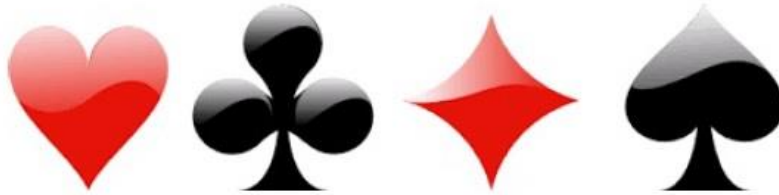


# *Table Talk*

*The Quarterly*

January 2019



**Editors**

**Mark Oettinger**

**Ingi Agnarsson**

## **Editor's Message (Mark Oettinger)**

I had a great time at Parts 2, 3 and 4 of Jerry DiVincenzo's *Declarer Play* course, each of which was conducted over 2.5 hours. During the first half, Jerry delivered roughly 15 thoughtfully-selected hands, showcasing a broad and deep collection of declarer play lessons. The second half of each session allowed tables of students, each with a more experienced mentor/kibitzer, to explore 10 pre-dealt boards. The written materials were excellent, and *Table Talk* has been given permission to publish them, in whole or in part. Thanks and kudos to Jerry DiVincenzo, Patty DiVincenzo, Mary Tierney, Linda Kaleita and Ken Kaleita for their respective roles in this impressive venture!

We have also gratefully received Word copies of written materials which complement live classes on Negative Doubles, New Minor Forcing, Support Doubles & Redoubles, 1NT Forcing, 2C Openers and Reverses. Thank you very much! We will archive them, and then possibly publish them, and/or publish derivative works. The idea of [bridgequarterly.org](http://bridgequarterly.org) serving as a repository of materials offers a range of possibilities and challenges. If you have high-quality materials that you would be willing to share, please send them to [markoettinger@gmail.com](mailto:markoettinger@gmail.com).

The growth in contributing authors is energizing. Crowdsourcing! This issue, we have two new contributors. The first is Michael Morris, a high school math teacher, Brown University graduate, and soon-to-be math graduate student. In his article below, Michael recounts his team's highly effective use of the CRASH convention against their opponents' Precision 1C openers, in the finals of their recent regional knockout victory. Our second new contributor is Ted Schaft, also a math teacher. He takes us slam bidding. Platinum Life Master Ellie Hanlon, a veteran contributor, introduces us to *Deas Over INT*.

## Enjoy!

### **Bids that Show Two Suits. From Among Several Possible Bids, Choose the One that Conveys the Most (Mark Oettinger)**

I am particularly fond of **bids that show two suits**. In today's "jam the bidding" world, you may never get a second chance, so you should be eager to show two suits in one bid whenever you can. Here's an example:

You hold:

♠AKxxx

♥x

♦QJxxx

♣xx

LHO opens 1♥. If you bid 1♠, planning to show your Diamonds on the second round, RHO might well raise to 3♥, or even 4♥, both preemptive, typically showing 4 Hearts and 5 Hearts respectively. Do you venture 4♦ or 5♦? Probably not, regardless of vulnerability. Don't you regret not having bid 2♥ at your first opportunity? Most play this as Michaels, showing Spades and an undisclosed minor. Partner is *far* better-positioned (and therefore more likely) to make an intelligent (i.e., winning) bid.

Here are a few examples of two-suited overcalls:

**Michaels:** After RHO opens 1♣ or 1♦, a cue bid shows both Majors. After RHO opens 1♥ or 1♠, a cue bid by you shows the other Major and an undisclosed Minor. If cue bidder's partner wants to know cue bidder's Minor, he asks with 2NT;

**Unusual Notrump:** After RHO opens 1♥ or 1♠, a jump to 2NT by you shows the Minors. A common expansion of this approach is to use it over Minor suit openers as well, showing the two lower unbid suits;

**Sandwich 1NT:** After the opponents bid two suits, your bid of 1NT promises the other two suits. A Double would have a similar meaning distribution-wise, so it's important for you and your partner to have an agreement as to the difference between the two sequences. My default rule in such situations is to invoke the Principle of Fast Arrival...the faster you get there, the weaker your hand. In accordance with this principle, compare these two auctions:

W	N	E	S
1♣	P	1♥	1NT

and

W	N	E	S
1♣	P	1♥	X...

In both auctions, South shows Spades and Diamonds. South's bid in the first auction is weaker than his bid in the second auction...because the 1NT bid "arrives faster"...and it thereby usurps more of the opponents' bidding space in the process.

Note that South also has the option of showing Spades and Diamonds by bidding each suit in succession...logically, Spades first and then Diamonds, giving North the ability to choose South's first suit without committing the partnership to the

next level. So...what does “bidding both suits” show in distinction to Sandwich 1NT or Double? You and your partner should have a clear understanding as to how this third sequence differs from the other two. This issue is touched upon again below.

## **Overcalling Opponents’ 1NT Opener**

There is near universal consensus that we should disrupt our opponents’ 1NT auctions as much as possible. The 1NT opening bid is so descriptive, and the resulting auctions so well defined, that allowing the opponents an undisturbed auction stands a very good chance of producing a bad result. A wide variety of ways to overcall have therefore emerged. Some of the current favorites include:

### **Natural** (rare these days)

X = Equal or better; penalty-oriented

2♣ = Clubs

2♦ = Diamonds...

etc.

### **DONT** (stands for “**D**isturb **O**pponents’ **N**o**T**rump”)

X = 1 suit

2♣ = Clubs and a higher suit

2♦ = Diamonds and a higher suit

2♥ = Majors

2♠ = Spades (weaker than X followed by 2♠...based on fast arrival)

2N = Minors

### **Brozel**

X = 1 suit

2♣ = Clubs and Hearts

2♦ = Diamonds and Hearts

2♥ = Majors

2♠ = Spades and a Minor

2N = Minors

## Cappelletti

- X = Penalty
- 2♣ = 1 suit
- 2♦ = Majors
- 2♥ = Hearts and a Minor
- 2♥ = Spades and a Minor
- 2N = Minors

## Deas Over 1NT

See Ellie Hanlon's article immediately following.

