

eDeclarer

May 2022

ACBL UNIT 499 NEWSLETTER

President's Message



The clubs in Unit 499 are currently assessing what is needed to return to pre-covid F2F play. There are numerous hurdles, including re-establishing a place to play, lack of directors, and reluctance of players to return to F2F

Unit 499 (U499) Board of Directors (BoD) is focused on helping the clubs regain the pre-covid playing environment. This focus includes encouraging players to return to F2F play, supporting new player development and growth, and encouraging new directors' development and past directors to return to directing.

The following motion was proposed, seconded, and passed by U499 BoD: "The Unit will sponsor a [1 game] Unit Game, F2F, for each U499 club. The clubs' card fees for U499 members will be covered by U499 funds. The Unit Game needs to be held before the end of June." Basically, with this approved motion, Unit 499 players at these Unit Games will play with no card fees, compliments of the U499 Board, i.e. free play. The U499 BoD is excited to give back to the Clubs and to the players. If there are questions, please contact me.

In addition to player incentives, Mike Kruley, is reviewing ways to encourage developing new directors and to encourage past directors to jump back into directing. More on Director development next month.

In support of our clubs and the great social and playing environment, watch for clubs to reopen. Now, go play in your favorite clubs.

Bid and make all your 7NTs.

Sam Earnhardt

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Unit 499 eDeclarer

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Deadline for June/July will be announced mid-June

To submit a letter to the editor, send it to Judy Keilin at jkeilin@gmail.com

Mary Krouse, Publisher

...from the Editor

We're getting closer to f2f bridge, and the future of the game is at stake. It's a dilemma for a lot of us. We love the game and have gotten used to playing online, where it doesn't require dressing and driving or exposing ourselves to Covid. On the other hand, not playing at clubs puts a financial strain on the clubs, and they face having to shut down. Think hard about it, and choose the option that works best for you. In any event, keep on playing!

Judy Keilin

Editor



Be sure to visit the unit website for more information on our clubs and events, as well as archives of our newsletters.

diablovalleybridge.com/ccbc

Milestones and New Members

MILESTONES

New Junior Masters (5)

Brett Casper
Randy Erickson
Jane Sacknowitz

New Club Master (20)

Ann Braden

New Sectional Masters (50)

Katherine Erickson
Frankie Ferguson

New Regional Master (100)

Dianne Lavin

New Bronze Life Master (500/750)

Barry Bosworth

New Silver Life Masters(1000)

Jan Campbell
Jacob Rosenberg

NEW MEMBERS

Bill Freeman
Gabriel Relich
Ross Biondo
Kathy Crane
Edward Lee
Jolene Silverfoote
Lynne Walter

Please welcome these folks when you meet them online or at the tables.

The next eDeclarer will be a combined June and July issue which will be published in late June. Watch for deadline information in mid-June. Also watch the Google Group postings, and check the Unit 499 website for the latest news.

MASK-LESS

May is the fifth month of the year, and usually considered the last month of spring. So spring forward and enjoy the beauty and sunshine, as we all help to pass it around. If you're playing North and South, East and West, it's time to turn the tables in everyone's favor. Lighten up the day with your bright smile, and let the sunshine in. Remember, it's a great day in the neighborhood!

At the Contra Costa Bridge Center, there's been lots to smile about, as we come back on board to play face to face. Enjoying each other's smile and bright face, as we finally put on our glasses and can see. As you all know Unit 499 is in full service, hoping to fill all tables. I realize folks' hesitancy getting up close and personal, but you still have a choice to wear your mask.

I'll bet many of you have resorted to playing on-line bridge. I too realize it takes a bit more effort to get dressed, drive and play. The advantages of going to your bridge center is showing support for fellow players and your Club. It takes a lot of time to start up a Bridge Center. It has been our place of refuge for many years, and has meant being part of a group, interacting; but most important is the socialization that this brain-game brings home. Many of us over sixty-five tend to limit ourselves from outings. Yes, we shop till-we-drop, dabble on-line with whomever, while keeping our distance from others. We all need people!!

So ladies and gents, start up your engines, get dressed for success, and head back to the bridge tables.

