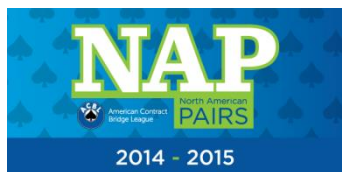


Play the NAP National Event!



In **July** and **August**, look for **North American Pair Qual Games**. Finish at or above 50% in an OPEN game to qualify. Check the [June Flyer](#) or the [CBA Website](#) for Q Game dates. Don't miss a chance to win extra points! Click for details about [District 11 NAP](#).

The 5-Level is for the Opponents

By Steve Moese

Board 16 ♠ 96

West Deals ♥ J4

E-W Vul ♦ Q9874

♣ 10974

♠ 53

♥ 653

♦ AK532

♣ J85



♠ J8

♥ AKQ1098

♦ —

♣ KQ632

EW 4♥; 3♣; N 3♣; 1N; S 2♣; NS 2♦

♠ AKQ10742

♥ 72

♦ J106

♣ A

W **N** **E** **S**

P P 1♥ 1♠

2♥ P 3♣ 3♠

4♦ P 4♥ 4♠

Dbl P P ??

a weak 3-loser based on two long suits is inadvisable – showing this pattern can be difficult). South overcalls 1♠ and West prefers the simple raise to 2♥ (2♦ would

show a K more, and would tend to deny support. Holding 11 HCP West would make a limit raise by cue bidding 2♠). East makes a game try with 3♣, intending to bid 4♥ next – no need to hurry. West might have the ♠A, in which case slam is possible. South continues walking the dog bidding 3♠. West wants to bid game but offers 4♦, a control bid suggesting not only a ♥ fit but also a ♣ fit. East signs off in 4♥ having no ♠ control. The 4♦ bid by West helped East by telling them that partner holds wasted values in the ♦ suit. South continues walking the dog with 4♠. No West can be a hero. A Double should show 2 tricks on defense and no interest in playing at the 5-level. West Doubles. East knows 5♥ is NOT safe (2♠ and 1♣ loser likely) and will pass for a big pay day. Against 4♠X, West leads the ♦AK5. East ruffs the 5, and knows to

Distribution ALERT!

You know this hand - everyone bids like there must be 60 HCP in the deck. Many pairs get the last decision wrong.

The Bidding – West and North will pass (though some aggressive upstarts might try 2♦ with West's hand). East will open 1♥ (2♣ on

6/24 – Future Master Leaders

1st OA: Karen Kalla & Richard Horvitz **1.52 MP** (67.6%)

2nd OA: Sharon Wright & Jean Bossart **1.14 MP** (62.8%)

3x MPs for NAPQ game!



Bring your Questions, Hands, Ideas. Let's learn together!

Tues Eve 6:30 PM Sharp!



CBA Newcomer Games – Play Often!

Mon 7 PM	Tue 11 AM	Tue 7 PM	Fri 11 AM	Sat 10-12 AM
		Let's Talk BRIDGE 6:30 PM	Free Lesson 10:30 AM	Supervised Play



Events at the Cincinnati Bridge Center

- Friday 6/27** NLM & Open games 11 AM. **Lecture 10:30 AM.** Phyllis Bishop: 2/1 Game Force-Part 2. **NAPQ Game** ½ red & ½ black 3x Points! Director Kay Mulford 631-8070
- Saturday 6/28** Club Championship - 1 pm. Director Kay Mulford 631-8070
- Thursday Evenings and Last Tuesday in JULY are **SWISS TEAM** games. Call Mike Lipp (Thurs Eve) and AJ Stephani (Tuesday AM) for teams.
- June CBA Flyer** – CBC, NKy, and Anderson offer games with **EXTRA MASTERPOINTS!** **Look for NAP Qualifier Games.**

Area Tournaments

Louisville OH Sectional	Jun 27-29
Evansville, IN Sectional	Jul-11-13
NABC-Las Vegas NV	Jul-17-27
Lexington, KY NLM Sectional	Jul-26-27
STaC District 11 (That's us!)	Aug 4-10
NKy Sectional	Aug 15-17
ACBL Tournaments http://tournaments.acbl.org/display.php	



cash 2♥ tricks. Down 2 is a top board for EW +300.