## Leaping Michaels

A jump shift over LHO's opening preempt shows the following:

Opener/ LHO	You
2♥	4♣ = Spades & Clubs
2♥	4♦ = Spades & Diamonds
2♠	4♣ = Hearts & Clubs
2♠	4♦ = Hearts & Diamonds
2♦	4♣ = Clubs & an unspecified Major
3♣	4♦ = Diamonds & an unspecified Major

**CRASH:** This is a defense to a strong (typically, 16+ HCP) Precision 1♣ opener.

- X = Two suits of the same **C**olor (Clubs+Spades or Diamonds+Hearts)
- 1♦ = Two suits of the same **R**ank (Clubs+Diamonds or Hearts+Spades)
- 1♥ = Hearts (Natural)
- 1♠ = Spades (Natural)
- 1NT = Two suits of the same **S**Hape (Clubs+Hearts or Diamonds+Spades)
- 2♣ and above = Natural

Note: There are a number of CRASH variants

**‘Weak or Strong’ versus ‘Any Strength’:** When I was a new player in the 1970s, I was taught that hands appropriate for a two-suit overcall should either be weak or strong...but not intermediate. Imagine three different two-suited hands, with 10-12 HCP, 13-18 HCP, and 19+ HCP respectively. With 10-12, you show your suits and let partner place the contract. With 19+, you will likely invite or bid game over partner’s preference. With 13-18 (yes, that’s a *very* broad range), you can bid both suits separately...typically, the higher-ranking first. But, back then, people didn’t jam the bidding the way they do now. As mentioned at the beginning of this article, if you don’t show your two suits immediately, you may well not get a second chance. I therefore think that two-suited overcalls are best used with *any* strength hand, trusting partner’s judgment in any ensuing bidding. *[Ingi adds: Playing “any strength,” partner’s ability to intelligently exercise his judgment is limited by the extreme range of the two-suited bid. On the other hand, if one plays “weak or strong,” the strength of overcaller’s hand becomes clear quickly. I therefore suggest that pairs who use “any strength” discuss continuation sequences in great detail.]*

**Is 5-5 Mandatory? If Not, When Is 5-4 OK?:** 5-5 (or longer) is assumed. Partner will (and should) bid based upon that assumption. That said, I sometimes interject a two-suited overcall with 5-4. The criteria that I will weigh in my decision as to whether to bid include: (1) vulnerability; and (2) ‘in and out’ valuation (basically, are my points in my long suits?). Some bridge writers believe that it is safer to be 5=4 than 4=5. In other words, your higher-ranking suit should be the longer. I have always assumed that this was to allow for a retreat to the 5-card suit without being forced to the next level. In a prior issue of *Table Talk*, I published an article which advanced the **Rule of Two Defects**. Given that 5-4 distribution is one defect, all it takes is one more disqualifier...such as adverse vulnerability, or poorly-located high cards, to disincline my use of the two-suited overcall. That said, in that case, I will likely instead overcall my 5-card suit at the cheapest level.

**Mini-Roman:** If you like be able to show *two* suits in a single bid, how about being able to show *three*?! Mini-Roman is a 2♦ opener which shows 11-15 HCP, and either 5-4-4-0 or 4-4-4-1 distribution. Three-suited; any shortness. A 2NT response asks opener to bid his short suit. Responder then invites or bids game, as

his hand dictates. A non-jump response is “pass or correct.” A jump response is “invitational/correct.” If opponents dare enter the bidding, all X’s are penalty as a lot is known about the distribution

## **DEAS OVER 1NT (Ellie Hanlon)**

**You must alert all of these bids.** If an opponent asks, use the explanation that is indicated in bold print

After an opponent opens 1NT:

**DOUBLE (in either the direct or balancing seat) = one of three types of hands: (1) 6 Hearts; OR (2) 6 Diamonds; OR (3) a 4-card Major + a longer Minor.**

Partner’s response (if the intervening opponent passes) is as follows: Bid 2♣ if your hand looks suited to the Minors, or 2♦ if you prefer Majors. Do not prefer the Majors without at least 4-3 in the Majors; opt instead for 2♣ and the Minors. If doubler now holds 6 Hearts, she will bid Hearts. With 6 Diamonds, she will bid Diamonds. With 4 of a Major and longer Minor, she will either pass 2♣ holding 5 or 6 Clubs or bid 2D holding 5 or 6 Diamonds. The double is not made holding just 6 or 7 Clubs and no 4-card Major. If you feel you must show a one-suiter in Clubs, jump to 3 Clubs at your first opportunity over 1NT.

**2♣ = 4+ Clubs + a 5-card Major.** Partner either passes 2♣, or bids 2♥ with at least 3 in each Major. You must alert the 2♥ bid, and if they ask, explain that it asks you to either “pass or correct.” The 2♣ bidder now passes 2♥ if she has Hearts and Clubs, or corrects to Spades if she has Spades and Clubs.

**2♦ = 4+ Diamonds + a 5-card Major.** Partner either passes 2♦, or bids 2♥ with at least 3 of each Major. 2♥ asks partner to pass if Hearts is her suit, or to correct to Spades. Again, you must alert the 2♥ bid, and if they ask, explain that it asks you to either “pass or correct.”

**2♥ = Majors.**

**2♠ = Spades**

**2NT = Minors**

**Advanced:** If partner overcalls 2♣ showing Clubs and a 5-card Major, or 2♦ showing Diamonds and a 5-card Major, 2♠ by you shows willingness to play at the **3 level in Hearts** if partner has either Clubs or Diamonds and 5-card Heart suit. If partner has 5 Spades, she will just pass your 2♠ bid. Example: Partner overcalls 2♣, showing Clubs and a 5-card Major, and you hold: ♠Ax ♥K109x ♦xxxx ♣Axx. You would not just bid 2♥, asking partner to simply pass or correct. Bid 2S instead to show a great and highly invitational hand if partner holds Clubs and 5-card Heart suit. Note: **2♠ used in the manner, is alertable.**

