



THE BRIDGE BULLETIN

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FROM THE CHAIR

Three topics to be talked about this month.

The first one is the topic of vaccinations which is much discussed at the moment. At the time of writing (mid September), 7,473,903 people have been fully vaccinated, representing 12.8% of our total population, and 11,034,034 (18.8% of the population) have had at least one dose. No deaths have been attributed to Covid vaccines in South Africa, while the latest data show they work. Vaccines are now freely available to the entire adult population here. The over 60s (and many of our Gauteng bridge players are in this age category) are considered most at risk.

Discovery's research suggests that people who have been vaccinated are 3 times less likely to infect others, 4 times less likely to end up in high care/ICU, and 10 times less likely to die if they get

Covid compared to unvaccinated individuals. Other sobering statements are vaccines have been proven to be effective and are the only viable countermeasure to avoid ongoing lockdowns and social isolation. Furthermore, if a sufficient percentage of our population is not vaccinated we will never return to normality again.

As the risk of getting Covid is higher in crowded and poorly ventilated spaces where infected people spend long periods of time together in close proximity, bridge clubs must remain closed. As the virus is known to be spread by respiratory droplets, coughing, sneezing, or just talking when people are close to each other are dangerous activities! As James Grant said to me recently, we want to see what happens in other countries when they open their bridge clubs and we must remember we have the most vaccinated people in Africa but many less than European countries.

Secondly, and very sad to report, our GBU family has lost quite a few members to either Covid or related problems during the time our member bridge clubs have been closed. Unfortunately we only hear of these deaths if someone informs us as most of us only "see" each other on BBO. All our

members are important to us and we extend our sympathy and condolences to the family and friends of all those who have passed on. May Their Dear Souls Rest In Peace.

Thirdly, on a brighter note, I would like to say THANK YOU SO MUCH to Robert Stephens and Lotte Sorenson (and I believe others behind the scenes whose names I do not know) for keeping our regular “fix” of bridge going via BBO. We are lucky to have at least this way of participating in our favourite activity! Please keep up the good work – it is much appreciated!

Yours in bridge,



Deirdre Ingersent

If you have news or articles you'd like to see featured in future issues of The Bridge Bulletin, please send them to the editor at nicky@chasingdreamspublishing.com



THE BRIDGE LOUNGE

by Jeff Sapire

A few years' back, the Links Bridge Club ran an annual Pro-Am event. It was a Pairs event, where the better players (Pros) partner the less experienced ones (Ams). Here's an interesting deal from the event.

<p>Dir. North ♠ A103 Vul. None ♥ A62 ♦ QJ1072 ♣ J8</p>	<p>♠ KQJ ♥ J8543 ♦ 853 ♣ 97</p>
<p>♠ 654 ♥ 7 ♦ AK6 ♣ AKQ532</p>	<p>♠ 9872 ♥ KQ109 ♦ 94 ♣ 1064</p>

West	North	East	South
	1♦	P	P
3♣	P	3♥	P
3NT	All Pass		

Opening Lead: Q♦

Bidding:

South should have responded 1H, but when he passed, 1D came around to west, who decided the hand looked a bit too good for a simple 2C overcall, so he jumped to 3C to show extra values. East didn't have any clear-cut action, but decided to risk 3H. Back to west again, who didn't feel like

going to 4C, so he took a shot at 3NT, hoping the clubs would run and gambling on partner having something in spades.

Play:

Declarer won the diamond lead, and now had to decide how to go about making 9 tricks. Obviously all the clubs needed to run, plus a spade trick. So declarer tested the clubs first by playing off the ace,



SID'S QUIZ

by Sid Ismail

The makeables table state that 6♣ can make against any lead, and West duly reaches this contract. North led the ♥K.

You win the heart king lead with the ace perforce and test the trumps with the ace, but South shows out! Regard this as a double dummy problem now, i.e. you may look at all 4 hands, but you must assume best defense.

Dlr: South
 Vul: All

Optimum
 NS -1370

♠ K 7 2
 ♥ K Q 9 7 5
 ♦ 2
 ♣ J 9 6 2

♠ Q J 5 3
 ♥ A
 ♦ 8 7 3
 ♣ A K Q 10 8

NORTH
 WEST EAST
 23
 SOUTH

♠ A 4
 ♥ J 10 8
 ♦ A K Q 9
 ♣ 7 5 4 3

9
 16 14
 1

♠ 10 9 8 6
 ♥ 6 4 3 2
 ♦ J 10 6 5 4
 ♣ - -

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	6	4	-	2	3
W	6	4	-	2	3

You will come across many hands like this where you need to take a timeout. Plan the play. It is OK to take a full minute or two at the table to think at this stage!

QUIZ: Make 12 tricks at double-dummy

About the Author:

Sid Ismail runs pairs tournaments on BBO every Monday, Wednesday and Friday at 14h00, and Tuesdays at 19h00. For more information, contact

him on 082 411 9900 or visit www.elsid.co.za. SABF Masterpoints can be earned!



SAFETY PLAYS

by Deirdre Ingersent and Gavin Kreuiter

Recognising safety plays and learning how to handle them will definitely improve one's declarer play.