I do hope the month of May will brighten your day!

side note: Mark Humphrey has invited us to a farewell party for Grant Robinson and Teresa Boyd. Mark your calendar for May 21st.

Ciao Bella,

Lisa Assoni

The ShortCut CookTM

Lisacooks12@gmail.com



Play a Hand with Me

Play A Hand With Me

May, 2022

North

S 82

H 76532

D A10654

C 9

West

S 964

H 104

D K983

C Q862

East

S KJ75

H Q

D J72

C J10543

South

S AQ103

H AKJ98

D Q

C AK7

P P P 2C

P 2D P 2H

P 3H P 3S

P 4D P 4N

P 5C P 5N

P 5D P 6H



I wasn't sure how the bidding should have gone, but South opened 2C and showed hearts after a waiting 2D. North's 3H showed a positive raise with slam interest and after checking for aces and kings, South signed off at 6H.

The opening lead was the 4H and it looks like you might make 7 if diamonds are 4-3 or if the K spades is onside or even 3 long if you ruff 2 spades in dummy.

I think the best line is to see if diamonds split (a 62%) so after winning 2 hearts, play the Ace of diamonds and ruff a diamond and then A of clubs and ruff a club and ruff a diamond. At this point you know the diamonds are splitting so play a high club and discard a spade and the A of spades and ruff a spade followed by ruffing the next to last diamond and dummy is good.

Note, if the diamonds didn't split you can still take a spade finesse, but if you started spades first and the K is 4 long you will only make 6. All that being said, making 6 was 77% and making 7 was 92%.

It pays to understand percentages somewhat and this was a fairly complicated deal.

Jerry Weitzner

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BRIDGE CONVENTIONS & GADGETS



INTRODUCTION TO LEBENSOHL.....IT'S USE AFTER OPENER'S REVERSE

By Mel Chaplin

melchaplin@comcast.net

Difficult auctions often occur after Opener calls a reverse at the 2-level. A reverse is forcing one round but it can be made with as few as 16/17 TP.¹ Responder's first bid often just barely qualifies as a response so stopping below game after Opener calls a reverse can sometimes be a problem. Because a reverse takes up so much bidding space it can often propel the auction into an unmakeable game if both Opener & Responder have minimum hands. The use of Lebensohl can help ease this problem. Responder initiates the Lebensohl bidding scheme by bidding an artificial 2NT! asking Opener to bid an artificial 3C! Now Opener can better describe her hand. After Opener's 3C! bid Responder can now bid her suit which is almost always a drop dead bid.

After Opener's reverse Responder's 2NT! is a puppet bid asking Opener to bid an artificial 3C! Opener should comply with Responder's request if she holds up to 16/17 HCP.

The Bidding Looks Like This:

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	2NT!	P
3C!	P	???	

Responder's 2NT! is the FIRST bid in the Lebensohl bidding scheme & it asks Opener to bid an artificial 3C! Now Responder can place the contract. Any suit bid at the 3-level is a drop dead bid. If Opener holds a very strong hand (18+ HCP) she can refuse to bid 3C! & call a bid of her liking. When Opener ignores Responder's request to bid 3C! Responder is obliged to keep bidding until game is reached.

¹TP = Total Points = HCP + distribution,

OPENER'S RE-BIDS AFTER RESPONDER'S 2NT!

If Responder bids 2NT! over your reverse asking you to bid an artificial 3C! you should accept the relay unless you have a very strong hand. You can refuse to bid 3C! but you must hold a very strong hand to do so.

Your Hand: ♠Jx ♥AK10x ♦AKJ10xxx ♣_____ (16 HCP).

<u>You</u>	<u>Intervener</u>	<u>Partner</u>	<u>Advancer</u>
1D	P	S	P
2H	P	2NT!	P
5D			

Opener's hand re-evaluates to about 20 TP so she should ignore her partner's request to bid 3C! & bid 5D.

Responder's Hand: Axxx ♥xxxx ♦Qxx xx (6 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1H	P
2S	P	2NT!	P
???			

If Opener bids 3C! Responder should sign off in 3S.

Responder's Hand: ♠Axx ♥Q10xx ♦K10xx ♣xx (9 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1H	P
1S	P	???	