**Editor's Epilogue:** I asked Ellie for an illustrative hand. She held:

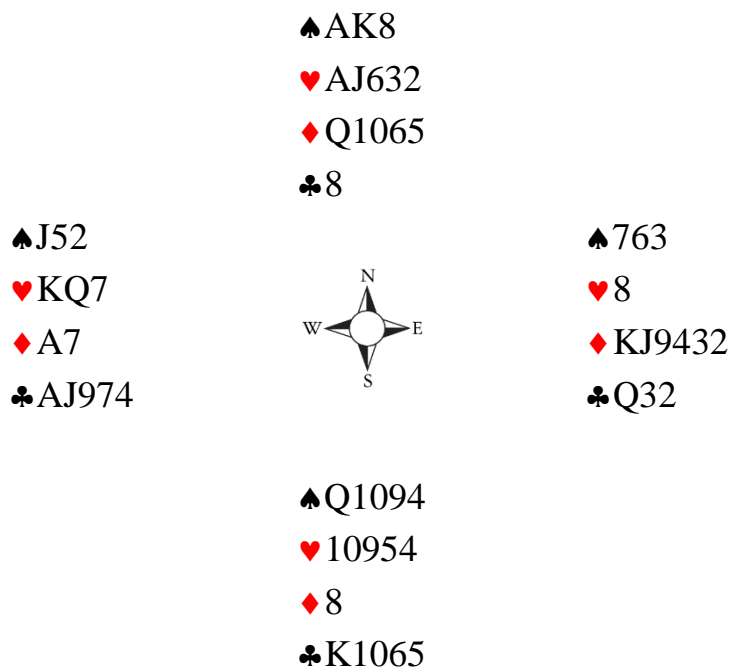
♠Q1094  
♥10954  
♦8  
♣K1095

LHO opened 1NT and her partner overcalled 2♦ (showing at least 4 Diamonds and a 5-card Major). RHO doubled, showing Diamonds. Ellie confidently bid 2♥ (Pass or correct), given the known 9-card fit. The Law of Total Tricks suggests that the 3-level should be safe (9 trumps : 9 tricks). Should South jump to 3♥ immediately, or should she temporize with 2♥? The opponents might let us play in 2♥, and South can always then rebid 3♥ at her next opportunity. My decision would turn, I think, on my Spade holding. My Q1094 makes it less likely that the opponents will balance in Spades. I would therefore go slowly, hoping to be allowed to play 2♥. If I had Spade shortness, I would jump to 3♥ immediately, trying to keep the opponents from finding their 9-card Spade fit...if they have one.

This was the entire hand:



West is Dealer  
White versus Red



Using *Deas Over INT* produces the following auction:

W	N	E	S
1NT	2♦	P	2♥
P	P	3♦	3♥
P	P	P	

Users of DONT would also bid 2♦ (showing Diamonds and an unspecified Major). 5=5 is assumed, but most DONT users feel that 5=4 or 4=5 is acceptable when one is not vulnerable. DONT users therefore know that they have at least an 8-card fit in North's Major...but they do not know that they have a 9-card fit. DONT users for whom 4-5 suit length is acceptable therefore find it less easy to assess their "total tricks prospects" at the 3-level. This appears to make *Deas Over INT* better than DONT on this particular hand, because of the fact that *Deas Over INT* users can be sure of the 9-card fit, and can therefore confidently compete to 3H on the

basis of the Law of Total Tricks. This prompts me to observe that there is an argument for DONT users to only use the convention with a Major/Minor 5-4 hand when the Major (in which competition to the 3-level is more likely) is the 5-card suit. Hmmm. What a complicated game!

Where does *your* system land you?

### **I Like Those Odds! (Ingi Agnarsson) Playing Common Combinations Odds-On; and the 'Safety Play' (part 1/2)**

It's good to have choices, right? "I had no choice" is rarely the start of a happy conversation. Bridge is a game of endless choices: What to bid? What to lead? Which way to finesse? Coffee cake or Linda's onion dip? (Linda's onion dip is the objectively correct answer in this case). Yet players sometimes express distress over choices, especially during play of the hand. "I never get these right," "I always finesse the wrong direction," "Should I have known to drop the queen?" The nagging feeling that you might have made the contract by playing a different way will never go away. But, armed with knowledge of basic percentage play, you can play combinations objectively "correctly" and feel good about yourself. You will not always get it right, bridge is, after all, percentage play. Hands that are 90% odds-on to make still go down 10% of the time! And, if the satisfaction of making a few hands more than you do now is not enough, playing odds-on is invaluable for the postmortem. What evidence are your teammates going to submit against your cold, hard, stats?

Contrary to common belief, percentage play is not just for statisticians or memory hogs. Every active bridge player can make use of basic percentage play without employing any actual calculations at the table, and without running out of RAM. Few people, even experts, routinely do calculations at the table, except for a few tricky hands, and I doubt any know the exact percentages of the 656 possible card combinations! Instead, a bit of home study and committing a few basic things to memory, can get you a long way. I hope beginning and intermediate players are not intimidated by the stats and by the length of this piece. Even if you just comb

through and commit some of the combinations to memory it will help your game. For the more advanced players, and for those in the early stages committed to really improve, I do in (excruciating) detail explain (to probably zero readers), the stats behind these plays. It is not so boring to actually know what to do when faced with decisions at the table, so please read on. If nothing else, there is at least one joke hidden in there somewhere...

The 'correct' play of combinations depends on context such as what the opponents bid and played, but in a particularly direct way, on how many tricks you **need**. Let's take a look at a common situation:

### *Combination 1*

AKQ83

32

You hope, on a good day, to get five tricks, but the odds are not in your favor (see previous TT articles on this subject). What if you do not need five tricks, but only four? Assume that the length is in dummy, and that you have no side entry. *You can dramatically improve your odds of this suit delivering what you **need** by abandoning the chance of getting what you **want**!* By playing low from both hands first, you make when cards are distributed 3-3 (35%) and when they are 4-2 (48%) for a grand total of 83%. Note that if the cards split 3-3, you conceded an unnecessary trick, but you did so to be safe. Unsurprisingly, this approach is called a 'safety play' (also a great phrase to employ when you teammates ask why you only made 3 on a given hand—simply say 'safety play' and you're out of the woods).

Let's look at this principle in a hand:

♠AKQ83

♥1083

♦J109

♣83

♠54

♥A954

♦AKQ

♣A765

You are in 3NT and the lead is the ♣2. You got 8 tricks on strength and just need to secure the ninth. You'll get 10 if the spades break, but go down if they don't if you simply play them from top. But you only **need** 4 spade tricks. The lead indicates the clubs are 4-3 (opponents play 'fourth best'), so you only give 3 club tricks. You can afford a safety play. After taking the ♣A, duck a round of spades and make your game most of the time.

Let's say the situation was slightly different, same contract and lead:

### *Combination 2*

♠AKQJ83

♥1083

♦32

♣83

♠42

♥A954

♦AK4

♣A765

You have eight tricks and if the spades break you get 10. Again, if they don't and you take them from the top, you do go down. In this case you can make absolutely certain that make your contract by ducking once. You'll make 10 tricks 96% of the time, but the safety play will allow for 9 tricks 100% of the time, accounting for the rare 5-0 break (4%).

Great, so safety play it is! Not so fast. This is like playing the markets. Playing it very safe yields very low interest on your investment. In fact, some cynics refer to safety play as 'the art of losing overtricks'. Safety likely costs a little bit each time, while taking more risk can backfire, but, pay well. Whether to employ safety play thus depends on the context. For example, safety plays are much more common in team games (imps) than in match point play. In 3NT vulnerable you can secure 9 tricks and the 600 bonus by safety play, or go for a 'worthless' overtrick for 30, risking the entire bonus. The safety play seems obvious. In match points the situation is much more complicated as an overtrick can be the difference from, say, 50% to a top. What about the hand above? In fact, as you play a spade towards dummy and E follows, you have already ruled out a 5-0 break in one direction, so now your only concern is if E has all five, a 2% occurrence. In a team game you'll make 10 tricks 98% of the time, is it really worth 'sacrificing' the overtrick through safety play? Let's say your opponents are more risqué and go for maximum tricks instead. Let's assume that 96% of the time, they will up you by 30, one imp each time. 4% of the hands you'll get 600 and your opponents will go -100 for a 700 and 12 imps. You may be surprised to learn that in this particular example, the 'risky' players, in the long run, will gain 96 imps to your every 48 imps—the safety play fails!