Six examples follow with advice on how to play the cards.

HAND A DUMMY
A1063

YOU
KQ972

HAND B DUMMY
A863

YOU
KQ972

In each of these examples, the problem is to avoid losing a trick if one of the opponents holds all four of the outstanding cards.

Hand A: You have a 100% certainty of winning 5 tricks. Play K first. If one opponent shows out, you can then safely finesse against other opponent's J. You still have A-10 in dummy and Q-9 in your hand.

Hand B: Do NOT play K first! Play the 2 to dummy's A. If L.H. opponent shows out you can then finesse against the other opponent's remaining J105 with your KQ97. Lead 3 from dummy, cover his 10 with your Q. Re-enter dummy in another suit and finesse again against the J. You were missing both the J and 10 and therefore must keep two honour cards over them.

HAND C DUMMY
AKQ64

YOU
75

HAND D DUMMY
AKQ643

YOU
75

There are no outside entries to dummy but in each case you can afford to give up one trick and still make your contract.

Hand C: The correct play is to give up a trick to the opponents immediately. This guards against a 4-2 break which occurs about 48% of the time. A 3-3 break happens about 36%.

Hand D: Debatable what to do. There could be a 4-1 trump break but the odds of a 3-2 break are 68%. Perhaps the bidding of the opponents will help in deciding whether it would be wise to give up a trick immediately.

HAND E North
DUMMY
 A932
 South
YOU
 K10763

HAND F North
DUMMY
 763
 South
YOU
 AQ10954

Hand E: the only way you can lose two tricks is if one opponent holds all four outstanding cards, Q, J, 8, 4. To guard against this possibility use this safety play. Lead a small card towards dummy. If W plays a small card, finesse 9. If it loses to E, you now know suit will break no worse than three-one and your AK will pick up outstanding cards. If 9 holds and E shows out on the first play of the suit, you eventually lose only one trick to W. If W shows out on the first play of the suit, you can still play 9, losing to E’s J. Win any return, play N’s Ace and take proven finesse against E’s Q.

Hand F: A fairly common card combination where it is easy to make a mistake. If W holds 3 or 4 cards headed by KJ, there is no way to avoid losing 2 tricks. However, safety play will help!

Lead 7 from dummy. If a small card is played by E, DO NOT FINESSE, play Ace. If an honour is played by W, continue as follows: if J, give up a trick to K. If K played (under your Ace), you are in clover with a “bonus trick” because you then re-enter dummy in another suit and finesse E for missing J.

If, when you played the Ace, W followed low or showed out, return to dummy in another suit and lead 6. Now cover whatever E plays.

If W originally showed out, get into dummy again and lead up to your hand. In any event, you lose only to opponent’s K.

In Hand E, the safety play was to take first round finesse, but in Hand F, the safety play was to REFUSE to take first round finesse!

A Useful Tip: I find by putting the actual cards out, this whole article becomes clearer!



PLAY IN HASTE, REPENT AT LEISURE

by **Neville Eber**

In bygone times, being much younger & playing more frequently I had total recall & visualisation of the countless hands I played. Discussion thereto often ensued days if not weeks later! Now if I am involved in an intricate hand it’s often a case of “out of sight out of mind.” The positive aspect being

no recriminations or berating myself about my errors. However, the following hand played online this week caused me a sleepless night while I replayed the latter over and over:

	N eebs ♠ A9 ♥ KQ954 ♦ J84 ♣ K76	W N E S P 2♥ 1♠ P P P P 4♥	
	W Danny1a ♠ J632 ♥ 10973 ♦ J9432	E Miichael ♠ Q10872 ♥ A ♦ K2 ♣ AQ1085	
	S bosie1 ♠ KJ6543 ♥ 1087 ♦ AQ65 ♣		4♥ N NS: 0 EW: 0

I was Declarer (North) in 4 Hearts (bidding shown).

Ace of Hearts Lead (not best), Spade switch – which was ruffed, while I played low from hand.

West now returned a Heart, I won in hand with the 9 (in order to take a Diamond finesse).

I had now lost 2 tricks already & could only lose one more – I ended up going one down.

It really worried me as I felt contract could be made. I erred early as I felt I should have played the Ace of Spades at trick 2 when East ruffed.

(Now back to bidding: East had bid up to 3 level opposite a silent partner, he must surely therefore have 10 cards in black suits – therefore KX Diamonds virtually a certainty).

Winning play would thereafter be to cash the Ace of Diamonds, play a Diamond to the Jack, ruff a Club in dummy, cross to hand by ruffing a Diamond – draw trumps and take the marked Spade finesse.

My 10 tricks are: 4 Hearts in my hand, 3 Diamond tricks, 1 Club ruff in dummy and 2 Spade tricks.

I know this is a very difficult hand which involves counting out the opposition’s shape and points. Pitching the Ace of Spades and thereafter being able to secure 1 Club ruff in dummy, cash 3 Diamonds in correct order & end up in hand to draw remaining trumps, thereafter taking a Spade finesse!