???

There is no Heart or Spade fit so Responder's proper bid is 3NT.

Responder's Hand: ♠xx ♥AKJxx ♦Kx ♣xxxx (11 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1H	P
1S	P	???	

???

Responder should bid 3C!, game-forcing. Responder's jump to the 3-level is always game-forcing.

Responder's Hand: ♠xx ♥AKJxxx ♦Kxx ♣xx (11 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1H	P
2S	P	3H	

Responder's 3H bid is game-forcing. Opener can now bid 4H or 3NT.

If the Partnership is using INGBERGMAN, the FOURTH suit now becomes Lebensohl. Responder can bid 2H! as Lebensohl so now Opener can bid 2NT & the 3NT will be played from the stronger hand.

The Bidding Will Look Like This:

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1S	P
2D	P	2H!	P
2NT	P	3NT	

RESPONDER'S BIDS OTHER THAN 2NT!

Opener's Hand: ♠x ♥KJxx ♦AKx ♠KQJ10x (17 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1C	P	1S	P
2H	P	4H	

Responder's Hand: ♠KQ10x ♥xx ♦Ax ♣AKQJx (19 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2NT!	P	3NT	

Lebensohl rules dictate that after Opener's second bid of 2NT! Opener must ignore Responder's request to bid 3C! & bid something else to her liking. Opener's hands are too strong to bid 3C!.

OTHER BIDS BY RESPONDER AFTER OPENER'S REVERSE

When a Partnership has Lebensohl in their toolbox the meaning of other bids often change. After Opener's reverse any bid by Responder but 2NT! is game-forcing.

SHOW PREFERENCE TO OPENER'S FIRST SUIT

Responder's Hand: ♠Axxx ♥10xx ♦J10x ♣Axx (9 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	3D	

Responder's 3D bid shows 3+ Diamonds & is invitational.

JUMP IN OPENER'S FIRST SUIT

Responder's Hand: Axxx ♥x ♦QJ10xxx AJ (12 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	4D	

Responder's 4D bid shows 4+ Diamonds & 12+ HCP. Game-forcing.

RAISE OF OPENER'S SUIT

Responder's Hand: ♠KJxxx ♥K10xx ♦Qx ♣xx (9 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	3H	

Responder's 3H shows 4 Hearts & is game-forcing.

RESPONDER RE-BIDS HER OWN SUIT

Responder's Hand: ♠KQ10xxx ♥xx ♦xx ♣Qxx (7 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	2S	

Responder's 2S bid shows 6 Spades & 5-7 HCP. Opener can pass if she has a minimum, non-fitting hand.

RESPONDER'S JUMP IN HER OWN SUIT

Responder's Hand: ♠KQJ10xx ♥xx ♦Jx ♣A10x (11 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	4S	

Responder's 4S bid shows a strong 6+ card suit & good hand values (8+ HCP). If Responder had had a weaker hand she would have first bid 2NT!, Lebensohl, & then bid 3S over Partner's 3C! bid.

RESPONDER'S JUMP TO GAME

Responder's Hand: ♠AKQxxxx ♥J10x ♦x ♣xx (10 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	4S	

Responder requires a 6/7 card suit that would play for no trump loser if Partner has a singleton.

RESPONDER BIDS THE UN-BID SUIT

Responder's Hand: ♠Qxxxx ♥xx ♦x ♣AKxxx (9 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	3C!	

Responder's 3C! is game-forcing. A 5+ card Club suit & 8+ HCP are required to make this bid.

RESPONDER CALLS A SPLINTER RAISE

Responder's Hand: ♠AKxxxx ♥Q10xxx ♦x ♣x (9 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
1D	P	1S	P
2H	P	4C	

Responder's Splinter Raise shows four Hearts, a Club singleton/void & a game-going hand.

ANY BID BY RESPONDER ABOVE 2NT! IS NATURAL & GAME-FORCING.

Responder's Hand: ♠Axxx ♥10xx ♦J10xx ♣Ax (9 HCP).

<u>Opener</u>	<u>Responder</u>
1D	1S
2H	???

