch out... I will work hard to make sure you are not successful.



## *In 1492*

***In fourteen hundred ninety-two  
Columbus sailed the ocean blue.  
He sailed by night; he sailed by day;  
He used the stars to find his way.  
A compass also helped him know  
How to find the way to go.***

These excerpts from the well-known poem, "*In 1492*," highlight the navigational challenge confronted by Christopher Columbus. Celestial sailing and rudimentary compasses for facing the unknown made the task at hand extremely difficult. Yet, shouts of Land Ho on October 12...**Discovery Day**...sealed his name and fame in history from that moment on.

Apologies to Christopher Columbus, but it seems fitting in this month of Discovery to feature in this newsletter the bridge technique...**Discovery Play**. This technique is an intentionally instigated line of play that allows declarer to draw useful conclusions about distributions and high cards by watching the cards played or discarded by defenders (declarer's celestial navigation and compass so to speak). A Discovery Play can be used to count both adverse distribution and points. In some cases it ends with complete knowledge; in others, it will provide only probabilities.

This article details two hands where you will see Discovery Plays in action. Subconsciously, every player (including defenders) uses the feature of discovery on nearly every bridge hand. It is the conscious usage of discovery, however, that lends itself to better productivity. Visualize and incorporate...Discovery Plays will make you a better player.

Observe the following hands on page two:



## Discovery Plays

(con't)

Here's a deal where declarer can use a **Discovery Play** to collect extra information:

**Dummy** ♠ AQ9  
♥ 765  
♦ A432  
♣ K102

**You:** ♠ K10865  
♥ 842  
♦ K7  
♣ AJ5

### The Auction:

RHO	You	LHO	Partner
1H	1S	Pass	4S

**Opening lead:** Jack of hearts by LHO...

RHO overtakes the heart jack and cashes the AKQ. LHO pitches two small clubs on the second and third hearts. RHO exits with a spade and you cash the AKQ. RHO follows with the J74 of spades. LHO follows with the 32 and pitches a small club on the third spade. Making the contract depends on guessing the location of the club queen. With nothing else to go on, you might finesse RHO for the queen just because he opened the bidding and is therefore more likely to hold the missing high-card points. However, if declarer counts the opponents' cards (points and distribution), he might come to a different conclusion. And...by using a simple discovery play, declarer may be able to guarantee three club winners.

### Declarer's thought process:

Focus the count on opener (RHO). So far, declarer knows 9 of his 13 cards -- 6 hearts and 3 spades. Declarer has seen 10 of his high-card points -- the AKQ of hearts and the jack of spades. Did RHO need the club queen to open the bidding? No. He could hold the diamond queen or QJ, which would give him 12 or 13 points.

### Extra insurance -- the discovery play:

Before declarer makes the critical play in the club suit, he should play on diamonds to gather more information about RHO's distribution. Cash the diamond king and ace and then trump one of dummy's small diamonds...providing declarer with all the information needed to take three sure club tricks. Declarer may

also see more of RHO's high-card points on the diamond tricks, but the most important information here is his distribution. Declarer now knows 12 of RHO's 13 cards -- 3 spades, 6 hearts and at least 3 diamonds. That leaves him with a void or singleton in clubs, so declarer now has a "marked" finesse for the club queen. Cash the club ace, just in case RHO has the singleton queen. If the queen doesn't fall, finesse LHO for his known queen by leading a low club to dummy's 10.

Another deal where declarer can use a **Discovery Play** to bring home the contract...

**Dummy:** ♠ K J 8 4  
♥ Q104 3  
♦ J 6 2  
♣ 7 5

**You:** ♠ A 10 9 3  
♥ J 9  
♦ Q 9 7  
♣ K Q J 10

### The Auction:

RHO	You	LHO	Partner
		Pass	Pass
Pass	1C	Pass	1H
Pass	1S	Pass	2S

**Opening Lead:** King of Hearts by LHO...

After winning trick one, LHO shifts to a diamond. RHO wins the diamond Ace and King.