Bridge can be tough; once I had worked out the solution I turned over and slept peacefully till dawn!

About the Author:

Neville Eber is a top bridge player, having represented South Africa on a number of occasions.



THE PERFECT BRIDGE HAND

by Nicolette Stephens

FOUR PERFECT BRIDGE HANDS HELD ON THE SAME DEAL IN LONDON GAME

London—(AP)—The odds against a deal at bridge in which each player holds one complete suit are 2,235,197,406,895,366,368,301,559,999 to 1; but it has happened again, for the sixth time as far as authentic records are concerned.

The hands were held by four well-known players in a game played at the Carlton hotel. Sir Charles Sykes had the spades and naturally made a grand slam in that suit.

The five previous cases that are regarded as authentic in which this amazing distribution of the cards occurred were at Calcutta in 1888; at Brighton, England, in 1892; at the Cavendish hotel, Bedford, England, and in a game played at a town in Maine in 1927; and at the United Berkley club, London, in July of last year.

In November of 1929, Sir Charles Sykes made a grand slam in Spades at the Carlton Hotel. He held 13 spades in his hand, while the rest of the table all held 13 of the three other suits. It was a “perfect” bridge hand.

According to The Evening Independent in which a short article was published about their hand, there were five previous authentic occurrences of the perfect bridge deal, the first recorded in Calcutta in 1888!

In November 2011, the same hand was dealt in a game of whist, in Warwickshire. The players were astounded – it was the first game of the night, they’d opened a new deck, shuffled the cards, cut and dealt them out, and picked up a full suit of 13 each. The probability of being dealt the perfect bridge deal is $1 \text{ in } 2.2 \times 10^{27}$!

So how does it happen with such incredible regularity? Let’s look at the most likely options:

1. Bridge is a game in which tricks are collected by suit, unless trumps or discards are involved. At social games, hands are shuffled, dealt and collected by human players – not sorted by card machines or pre-dealt into hands generated by computer algorithms. A lucky fall of the cards, opening a new deck and shuffling in a certain way, and you end up giving each player 13 cards in one suit.
2. A Faro Shuffle is a perfect interweaving of an evenly divided deck, and is often used by magicians in card tricks. With a new deck of cards, a player with a slight obsession for an even shuffle, and only two shuffles required to sequence the cards correctly, you end up with a perfect deal.

Matt Parker, in his YouTube channel, [Stand-up Maths](#), delved into the mathematical equations needed to create the perfect bridge deal using Faro shuffles, and the numbers are mind-boggling! But even more interesting, there are two types of Faro shuffles: In and Out. With ‘in’ shuffles, the outermost card moves in by one, while with ‘out’ shuffles, the outermost cards remain at either end of the deck. At first glance, you might think the shuffles are identical, but in order to return Out shuffled cards to their original order, you only need to do eight shuffles. With In Faro shuffles, you have to shuffle the deck 52 times to get them back in order!

While Faro shuffles and perfect bridge hands are unlikely to happen in online games of bridge, the next time you’re hosting a social game in your lounge, see if you can pull off the ultimate party trick and deal your table a perfect game!



PUZZLE SOLUTIONS

SID'S QUIZ

Method 1: After South shows out in trumps, you resign yourself to losing a trump and since you have contracted for a small slam, you need to make the rest. At this stage we assume the ♠K is with North (we can see that it is) and we proceed as follows -

tr 1: ♥K led taken with the ace

tr 2: ♣A but South shows out

tr 3: ♠Q advanced - covered by K and ace wins

tr 4: back to ♠J

tr 5: ruff a spade

tr 6: trump to king

tr 7: the 4th spade! If North ruffs higher than dummy, that will be his only trick; if he discards we ruff the spade, then get back to hand by ruffing a heart. We will then cash the trump lady and play on diamonds. North can ruff when he wishes to.

Method 2: Same as above up to trick 5.

tr 6: duck a club to North!

tr 7: if N plays back a trump, win and cash the last trump;

if N plays a heart, ruff and cash a trump;

if N plays back a diamond, we win, ruff a heart and cash a trump.

tr 9: assuming a trump came back, we then cash the last trump and South gets squeezed.

He has to unguard his spade or the diamond, giving you your 12th trick. The last 5 cards are shown in the diagram that follows with South still to play.

Optimum:
NS -1370

LoTT: 18-18 = 0

♠ K 7 2
♥ K Q 9 7 5
♦ 2
♣ J 9 6 2

Contract: 6♣ by W
(originally played in 5C)

NS Tricks: 1
EW Tricks: 7

♠ Q J 5 3
♥ A
♦ 8 7 3
♣ A K Q 10 8

23

♠ A 4
♥ J 10 8
♦ A K Q 9
♣ 7 5 4 3

16 9 14
 1

♠ 10 9 8 6
♥ 6 4 3 2
♦ J 10 6 5 4
♣

	♣	♦	♥	♠	NT
N	1	3	6	3	3
S	1	3	6	3	3
E	12	10	6	8	9
W	12	10	6	8	9

TIP: Take sufficient time to plan the play. Then put your plan into action.

