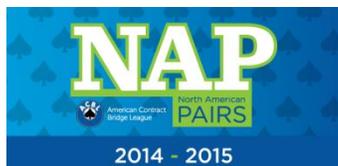


Play the NAP National Event!



August is the last chance to qualify! Finish at or above 50% in an OPEN game to qualify. Check the [August 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](#).

Not All Honors Are Equal By Steve Moese

Hand evaluation is a very interesting topic. Many authors have shown how 4-3-2-1 (Milton Work's Count) does not represent the trick taking power for suit contracts, particularly with unbalanced hands. The HCP approach works reasonably well for NT contracts.

Last week we focused on the 3433 shape and how poor it is for trump contracts. Indeed the power of shape says that high cards in our long suits are pulling full weight to develop length tricks. High cards in their long suits are NOT working as hard toward our trick total. While we can talk at length about shape and trump contracts, there is an oft missed topic that we need to tackle up front.

Jeff Rubens *The Secrets of Winning Bridge* Published originally in the early 1970s has been reissued and update this year. In this classic, Jeff discusses "In-and-Out Valuation". Not all Honor Cards are worth the same! Lower honors in partner's length are worth more than in side suits.

Consider our typical 10 HCP hand With one Ace, King, Queen, and Jack. Partner opens 1♠ (12-21 HCP, 5+ Cards). What can we say about the following responder hands? (They all have the same SHAPE).

(A)	(B)	(C)	(D)
♠AKxx	♠Axxx	♠Kxxx	♠Qxxx
♥Qx	♥KQ	♥Jx	♥xx
♦xxxx	♦xxxx	♦Axxx	♦AKJx
♣Jxx	♣Jxx	♣Qxx	♣xxx

Hand A – Looks like a wonderful fit for ♠s, but looks are a bit deceiving. Certainly this hand has 2 tricks for partner in ♠s. This means partner's As and Ks (the quick tricks needed for an opening bid) are in the side suits. Side suit AKs do NOT help create length tricks. Our Q and J are not working, so a simple raise is in order.

8/5 – Future Master Leaders

STaC this week! 149er games resume 8/12



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

Tues Eve 6:30 PM Sharp!



CBA Newcomer Games – Play Often!

Mon PM < 2000	Fri AM NLM + Lecture
Tue AM NLM	Sat AM Supervised Play
Tue PM 149er	Sat PM NLM (Homestyle 2 nd 4 th)



Events at the Cincinnati Bridge Center

- **The STaC continues through Sunday, Aug 10.**
- Thursday Evenings and Last Tuesday in August are **SWISS TEAM** games. Call Mike Lipp (Thurs Eve) and AJ Stephani (Tuesday AM) for teams.
- **August CBA Flyer** – CBC, NKy, and Anderson offer games with EXTRA MASTERPOINTS! **Final NAP Qualifier Games.**

Area Tournaments

STaC District 11 (That's us!)	Aug 4-10
NKy Sectional	Aug 15-17
Flying Buckeye Regional	Sep 2-7
ACBL Tournaments http://tournaments.acbl.org/display.php	

Hand B – The doubleton honor in ♥s waste HCP; they don't contribute to length tricks and cause handling problems. This is a simple raise.

Hand C - The ♦A and ♠K (an honor is partner's suit) are likely tricks. The ♣Q offers little unless partner holds ♣ strength. This hand is in between a constructive raise or invitation.

Hand D – Now we have useful assets for partner. The ♠Q is a trick (partner's long suit) and ♦ honors are working. Invite game. Partner is likely to have ♠ values and we have no wasted values (honors in short suits). Jeff Rubens points out A>K>Q in side suits and Q>K>A in partner's (trump) suit. Why? The Q needs help from partner to win tricks. A Q in partner's long suit is working. A Q in our side suit might add 1 trick but helps create no length tricks. If you hold ♠AKxx (trumps), then partner's As and Ks are in short suits not pulling their full weight. So when faced with close decisions, favor Q over A in partner's suit!

Hand D >> Hand C ≥ Hand A ≈ Hand B

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

This Saturday Barb Levinson and I will run a small Supervised Play session for those not ready to play in the 10 am STAC game.

NO Supervised Play Sat August 16 – We are not running a game due to the NKY sectional bridge tournament running that weekend. We will resume the following Sat (8/23).

This week we look at a hand where everyone gets to the same contract but achieves much different results depending on your declarer play.

Board 8 ♠ 9 7 6 5 3

West Deals ♥ A J 7 3

None Vul ♦ Q 5

♣ 5 4

♠ K Q 10 8

♥ Q 10 9 6

♦ A 7 2

♣ 9 7



♠ 4 2

♥ K 8

♦ K 10 8 3

♣ A K Q J 3

♠ A J

♥ 5 4 2

♦ J 9 6 4

♣ 10 8 6 2

EW 5N; 4♠;

5♣; 3♥; 3♦

Tuesday 8/5

Bidding – East with 16 HCP and an unbalanced hand will open 1♣ (12-21 HCP, 3+ clubs). West will respond with their first four card major 1♥ (6+ HCP, 4+ hearts). East will rebid 2♣ showing a real club suit and a minimum hand. West with 11 HCP should invite game with a 2NT call. East will clearly accept this invite by bidding 3NT.

Play of the Hand – Best defense on this hand demands a passive lead. On a passive ♣5 lead from North, plan your play. Declarer (West) has 7 winners (2♦, 5♣). Cashing all five clubs early, normally a good strategy, will squeeze the West hand out of possible tricks later on in this case. Better

to cash 3 clubs pitching one diamond and then attack spades. On this play even if North has the ace they are forced to lead something other than clubs. If they return a spade or heart declarer will benefit. (This play is called stripping a suit so opponents cannot lead it later to their advantage). On this deal we are even better off because South will rise with the ♠A and likely return a diamond or heart. Assuming a diamond, win the ♦A and now work on a heart trick. When you set up a heart you can now run your clubs eventually getting 11 winners (3♠, 1♥, 2♦, 5♣). On this deal the eleventh trick is a third spade thanks to the ♠J falling but on other hands it could just as easily be the ♥J falling or an opponent being squeezed in two suits.

Post Mortem – Running a suit in NT early is great when it forces the opponents to make difficult discarding decisions, but not good when it forces you to. On this hand it is better to set up your tricks in side suits first. Doing so is critical to scoring well. On this deal you need to make 11 tricks to achieve a good matchpoint result. Making 10 tricks is only average in the FM game and gets you zero MPs in the open game!

Bd 8	Scores		MPs	
	NS	EW	NS	EW
3 NT W	430	6	0	
4 NT W	460	2.5	3.5	
3 NT W	460	2.5	3.50	
3 NT E	460	2.5	3.50	
3 NT W	460	2.5	3.50	
3 NT W	460	2.5	3.50	
3 NT W	460	2.5	3.50	
3 NT W	400	5	0	
3 NT E	430	2.5	2.5	
3 NT E	430	2.5	2.5	
3 NT E	430	2.5	2.5	
3 NT W	430	2.5	2.5	
3 NT W	460	0	5	

Looking to improve your game? We highly recommend the free ACBL software at: <https://web.acbl.org/LearnToPlayBridge/>