Does it really? The question is more complicated. For one thing, the more common one imp gains are less likely to decide a match than a 700 swing. Matches are short, and securing bonuses in the short run may beat long term imp averages. Thus, in general, safety plays are a good idea in team games and in certain match point situations, but it really depends on what you are insuring yourself against. Also, be vary of referring to overtricks as 'worthless'. An imp is an imp! The Norwegian player Boye Brogeland is no doubt one of the very best in the world and is not one to casually concede an overtrick. Famously, he once—in one of the

last hands of a final of a very major tournament—went for the overtrick and 30 points (potentially 1 imp) instead of taking a safety in a vulnerable game. He went down and the finals were lost at the cost of what would have been a worthless overtrick. Why did he play like this? He was convinced that he'd read the cards right and saw no point in giving away 30 points! Few are so brave, and I would not have wanted to be there explaining this choice to my teammates. But Brogeland continues playing for the maximum score, even in teams, and has repeated the gamble of going for an overtrick rather than a safe game in a major tournament final. Brogeland is one of the worlds most successful players. Who is going to argue with his kind of success?

What is the take home message? Only concede necessary overtricks 😊. I joke, of course. And, all that said, bridge is a social game. While stats have their place, most would probably prefer to face their team-mates with an undertrick rather than a vulnerable game down. And better grunted than disgruntled partners! Here are a few more examples of reasonable safety plays to make in your next team game.

### *Combination 3*

AK832

Q94

In this case, if you need 4 tricks, you must concern yourself with the 5-0 break. Simply ducking a trick will not do the job—but pay attention to the middle cards! I love middle cards. If entries are not an issue you can secure against 5-0 in either direction by first playing towards one of the middle cards, the 8 or 9. Obviously if both follow suit, you will get at least 4 tricks, and if either shows out on the first lead, you can go up and lead toward the other middle card to secure against 5-0. Does it matter which way you go? It does, indeed. Can you see why? There is a slight edge in playing first towards the 8 in dummy because that way you can get all five tricks when W has J10xx(x). You don't need the fifth trick, but why turn down a free shot at an imp, while keeping the contract safe.

#### *Combination 4*

1032

AKQ75

In this case you have plenty of entries into dummy, but not into declarer's hand. You need to make 4 tricks playing from declares hand-how do you proceed? The safe play is to lead small towards the 10. If W has the J, the 10 becomes the 4th trick. If W shows out on trick one, the 10 forces out E's J, and you then use two o dummies entries to double finesse for the 9 and 8. On friendlier distributions you make the necessary tricks regardless of your play. Note that if dummy has no entries, you cannot guarantee 4 tricks. Best safety play is to lead the A and then small to the 10.

Here is another combination based on the idea of double finesse

#### *Combination 5*

32

AQ1094

It would be a mistake to finesse the Q in trick one because this fails when W has Kx or K stiff, and only gains when W has J stiff. Double finesse by playing twice towards the middle cards, the 10 and 9. There is a 75% chance that one of the finesses will work, and about 60% chance that you'll get four tricks (as you can't handle honor fourth in E). But what if you were able to finesse only once?

### *Combination 6*

2

AQ10943

Here, again, you have a longer suit in one hand and thus more potential tricks. In this situation finessing the Q is superior aiming for 5 tricks, though you only have a 40% chance of doing so. This works when E has the K either doubleton or Kxx, and when either opponent has Jx. Playing small to the 10, in contrast, fails when W has Jx, with no upside in terms of percentages in other situations.

Correctly playing hand combinations thus very frequently depends on how many tricks you need. Look at the following:

### *Combination 7*

KJ32

A74

It's possible to get all four tricks here, but that requires Qxx in the W, a less than a 1 in 5 shot. However, if you only need three tricks, things look a lot better. You'll make 3 with the above approach almost 70% of the time – including all 3-3 hands and all hands where W has the Q or E has Q stiff. It may seem counterintuitive, but yet again, the optimal way to secure 3 tricks is to abandon your best shot at making four! You can account for all the distributions mentioned above, plus the situation where E has Qx, by first taking the K and A, then leading towards the J. This increases your odds to 77%. Think about what you **need** in contrast to what you'd **like!**

Another example:



### *Combination 8*

AQ54

87632

This one looks simple, but would you get it right at the table for 4 tricks? For five tricks, of course, you finesse the Q and play the A and make 5 in the relatively rare cases where W has exactly Kx (20%). But if you only need four tricks, then your odds improve dramatically. Simply playing as above is pretty good and gets you your four tricks about 65% of the time—in all 2-2 breaks and all 3-1 breaks where the K is W. But you can do even better by securing yourself against additional 3-1 breaks where E has the K stiff. If you have the entries to do so, first take the A, then lead small towards the Q. You only increase your odds a little bit, to about 71% - but it's the best play and your teammates will be impressed that you dropped E stiff K! Playing for the drop of a stiff honor is often correct in safety-play situations where it simply adds stiff honor to the distributions you can handle. Here is another nice example

### *Combination 9*

AJ8432

Q5

You need five tricks (there is NO way of getting all six, barring a defensive mistake, such as W not covering the Q led and finessed). You have several good options that are similar in quality, but not equal. Note that the above attempt to induce defensive error is not among these! This needlessly loses, for example, to the 10xxx in E). You can handle all 3-2 hands playing low towards the Q, or low towards the J. You will also guard against singleton K in the W if you lead low towards the J and singleton K in the E if you lead low towards the Q. But this is guesswork. Instead, you can guard against K stiff in either direction by first playing the A! This approach gives you nearly 74% success rate, and another opportunity to brag to your teammates about your sensitive nose to stiff kings.

Well done. But, as perhaps indicated by modern services such as eharmony, match.com, and tinder, queens can be single too.

*Combination 10*

432

AKJ109

You cannot get less than four tricks, so the goal must be all five. What is the best approach? Finessing up to three times against E Q is an obvious 50% chance. Can you do better? Probably the answer has been suggested above. However, perhaps the percentages will surprise you. Yes, it is best to take a top honor before finessing to account for Q stiff in W. But, it is not a free safety play as it sacrifices a trick when E has all 5 outlying cards! In this case Q stiff is ever so slightly more likely than 5-0 break in E, so you up your chances to about 51% It may seem hardly worth it, but you play hundreds of hands monthly and 1% extra chances add up. Note that with fewer cards, catching a stiff honor gets less probably. E.g. if declarer has only AKJ10 against 32 in dummy, now playing the A first is inferior, as the chance of catching the Q stiff W is lower than E having Qxxx or more.