### Declarer's thought process :

Focus on the point count of each opponent. LHO is marked with the Heart Ace-King and RHO has shown the Diamond Ace-King. The Club Ace must still be lost; thus, the contract depends on finding the Spade Queen.

### Extra insurance -- the discovery play:

Before declarer attempts to find the spade queen, drive out the Club Ace if defender's do not break the suit. Whichever opponent holds it, he would have eleven known HCP's (Ace-King-Ace). If that defender also had the Spade Queen, he would have an opening hand. Conclusion via **Discovery Play**...finesse the other defender for the Spade Queen. It will win nearly 100% of the time.

**Article by Tom Clark, BCA Club Manager**



Congratulations to these First Overall Winners in recent Unit 207 Novice events:

**August 99er Sectional:** *Bart and Laurene Jacob* (Saturday afternoon), *Pat Rutledge and Nancy McDermott* (Sunday afternoon)

**September Sectional**, 199er games: *Julie Valentine and Steve Hollahan* (Thursday afternoon), *Kent and Peggy Stewart* (Friday afternoon), *Daniel Baker and Lizanne McDaniel* (Friday evening), *Marlene Golden and Fiona Schuurman* (Saturday afternoon)

**October 99er Sectional:** *Julie Valentine and Steve Hollahan* (Saturday afternoon), *Mark Weimer and Kathleen Monahan* (Sunday afternoon)

## Bridge Lessons

### Bridge Center of Austin Workshops

Sunday, November 1, 11:30- 1:30 -- Opening Leads  
Sunday, November 22, 11:30 - 1:30 -- A Simple Losing Trick Count Aid to Bidding  
Rosemary Kelley, Instructor. Call 300-2743 to register.

### Beginning Bridge, Eanes ISD

November 5 - December 17, 6:30 - 8:30.  
Sally Sekac, Instructor. Call 732-9022 to register.

## Tourney Calendar

**November 14 and 15** Unit 207 Non-Life Master Sectional at the Bridge Center of Austin -Sessions on **Saturday, 1:30 and 5:30, Sunday, 1:30** Partnership chair is Mark McAllister, [Markmc9@austin.rr.com](mailto:Markmc9@austin.rr.com) 512-587-8524

WHAT DO YOU  
CALL AN 8 CARD  
SUIT?



TRUMP

## Novice Game Schedule

Novice or limited games refer to those games in which players holding more than a certain number of masterpoints may not play. Novices are invited to play in **all** games throughout the Unit, however those games that cater specifically to the newer player are:

**Monday, 7:00 p.m.** \* BCA 0-200 points

**Tuesday, 10:30 a.m.** \* BCA 0-75 points

**Wednesday, 11:30 a.m.** BCA 0-300 points

**Thursday, 11:30 a.m.** BCA 0-750 points

\* Free 20-minute lessons held before these games

A complete schedule of games in Unit 207 may be found at: <http://www.d16acbl.org/U207/>

## New Life Master Requirements

**Important news!** Beginning January 1, 2010 the requirements for attaining Life Master status will change. The number of masterpoints needed to become a Life Master will increase from 300 to **500**. Players who are already members of the ACBL or join before January 1, 2010 will be "grandfathered" in under the old requirements to become a Life Master. Players who allow their ACBL membership to lapse will need to fulfill the new Life Master requirements. This does not apply to players who are already Life Masters.

If you are not currently an ACBL member – now is an excellent time to join! Your club director is happy to provide you with an "instant membership" or you may join online through the ACBL website: <https://web.acbl.org/JoinRenew/Join/index.do>

## BRIDGE SLANG

**Telephone number --** A penalty in the four digits. "I went for a telephone number" means you got caught for minus 1100 or 1400.

**Tap --** When on defense, to lead a suit that declarer is void in so as to reduce declarer's trumps. If you continually "tap" declarer every time you are on lead you are employing a "forcing defense."

**"The Future Life Master"** is a bi-monthly publication of ACBL Unit 207. Laura Delfeld, editor. Please forward information regarding Novice games or lessons to: [delhan@swbell.net](mailto:delhan@swbell.net)