Post Mortem – Why is there no +300 for EW in the score? West led the ♦2 instead of the ♦5 – calling for a ♣ switch. (*It says West is ruffing ♣*). When East switched to the ♣K, South won and took 10 tricks +590 - a top score. EW weren't sacrificing. With the balance of power, avoid the 5-level unless you see 11 tricks. You want shortness in their suit for safety!

Bd 16	Scores		MPs	
	NS	EW	NS	EW
4♠ x S	590		5	0
4♥ E	200		4	1
5♥ E	100		2	3
5♥ E	100		2	3
5♥ E	100		2	3
4♠ S		50	0	5
3♠ S	140		4	0
5♥ E	100		2.5	1.5
5♥ E	100		2.5	1.5
4♠ S		50	0.5	3.5
4♠ S		50	0.5	3.5

Newcomer News — by Mike “Keeping Fun On My Convention Card” Purcell 513 702 4007

Special thanks to everyone who participated in the Longest Day Event for the Alzheimer Association of Cincinnati last week. This Saturday the 9am seminar will be a continuation of last week’s on takeout doubles by Phyllis Bishop. Lorna Davis and Judy Ruehl will be running the 10am game.

This week we look at a hand where you do NOT want to finesse to make game in NT.

Board 3	♠ Q 9 5 4		
South	♥ K 8 7		
Deals	♦ A K 3		
E-W Vul	♣ A Q 4		
♠ 6 3		♠ A K 8 7 2	
♥ J 10 5 3 2		♥ Q 9	
♦ J 8 7 2		♦ Q 9 6	
♣ 10 5		♣ K 7 2	
	♠ J 10		
NS 3N; 3♣;	♥ A 6 4		
N 2♠; S 1♠;	♦ 10 5 4		
EW 1♥	♣ J 9 8 6 3		

(Tuesday 6/24

Bidding – North has an 18 HCP balanced hand without a five card major and 3-3 in the minors. We are too strong for 1NT (15-17 balanced) and with 3-3 in the minors, we open 1♣ (12-19 HCP, 3+ clubs) regardless of suit quality. East has 14 HCP, 5 spades and an easy 1♠ overcall. South has 6 HCP, 5 clubs and an easy 2♣ response (6-9 HCP, 5+ clubs) for partner. North should now rebid 2NT to show their 18-19 balanced hand with spades stopped. South has only 6 HCP but does have a 5 card club suit which many count as worth an extra length point. The J10 of spades could be valuable too. The optimistic Souths will bid on to 3NT, others will pass 2NT.

Play of the Hand – On a ♠A lead, Declarer (North) has 5 winners (2♥, 2♦, 1♣) and lots of work to do. Many Easts on defense will continue spades playing the ♠K and a small spade hoping to clear declarer’s stopper. This will put declarer in their hand at trick three with a winning spade. Now declarer has 7 winners (2♠, 2♥, 2♦, 1♣) by only one stopper left in spades. Declarer needs to work on clubs but is limited on entries to dummy to take finesses. Best to play ♣A, ♣Q and another club to force out the ♣K and unblock the suit. Even if East waits till the third club to win their king (and they should), you can get to the dummy with the ♥A to run the remaining clubs. This line of play will give you 10 tricks (2♠, 2♥, 2♦, 4♣) for +430 or +180 depending on whether you bid to game.

Bd 3	Scores		MPs	
	NS	EW	NS	EW
3 NT N	430		4.5	0.5
3 NT N	430		4.5	0.5
3 NT N	400		3	2
2 NT N	180		1	4
1 NT N	180		1	4
2 NT N	180		1	4
1 NT N	180		3.25	0.75
1 NT N	180		3.25	0.75
1 NT N	150		1.38	2.63
2 ♣ N	90		0.13	3.88

Post Mortem – If taking a finesse causes you to block a possible running suit due to lack of entries to the long hand, you are better off not finessing. In this case the finesse would have failed anyway so nothing given up, only upside.

Looking to improve your game? If you have an Intel Computer we highly recommend the free software offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>