*To be continued in March issue 2019*

**MAXIMUM PRESSURE (Michael Morris)**

Playing the final match of a knockout tournament is exhilarating and exhausting. At this point, you have already played and won three do-or-die matches, and one is left for all the marbles. My partner, Art Young, and I had been hearing the alerts of Precision bidding since the round of sixteen, so we knew we would likely be competing against a pair playing Precision in the finals.

Fortunately, when Art and I were part of a team representing District 25 in the Flight C Grand National Teams, we decided we would do well to learn a defense

against Precision. The system we chose is called CRASH, and for no other reason than that a pair at our local club already used it. When the opponents open a Precision 1♣, the overcaller in direct seat has the following options:

Double shows two suits of the same Color

Red or Black

The “C” in CRASH

1D shows two suits of the same Rank

Majors or Minors

The “RA” in CRASH

1NT shows two suits of the same Shape

Rounded or Pointed

The “SH” in CRASH

1H, 1S and all 2 level suit overcalls are natural

We knew that if we were going to use the system effectively, we would need to be very aggressive when our opponents began a Precision 1♣ auction. Indeed, we never let the opponents have a single uncontested Precision 1♣ auction during the final round. Part of that is luck that the player in the direct overcall seat always had a suitable hand to enter the auction, but another part is knowing the danger of letting the opponents get comfortable. Our opponents were never comfortable.

Here is an example from near the end of the first half that shows the discomfort of our opponents:

West Deals

N-S Vul

Sitting East, I held:

♠XXX  
 ♥XXX  
 ♦XX  
 ♣AKJ109

The auction proceeded as follows:

W	N	E	S	
	P	1♣	2♣	3♣
	P	3♦	P	4♦
	P	P	P	

1♣ = Strong, artificial and forcing; 16+ HCP

2♣ = Natural

3♣ = Game-forcing; denying a Club stopper

As you can see, North broke ranks when he passed his partner's diamond raise. He was concerned about his now useless doubleton queen of clubs while south was going slow because he thought they might have a slam. On lead, I cashed the ace and king of clubs, but that was the end for the defense. While our opponents were able to score up their 150, we collected our eleven IMPs when our teammates bid and made the game.

Here is a board from early in the second half:

South Deals

Nobody Vul

Sitting East, I held:

♠XXXX  
 ♥JXX  
 ♦KJXX  
 ♣KX

The auction proceeded as follows:

S	W	N	E
1♣	1♦	P	2♦
X	P	2♥	P
P	P	P	

1♣ = Strong, artificial and forcing; 16+ HCP

1♦ = Two suits of the same rank; either both Majors or both Minors

At this point, I knew that partner and I had at least an eight-card fit. I did not know which suit yet, but being nonvulnerable, I could afford to be a little frisky. I decided to bid a conservative 2♦, although the more disruptive alternative of 3♦ did cross my mind. Partner will correct to Hearts if he has the Majors, so we will find our fit one way or the other. In the actual auction, South doubled, forcing his partner to bid, and his partner dutifully bid 2♥ which settled the opponents into their best contract. The defense started with two Diamond tricks, and collected two trump tricks and two black tricks along the way to set the contract one and earn our team a modest 4 IMP pick-up. The other benefit to our ability to bid with few values: even though we had bid up to the two level, declarer had very little idea where to locate the missing high cards on the hand.

The point of this is not to tell you that you should be playing CRASH, but rather to tell you that you should find SOMETHING artificial to play against Precision that can put the pressure on your opponents. Last summer at the NABC in Toronto, a couple of our opponents said they thought that a “psycho auction” was the most effective defense for interrupting the opponents’ Precision 1♣ auctions. A more experienced Precision pair than the one we played won’t be so easily rattled, and will stay in system, even against aggressive competition. That being said, don’t take yourselves out of the auction and let the opponents have a walk in the park.

*Editor’s Observations:*

*Given my fondness for bids that show multiple suits, I got to wondering whether CRASH might be profitably used over openings other than a Precision 1 ♣? For example, might it be incorporated into a partnership's bidding structure over opponents' opening bid of 1NT? After all, it would be nice to be able to show ANY 2 suits after an opponent opens 1NT, since systems such as DONT, Brozel, Deas, and the like allow us to show many, BUT NOT ALL, 2-suited hands. I plan to research this question in greater depth, and I would welcome the opinion of readers on this point. Rumor has it that The Charts (which govern the bidding systems that can and cannot be used at various events...clubs games, sectionals, regional, and the like...may limit the use of CRASH to Precision 1 ♣ openers. The Charts were just recently revised, and more on this topic will follow in later issues of Table Talk.*

*On the topic of interfering over Precision 1 ♣ openers, there is general consensus that aggressive preemption over Precision auctions is strategically wise. This is because of the broad range of hands that are opened with a Precision 1 ♣ (generally, 16+ HCP and any distribution) or 1 ♦ (11-15 HCP and virtually any number of Diamonds). It is therefore difficult for a Precision-playing partnership when their 1 ♣ or 1 ♦ opener is followed by a jump overcall such as 3 ♠. I solicit the (likely critical) views of readers who like Precision, and I promise to publish a follow-up article. I would simply remind the readership to keep "the Rule of 2 Defects" in mind if they decide to adopt aggressive preemption against opponents who play Precision. Jumping to the 3-level with only a 6-card suit may be good strategy, but probably not if you are also vulnerable...or if you have a 4-card side suit...or if your high cards are in your short suits...you get the idea. SEND US YOUR THOUGHTS!*

## Evaluating the strength of your hand: point count for shortness and length (Ingi Agnarsson)

-----

In sum, shortness and length points as outlined here are added in **suit contracts**, and length primarily for the trump suit.

### *Shortness:*

	Opener	Responder
Doubleton	1 hcp	1 hcp
Singleton	2 hcp	3 hcp
Void	3 hcp	5 hcp

### *Length:*

	Opener	Responder
4 <sup>th</sup> card	0	2
5 <sup>th</sup> card	1	2
6 <sup>th</sup> -13 <sup>th</sup> card	2	2

-----

Does size matter (or is it how you use it)? Classic question, to which the best answer is: it depends. In bridge, suite 'size—that is, length, certainly can matter. We have had a bit of a discussion on this topic in Table Talk, especially in the last issue (October 2018). When is it that shortness or length matter in your hand evaluation? Do you count both shortness and length in the same hand? And, perhaps most importantly, how do you evaluate them? I believe we have concluded that, for the pair declaring, trump length is very important, as is shortness in suit contracts, and, you should count both! The reason to count both in the evaluation of a single hand is that *length provides tricks and shortness avoids losers*—see also examples from Marty Bergen in our last issue. Shortness can also be a source of tricks! This is notably in the hand with the shorter trump suit (often, dummy) as trumping in the short hand increases the total number of trump tricks. Sometimes, however, length and shortness don't add value to your hand. Shortness is, at best, useless in a notrump contract, or in dummy when dummy lacks trumps! A five card side-suit, if poor, can be (but is not always) quite worthless in any contract. Thus, the main objective here is to provide a simple method to add length and shortness to the point count of your hand, when appropriate. The chart above, though by no means perfect, achieves that goal. Let us see why this works.