3D	Shows 4+ Diamonds & 8+ HCP (game-forcing).
4D	Shows 4+ Diamonds & slam values (12+ HCP).
3H	Shows 4 Hearts & 8+HCP.
2S	Shows 6+ Spades & 5-7 HCP (not forcing).
3S	Shows 6+ Spades 8+ HCP (game-forcing).
4S	Shows an independent Spade suit.

THOUGHT OF THE DAY

"Ritual floggings were practiced by the Spartans & other religious sects as a type of catharsis. Perhaps bridge is simply a modern extension of this!" Jerry Helms, Bridge Bulletin, July 2019.

FURTHER READING

Max Hardy. "Advanced Bidding in the 21st Century", pg 234, 2002.

Karen Walker. "Lebehsohl Over Reverses". kwbridge.com.

"Lebensohl Convention". bridge.pro.br.

Next Time: Jacoby 2NT & Splinter Raises

CORRECTIONS TO APRIL ARTICLE "INTRODUCTION TO LEBENSOHL.....IT'S USE OVER THE OPPO-
NENT'S PREEMPTIVE TWO-BID"

Section: ADVANCER HAS AN INVITATIONAL HAND (8-11 HCP).

Line 19 should read: Lebensohl can also be used to show an invitational hand. This is done by Advancer by-passing a 2-level sign-off bid to bid 2NT! (Lebensohl). After Intervener bids the expected 3C! Advancer can bid her suit at the 3-level.

Advancer's Hand: AKxx Jxx xxx Qxx (10 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
2H	Dbl	P	2NT!
0P	3C!	P	3S

Holding a 4-card Spade suit & 10 HCP Advancer wants to make an invitational bid. Advancer can do this by FIRST bidding the 2NT! artificial puppet bid asking her Partner to bid the artificial 3C! After Intervener bids 3C! Advancer can now bid 3S showing 4+ Spades & 10-12 TP, invitational. If Advancer had had a weak hand she would have bid 2S at her first opportunity to bid instead of 2NT!

Advancer's Hand: xx KQJxx Kxx Qxx (11 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
2D	Dbl	P	3H

Advancer's 3H bid shows 5+ Hearts & 8-11 TP, invitational.

ADVANCER HAS A GAME-GOING HAND (12+ TP).

Advancer's Hand: Jx AKxxx xx KQxx (13 HCP).

<u>Opener</u>	<u>Intervener</u>	<u>Responder</u>	<u>Advancer</u>
2D	Dbl	P	3H

Advancer's 3H bid shows 5+ Hearts & 12 TP, natural & game-forcing. Advancer's hand is too strong for a Lebensohl sequence.

Club News

This section is for club owners and managers who wish to submit news about their games. Please go to our website for information about all our clubs, game times, and to check on the latest results.

Diablovalleybridge.com

ROSSMOOR DUPLICATE BRIDGE CLUB

Gateway Clubhouse, Rossmoor



FRIDAY MORNING GAME OPEN TO ALL

The Rossmoor Duplicate Bridge Club 0-200 masterpoint game is now open to all. Non resident players will be able to play together as well as with a Rossmoor resident.

There will be a mini lesson at 8:45am. and play will begin at 9, ending at 11:30. The game will be held in the Oak Room at the Gateway Center.

ASSISTANCE TO CLUB MEMBERS FINDING BRIDGE PARTNERS

The RDBC has volunteers to help club members find partners for the in-person games. Those who wish to play but do not have a partner for a game can call to see if other players are also looking for a partner.

Donna Barker is handling partnerships for the A section and open games. She can be reached by phone, texting or email at 925-588-8161 (cell), 925-945-6905 (landline) or Donnagbarker1@gmail.com. Open games are held Monday, Tuesday and Saturday at 1pm. The Monday game is for club members only.

Jana Logan is handling partnerships for the B section games. Jana can be reached at 925-322-8980. These games are Monday and Tuesday at 1pm. and Friday (0-200 game) from 9-11:30am. (Players can attend the Friday game alone, but it is preferred they come with a partner.)

Kit Miller

Contra Costa Bridge Center

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Contra Costa Bridge Center

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May News

Free unit game, STaC Week with Silver points, and a farewell party. There's a lot happening in May!

