

2ND EDITION REVISED & EXPANDED

CLUES FROM THE BIDDING of bridge

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Introduction

Defenders invariably base their strategy on declarer's bidding. Yet so often declarers fail to return the compliment, bashing on without a thought of what the defenders have or have not done.

Just one bid from a defender may tip you off to the winning play — perhaps warning of a bad break or that a finesse is doomed. When the defenders have made several bids you may be able to make spectacular double-dummy plays.

A corollary is that it is advisable to enter the auction only if (i) a genuine chance exists that your side will secure the contract, or (ii) your action might well stop the opponents from reaching their right contract or (iii) doing so will help partner in the play or with the opening lead. Players who bid on a weak hand without first weighing up the pros and cons are asking for trouble.

The bidding in this book generally assumes a UK rubber-bridge style with a variable notrump, theoretically with four-card major openings. For the benefit of readers unfamiliar with these methods, I have given the range for each 1NT opening as it occurs and explained anything out of the ordinary.

As you read the book, you may find that your ability to draw inferences from the opponents' bidding — or non-bidding — gets sharper. However, as the majority of the more difficult problems come in the second half, do not feel disappointed if your tally of correct answers fails to improve noticeably.

May I say that you will be missing an opportunity if you only take enough time to form a rough idea of what you would like to do before turning the page. You will learn more (and, just as important, get more answers right) if you study each deal conscientiously and form a detailed plan.

Julian Pottage 2005

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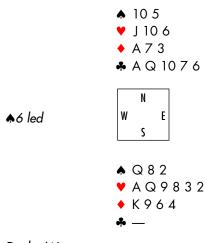
Contents

Defensive Points	1
Stop in Time	3
Ominous Opening	5
Timely Concession	7
Parking Place	9
Wise Withdrawal	11
Guess the Minors	13
Weak Heart	15
Good Recovery	17
Undercover Tricks	19
Fast Run	21
Neatly Done	23
Tiny Error	25
Full of Grief	27
No Optimist	29
Time to Die	31
Recover from Shock	33
Boldly Bid	35
Divide and Rule	37
Light Cover	39
Empty Air	41
Necessary Assumption	43
Almost No Problem	45

No Triple Play	47
Blithe Spirit	49
Find the Jack	51
Trick from Nowhere	53
Count Will Tell	55
Lion's Den	57
No Guess Needed	59
Offer No Chance	61
Not Forgiven	63
Slow Burn	65
Guard the Exit	67
Seeking Cover	69
Rare but Useful	71
Defensive Error	73
A Question of Principle	75
Two Ways to Win	77
Let West Explain	79
Unexpected Failure	81
Three Important Cards	83
No Patience	85
Retain a Chance	87
Unhappy Expression	89
Coup de Belladonna	91
Timely Loss	93
Surprise Target	95
Somewhat Unusual	97
Only Nine	99

Either Way	101
Clean Sheet	103
A Little Leeway	105
Profit and Loss	107
Form a Picture	109
Fair Offer	111
Tricky Dickie	113
High Pressure	115
Pessimistic View	117
Follow the Trail	119
Silk Road	121
Fair Exchange	123
Drastic Action	125
Cool Customer	127
Preventative Measures	129
All in Good Time	131
Black Magic	133
Promised Land	135
Ruffing Options	137
Dig Deep	139
To and Fro	141
Natural Reaction	143
Choice of Evils	145
Alternative Route	147
Emergency Exit	149
Fateful Finesse	151

Defensive Points

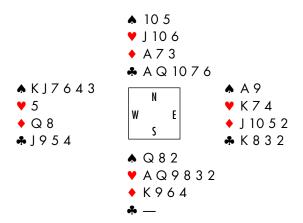


Dealer West Both vul.

WEST	NORTH	EAST	SOUTH
2 ♠¹	pass	pass	3♥
pass	4♥	all pass	

1. Weak.

West leads a presumably fourth-best $\clubsuit 6$ and East wins the first trick with the $\clubsuit A$ before returning the nine. West wins with the jack and continues with the king. What do you play from dummy?



You are playing in 4♥. In view of West's vulnerable weak two opening you can feel fairly confident that the spades are 6-2. The danger of ruffing the third round of spades with the jack of hearts is that East may overruff with the king, leaving you with an almost certain diamond loser.

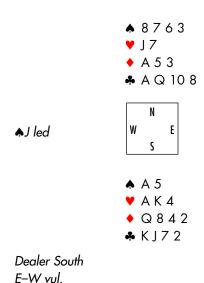
There can be no overruff if West has the king of hearts, but that would not help you very much anyway. Unless it was a singleton, you would lose a trump and a diamond.

On the third spade, you should discard a diamond from dummy, planning later to ruff a diamond. Naturally, you will draw two rounds of trumps, finessing East for the king, before taking the diamond ruff (in case West holds a 6-2-1-4 shape).

An interesting defensive point arises if declarer mistakenly ruffs the third spade in dummy. After overruffing with the king, East must return a diamond to break up the impending simple squeeze in the minors.

A different instructive point would arise if you correctly threw a diamond from dummy on the third spade but East held a club more and a diamond fewer than shown in the diagram. In that case, that defender could discard a diamond and later overruff the third round of diamonds.

Stop in Time



WEST	NORTH	EAST	SOUTH
			1♣
1♠ all pass	3♣	pass	3NT
uii puss			

You are playing a weak notrump at this vulnerability; in your methods the 1* opening guarantees a club suit. Partner might have cuebid 2* (the standard way to show a raise based on high-card values in competition play), but the partnership would surely have reached the same final contract.

West leads the jack of spades (consistent with a suit headed by the K-J-10) and East follows with the two. How do you intend to play?

LISTEN TO THE BIDDING!

Defenders invariably base their strategy on declarer's bidding. Yet so often declarers fail to return the compliment: they flail away without a thought of what the defenders have or have not done. Just one bid from an opponent may tip off declarer to the winning play — perhaps warning of a bad break or that a finesse is doomed. The problems in this book all contain situations where an astute declarer can listen to the bidding, or lack of it, and derive information critical to the success of the contract.

JULIAN POTTAGE is known as one of the world's best creators of bridge problems, and his *Play or Defend?* was the winner of the 2004 IBPA Book of the Year award. He lives in Wales.