Let's look at these three dummies as examples of how shortness increases the strength of the hand

a)	b)	c)
♠K1087	♠K1087	♠K1087
♥653	♥65	♥6
♦AK2	♦AK32	♦AK432
♣876	♣876	♣76

In all cases spades is the trump suit and declarer is holding:

♠AQJ96  
♥872  
♦54  
♣AKQ

Note that dummy has the same number of high card points in all cases, but the distribution is different, most importantly regarding length in the H suit. In a, the defense gets 3♥ tricks, 2 in b, and only 1 in c. Additionally, in c, an extra trick in diamonds is quite likely due to the extra length.

Thus, the three dummy hands differ vastly in strength despite the same hcp. Some methods, like loser count, intrinsically include, to some extent, both shortness and length in evaluation of hands. However, it is convenient to be able to simply add these extra strengths as points to the total point count of your hand. When to do so? The fundamental rule is that you add points for shortness after the trump suit has been established. Thus, your hand can improve in point count through the bidding. OK, so how do we do that? The approach outlined at the start of this entry is a simple method that even experts find useful and that should be a routine part of your hand evaluation. Take another look at that. Isn't it weird that you should add different amount of points depending on whether you are the opener (or more generally, the one with the greater length in the trump suit) versus responder (or more generally, the one with the shorter trump suit)? This requires explanation.



The key to these differences in how you add hcp's to opener vs responder hands lies in the *likely number of extra trump tricks*.

Let's look at an example of how hand evaluation changes through bidding and how shortness differs in value in openers and responders hands:

♠Q108

♥5

♦J8432

♣K987

♠AKJ972

♥A94

♦5

♣A65

S	W	N	E
1♠	P	2♠	P
4♠	P	P	P

Here both declarer and dummy have a shortness, and declarer has extra length in spades—all potential extra points. Note that the simple hcp value of the combined hand is only 22, less than you need for game (typically 25-27). Opener starts with 16 hcp and bids 1♠, responder had 6 hcp when she picked up the hand, but now can add 3 points for the ♥ singleton as spades will clearly be trump. Thus, with 9 hcp responder offers a constructive raise. Now opener hand improves dramatically and he bids the game. He can count extra two points for the singleton and one and two points for the fifth and sixth trumps, respectively. His hand is thus now worth 21 hcp. The combined partnership now has 30 hcp, certainly enough for a game! *Using only simple high card points for picture cards yields 22 points for the partnership, indicating a likely part score. But the hand actually makes 11 tricks, around what you would expect for the 30 points indicated by the approach used here. The method works!*

Note that the singletons are both valuable, but not equal. Declarer's singleton avoids ♦ losers, but does not add any tricks. You can ruff ♦ as many times as you want, but you will still only get 6 trump tricks on declarer's hand. In stark contrast, dummy's singleton not only limits ♥ losers but also adds two trump tricks by ruffing two ♥. Hence, responder shortness is typically more valuable as it has the potential to add tricks, ruffing on the short hand.

So, why should opener add 3 points for extra length in spades, in addition for the points for shortness? Simply because *trump tricks are proportional to trump length!* For example, with equal picture card hcp these hands differ starkly in trick taking ability:

♠432	♠43	♠43
♥AKQJ	♥AKQJ7	♥AKQJ76
♦753	♦753	♦75
♣865	♣865	♣865

In a fit, the six card suit will in most cases provide two more tricks than the four card suit. Similar hands, but they clearly differ in value. As outlined at the beginning of this entry, a simple way to add length to point count is to add one point for the fifth card, and two points for any additional card. Thus, the first hand is worth 10 hcp, the second hand 11 hcp, and the third hand 13 hcp – think about opening 1♥! Note that responder can similarly add points for length, as these add to potential tricks (as per law of total tricks). I suggest 2 for each card exceeding a 3 card support.

What about length with regards to notrump contracts, and length in side suits? You can add points in similar ways for good suits in notrump contracts, suits likely to run. But it is less straightforward, and, of course, would only be added for 'opener', i.e. the hand with the length. I would not hesitate to add hcp value to a notrump hand with AKQJ98 in one suit, but 875432 is not worth extra points-- unless the suit is likely to run!! That is, if partner is likely to have, say, AKQ. Similar for side suits. Running side suits are worth extra points, but, there is no

guarantee you get to use them. Trump length is, therefore, much more easily translated to point count.

### **How Would You Bid This Hand? (written by Mark Oettinger; inspired by Ted Schaft)**

This hand was posed to me by Ted Schaft, a player whom I met in 1973. I was at Dartmouth, and he had created the Woodstock Duplicate Bridge Club. My college partner (Richard Pechter) and I played at Ted's club every so often, and I later became Ted's partner. He is a math teacher, and now lives in Proctor. After some time away from the game, he's back playing at clubs, and on BBO as well. It was there that he came upon the following hand:

North Deals

NS Vul

♠AKQ93

♥10

♦AQ106

♣A43

♠1042

♥AK43

♦K9642

♣2

With a 3-2 Spade break (roughly a 65% chance), the hand makes 7♠ or 7NT, with the latter earning the brass ring at Matchpoints. 7♦ makes against most distributions even if the Spades do *not* split “evenly,” and so, it is the better choice of grand slams at IMP form of scoring...or at rubber bridge for that matter. Can one legitimately get to grand slam? We only have a combined total of 29 HCPs, so from that perspective, it's a real stretch. At the club level, many pairs will not even

get to *small* slam, so let's not lose sight of the fact that we want to strive for the "best contract possible," as opposed to the "best possible contract." Another bridge adage that applies is, "Don't bid a grand slam unless you can confidently count 13 tricks."

So...with all of this "helpful" (perhaps confusing) background, how would you and your favorite partner bid the hand? I offer the following possible annotated auction, and I welcome readers' submission of alternative auctions.