Stardust Week, April 25–29 (online games only). CCBC online club games will award twice the regular masterpoints, of which 25% will be **Gold**. Extra \$1.

Free Unit Game, Monday, May 9, Open and 499er. Unit 499 is sponsoring a unit game on Monday, May 9, at 10:00. There will be no table fees! A light lunch will be provided during the game. Open and limited sections. Reservations recommended (ccbc.reservations@gmail.com).

STaC Week, May 2–8 (in-person games only). The Monday morning Open game, Thursday morning 999er game, and Saturday morning 499er game will participate with clubs from five districts to offer extra **Silver** points. Extra \$1.

Farewell Party, Open and 499er, Saturday, May 21. Teresa Boyd and Grant Robinson are moving to Texas. Please join us to wish them farewell on Saturday, May 21. Light lunch at 11:30; game at 12:30. Open and limited sections. Normal table fees. Reservations recommended (ccbc.reservations@gmail.com).

Schedule changes:

Saturday morning limit raised. The masterpoint limit of the Saturday morning 299er in-person game is increased to 500 masterpoints, effective May 7, with no chance of being combined with the Open section.

Saturday morning Open game suspended. The Open in-person game on Saturday mornings is suspended as of May 7. The limited game will continue as a 499er game.

No morning game on Saturday, May 21. Plan to come to the Farewell Party lunch and game at 11:30.

Wednesday morning 299er online game suspended. The 299er game on Wednesday morning on BBO is canceled, effective immediately. There was insufficient interest to hold this game.



Grant Robinson

Club Manager

Sacramento Regional, May 30–June 5. CCBC schedule to be announced.

Club Championships (in-person games only). All regular in-person games will be rated as Club Championships awarding 2–3 times regular masterpoints. No extra charge.

Thank you for your support of CCBC!

CCBC Game Schedule

Effective May 1, 2022

Monday	10:00	Open	In person	\$9
Tuesday	10:00	749er	Online	\$5
Wednesday	9:50	299er	Online	\$5
Wednesday	10:00	Open	Online	\$5
Wednesday	2:00	0–20	Online	\$4
Thursday	10:00	999er	In person	\$9
Friday	10:00	Open	Online	\$5
Friday	12:30	749er	Online	\$5
Saturday	10:00	499er	In person	\$8
Saturday	10:00	Open	In person	\$9

Lamorinda Bridge Club



We have reopened Face-to-Face lessons and games:

Mondays:

Beginning Bridge Classes 10am-12noon [ACBL Textbook [Bidding in the 21st Century](#)]

Intermediate Bridge Class 1pm-3pm [ACBL Textbooks]

Class sizes are limited, so signing up in advance is necessary.

Opportunities to play: (As in the past, reservations will be required for all duplicate games.) We are set up to hold games outside when the weather permits if it is not either too cold or too warm. We can also provide a hybrid version (weather permitting) where players with underlying health concerns can request to sit N/S at one or more tables outside with the remaining tables inside all in one game. Masks are optional unless requested by a player when you reach that table.

Tuesdays:

3pm - 5:15pm: **Supervised Play**; 14-16 boards with Master Points Awarded; three questions allowed per player. This is **Limited 499** master points. \$8/ person table fee.

7:00pm - 9:45pm: **(New) Open Game**; \$8/person table fee (18-21 boards)

Wednesdays:

10am - 1:30pm: **Open Game**; \$10/person table fee.

Fridays: (2nd & 4th weeks of the month)

10am - 1:15pm: **Limited 499 Game**; \$10/person table fee.

Saturdays: (3rd week of the month);

10am-1:30pm: **Strata-Flighted Open Swiss Team Game**; \$10/person table fee.

Sundays (New): (one week each month date TBD)

10am - 1:30pm: **Open Game**; \$10/person table fee.

In May we will continue offering the following **Virtual Games**:

Virtual Online Game Schedule:

Saturday 9:50am Limited Game (499) \$5

Saturday 10am Open Game \$5

Sunday 9:50am Limited Game (499) \$5

Sunday 10am Open Game \$5

Winnie & Jerry

925-683-1908 (W Cell); 925-766-5228 (J Cell)

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