N	E	S	W
1♠	P	2♦(1)	P
3♥(2)	P	4♣(3)	P
4♦(4)	P	4♥(5)	P
4S(6)	P	4N(7)	P
5♣(8)	P	5♦(9)	P
5♠(10)	P	5N(11)	P
6♣(12)	P	6♠(13)	P
7♦ or 7N(14)	P	P	P

1. 2/1 forcing to game;
2. Splinter - Diamond support; Heart singleton or void;
3. Italian Cuebid - 1st or 2nd round control, i.e. Ace, King, singleton or void in Clubs;
4. Italian Cuebid - 1st or 2nd round control, i.e. Ace, King, singleton or void in Diamonds;
5. Italian Cuebid - 1st or 2nd round control, i.e. Ace, King, singleton or void in Hearts;
6. Italian Cuebid - 1st or 2nd round control, i.e. Ace, King, singleton or void in Spades;
7. Roman Key Card Blackwood (assume we play 3014 responses);
8. 3 or 0 key cards (with Diamonds as trump);
9. Asking for the Queen of Diamonds;
10. Yes, and the King of Spades (but not the King of Hearts);
11. Number of Kings (outside of Diamonds and Spades)? [Note: asking for Kings says, "We have all 5 key cards"];

12. None (neither the King of Clubs nor the King of Hearts);
13. Guess what? I have 3 Spades! and
14. I have the undisclosed Queen of Spades, which should be good for another trick. 7D at IMPs; 7N at matchpoints.

The above sequence is admittedly a “bit” complex, but it allows us to highlight a number of interesting slam bidding principles.

The Splinter bid (FN 2) in this auction is a *single* jump shift. The basic Splinter sequences that we all learned are *double* jump shifts (such as 1S - P - 4C...), but in a “2 over 1 forcing to game” sequence, a single jump shift by opener can be used as a Splinter. It is not needed to show anything else, and this treatment saves us precious bidding space that is otherwise consumed by a “traditional” double jump shift Splinter.

Although a detailed discussion of *Italian* Cuebids (FNs 3-6) is beyond the scope of this article, they are a very useful approach. Deciding “when cuebids are on” requires careful partnership discussion. For me, it’s pretty much “as soon as a trump fit has been found,” with the exception of auctions that start 1X - P - 2X or 1X - P - 1Y - P - 2Y. Next issue, we will discuss “long and short suit game tries,” which apply when X and Y are Majors, and “fragments,” which apply when X and Y are Minors. That aside, when cuebidding is agreed to be on, *Italian* Cuebids show either a singleton...or a void...or an Ace...or a King...in other words, ANY first or second round control. And one is obligated to cuebid “up the line,” so that partner can be confident that skipping a level denies first or second round control in that suit. Cuebidding of a suit by the *same* member of a partnership for a *second* time shows *first* round control (i.e., an Ace or a void). Also, painful experience has taught me that Italian Cuebidding should defer to Roman Key Card unless he who bypasses Roman Key Card is certain that we have all of the Key Cards.

Other questions to discuss with partner include: (1) 1430 or 3014 (FNs 7&8); (2) Queen Ask and responses (FNs 9&10); and (3) Number of Kings or Specific Kings (FNs 11&12).

The 6♠ bid is actually only wise at matchpoints, where greed is the order of the day, notwithstanding a little extra risk. Interestingly, however, once North learns of the 8-card Spade fit, his previously-undisclosed Queen of Spades arguably warrants contracting for grand slam...and if so, 7♦ at IMPs, and 7N (did I mention greed?) at matchpoints.

Again, I do not advocate trying to find every ideal contract. It's far better to be in a very good contract than a perfect contract. I suspect that small slam...even 6♠...and certainly 6N...will achieve a very good result. That said, slam bidding sure is fun!

The irony here is that my dear friend Ted Schaft has been known to eschew complex slam bidding sequences...to put it mildly. Blackwood/Schmackwood! He knows a slam-going hand when he sees one. He really does! I, on the other hand, need a little structure. I therefore dedicate this auction to Ted. Love You, Man!

### **Murphy's Law (Ingi Agnarsson)**

As we were discussing safety plays above, I think it is appropriate to point out that the 'safety play player' is living his or her bridge life according to Murphy's Law. What can go wrong, will go wrong, so assume that it will, and play accordingly. More 'optimistic' players are willing to live a more risky life, earning a few extra bucks here and there, but may go down in flames when life (or North) deals you some very 'bad luck.' One advantage of living and playing by Murphy's Law is that you are always looking for the bad breaks in life. Here is a simple example where assuming the worst keeps declarer alert to avoid careless play.

♠A96

♥AQ

♦643

♣AJ952

♠KQ1087

♥-

♦AKQJ85

♣86

The bidding is simple, and unrefined, but effective:

S	W	N	E
1♦	P	2♣	P
2♠	P	3NT	P
5♠	P	7♦	P
P	P		

West leads a Diamond and turns out to have 3 trumps, you therefore take three rounds of trumps. It looks like a laydown grand slam. Almost. Is there anything to worry about? You are missing the ♠J. A careless player might hastily play the ♠K, in order to lead to dummy's ♠A, and to finesse if necessary on the way back. However, the Murphy's Law player would immediately abandon that intuitive play, always expecting the worst. The correct safety play is to play small Spade to the Ace first. That is the only way to deal with the rare ♠Jxxxx in the East hand, while still allowing for the 4-1 split in East. You cannot deal with a 5-0 split or 4-1 split in the West hand in any event (except a blind finesse of the 9 for the latter), and you can deal with a singleton in the East hand by playing to the ♠K, in the third trick, followed by a Club to the dummy for the finesse. A 5-0 split in the East hand happens only 2% of the time, but if you can accommodate it 'cost free,' as in this hand, always do. Murphy's Law is alive and well (itself immune to Murphy's Law?).

## **Upcoming Vermont Tournaments**

Sectional Tournaments at Clubs (STAC) Week

Burlington Bridge Club

600 Blair Park Road

Williston, Vermont

January 7-13, 2019

0-500 MPs; Non-Life Master Sectional

Burlington Bridge Club

600 Blair Park Road

Williston, VT

January 26, 2019

Vermont Sectional

Burlington Bridge Club

600 Blair Park Road

Williston, Vermont

May 17, 18 & 19, 2019

Sectional Tournaments at Clubs (STAC) Week

Burlington Bridge Club

600 Blair Park Road

Williston, Vermont

June 24-30, 2019

Vermont Sectional

Battenkill Eagles

2282 Depot Street

Manchester, Vermont

July 12, 13 & 14, 2019

President's Cup

Location TBD



August 18, 2019 (tentative)

Vermont Sectional  
Burlington Bridge Club  
600 Blair Park Road  
Williston, Vermont  
September 13, 14 & 15, 2019

Vermont Sectional  
Quechee Base Lodge  
3277 Quechee Main Street  
Quechee, Vermont  
October 25, 26 & 27, 2019

0-500 MPs; Non-Life Master Sectional  
Burlington Bridge Club  
600 Blair Park Road  
Williston, VT  
January 25, 2020

Vermont Sectional  
Burlington Bridge Club  
600 Blair Park Road  
Williston, Vermont  
May 15, 16 & 17, 2020

Vermont Sectional  
Battenkill Eagles  
2282 Depot Street  
Manchester, Vermont  
July 10, 11 & 12, 2020

Vermont Sectional  
Burlington Bridge Club  
600 Blair Park Road

Williston, Vermont  
September 11, 12 & 13, 2020

Vermont Sectional  
Quechee Base Lodge  
3277 Quechee Main Street  
Quechee, Vermont  
October 30, 31 & November 1, 2020

## **Vermont and Nearby Clubs**

### **Lyndonville Bridge Club**

**Cobleigh Library**  
**14 Depot Street**  
**Lyndonville, Vermont 05851**  
**Jeanie Clermont; (802) 684-2156**  
**Saturday, 1:00 p.m.; semi-monthly; stratified**

### **Manchester Equinox Village Open**

**49 Maple Street**  
**Manchester, Vermont 05254**  
**Elizabeth VonRiesenfelder; (802) 362-5304**  
**Tuesday; 1:00 p.m.; 0-200 MPs**  
**Tuesday; 1:00 p.m.; open, stratified**  
**Sunday; 2:00 p.m.; February, March; open; stratified**  
*Multiple sites; call first; reservations requested*

### **Taconic Card Club**

**6025 Main Street**  
**Manchester, Vermont 05255**  
**Kim Likakis; (802) 379-1867**  
**Thursday; 12:30 p.m.; open; reservations requested**

### **Apollo Bridge Club**

**115 Main Street  
Montpelier, Vermont 05602  
Wayne Hersey; (802) 223-3922  
Friday; 6:30 p.m.; open**

### **Newport Club**

**84 Fyfe Street  
Newport Center, Vermont 05855  
Eric McCann; (802) 988-4773  
Wednesday; 1:00 p.m.; exc. Jan, May, Oct, Nov, Dec; open; stratified**

### **Barton Bridge Club**

**34 School Street  
Orleans, Vermont 05860  
Linda Aiken; (802) 525-4617  
Monday; 12:30 p.m.; open; stratified**

### **Rutland Duplicate Bridge Club**

**66 South Main Street  
Christ the King Church  
Rutland, Vermont 05701  
Raymond Lopes; (802) 779-2538  
Monday, 12:00 Noon; open; stratified  
Tuesday; 6:00 p.m.; open; stratified  
Thursday; 6:00 or 6:30 p.m. (*time changes seasonally...call first*); open; stratified  
*Multiple sites - call first for locations***

### **St. Albans DBC**

**75 Messenger Street  
St. Albans, Vermont 05478  
Marsha Anstey; (802) 524-3653  
Monday; 7:00 p.m.; open**

### **Burlington Bridge Club**

**600 Blair Park Road**

**Williston, Vermont 05495**

**Phil Sharpsteen; (802) 999-7767**

**Monday; 6:30 p.m.; 0-500 MPs; stratified**

**Tuesday; 7:00 p.m.; open; stratified (call first November-April)**

**Wednesday; 9:15 a.m.; open; stratified**

**Wednesday; 1:30 p.m. 0-20 MPs; strat'd; *may resume Fall; pre-reg. & part. req'd***

**Friday; 9:15 a.m.; open; stratified**

**Sunday; 1PM; open; semi-mo. exc. May, June, July, Aug; strat.; *call/check web***

**Website: [www.bridgewebs.com/burlingtonacademy/](http://www.bridgewebs.com/burlingtonacademy/)**

## **Norwich DBC**

**43 Lebanon Street**

**Hanover, New Hampshire 03755**

**Michael Morris; (401) 215-4135**

**Tuesday; 6:30 p.m.; open; stratified**

## **Quechee Duplicate Bridge Club**

**Quechee Club**

**3268 Quechee Main Street**

**Quechee, Vermont 05059**

**Karen Randle; (802) 225-6640; [klhewitt9@gmail.com](mailto:klhewitt9@gmail.com)**

**Monday; 1:00 p.m.; open; stratified**

## **Eastman Bridge Club**

**57 Hanover Street**

**Knights of Columbus Hall**

**Lebanon, New Hampshire 03766**

**Jane Verdrager; (603) 865-5508**

**Tuesday; 1:00 p.m.; open; stratified (partner guaranteed on Tuesday)**

**Wednesday; 1:00 p.m.; open; stratified (partner *not* guaranteed on Wednesday)**

**Friday; 1:00 p.m.; open; stratified (partner *not* guaranteed on Friday)**

## **Keene DBC**

**Elks Lodge**

**81 Roxbury Street**

**Keene, New Hampshire 03431**  
**Anne McCune; (603) 352-2751**  
**Monday; 12:00 Noon; open; stratified (partner available)**  
**Thursday; 12:00 Noon; open; stratified (no partner guaranteed)**

### **Ticonderoga (New York) DBC**

**109 Champlain Avenue**  
**Ticonderoga, New York 12883**  
**Michael Rogers; (518) 585-3322**  
**Monday; 12:30 p.m.; open; stratified; reservations requested**  
**Thursday; 12:30 p.m.; open; stratified; reservations requested**

### **Plattsburgh (New York) DBC**

**5139 North Catherine Street**  
**Plattsburgh, New York 12901**  
**George Cantin; (518) 563-6639**  
**Tuesday; 6:45 p.m.; open; handicap**  
**Thursday; 6:45 p.m.; open**  
**Friday; 12:30 p.m.; open**

### **Useful & Fun Links**

<b>ACBL</b>	<a href="http://www.acbl.org">www.acbl.org</a>
<b>District 25</b>	<a href="http://www.nebridge.org">www.nebridge.org</a>
<b>Unit 175</b>	<a href="http://www.vermontbridge.org">www.vermontbridge.org</a>
<b>Bridge Base Online</b>	<a href="http://www.bridgebase.com">www.bridgebase.com</a>
<b>OKBridge</b>	<a href="http://www.okbridge.com">www.okbridge.com</a>
<b>Bridge Guys</b>	<a href="http://www.bridgeguys.com">www.bridgeguys.com</a>
<b>Pattaya Bridge Club</b>	<a href="http://www.pattayabridge.com">www.pattayabridge.com</a>
<b>Larry Cohen</b>	<a href="http://www.larryco.com">www.larryco.com</a>
<b>Mike Lawrence</b>	<a href="https://michaelslawrence.com/">https://michaelslawrence.com/</a>
<b>Marty Bergen</b>	<a href="http://www.martybergen.com">www.martybergen.com</a>
<b>Baron Barclay Bridge Supply</b>	<a href="http://www.baronbarclay.com">www.baronbarclay.com</a>
<b>Michael's Bridge Sanctuary</b>	<a href="http://www.mapiano.com/bridge.htm">www.mapiano.com/bridge.htm</a>
<b>Power Rankings</b>	<a href="http://www.coloradospringsbridge.com/PR_FILES/PR.HTM">www.coloradospringsbridge.com/PR_FILES/PR.HTM</a>