

GRAND SLAMMER - DISTRICT 19 UNIT 448

Apr/May/June 2010



Spokane Spring sectional

May 21, 22 and 23, 2010

Friday, May 21	12:00 – Single Session 6:00 – Single Session	<u>OPEN</u> Stratified Pairs Stratified Pairs	<u>I/N</u> Stratified Pairs No game
Saturday, May 22	12:00 6:00 Stratified Pairs	Stratified Pairs ↑ (2 sessions)	Stratified Pairs (0-5 Pairs free session) No Game
Sunday, May 23	10:00 – Double Session TBA	Stratified Teams (7-8 board matches victory points)	No Game
Strata Cost		0-500, 500-1500, 1500+ \$8 per Session	0-10, 10-50, 50-99 \$6 per Session

Tournament Director: Matt Koltnow

Tournament Chair: Mike Coopersmith 509-466-4404 or 509-599-1545 – pfmcs2@comcast.net

Open Partnership Chairs: Marlys Roberts 509-466-8896 – bussmarlys@copper.net

Jackie Biel 509-624-8782

I/N Partnership Chair: Duane Munk 509-535-0772

Comfort Inn downtown -- 923 E 3rd Ave -- Spokane WA 99202 -- I-90 exit 281 (282B westbound)



CLUB GAMES

- [1] **Mon 10:00 am – Non-Life Master**
- [2] **“ 6:00 pm – Open**
- [2] **Tues 11:00 am – Open**
- [5] **“ 11:00 am – Open – Elks Lodge**
- [3] **“ 6:00 pm – Open**
- [7] **“ 7:15 pm – Open**
- [4] **Wed 12:30 am – Open**
- [3] **“ 6:30 pm – 0-100 Student/Mentor**
- [3] **Thu 12:30 am – Open**
- [6] **“ 1:00 pm – Open**
- [5] **“ 6:00 pm – Open/Handicap
Opportunity Presby.**
- [2] **Fri 11:00 am – Open**
- [6] **Sat 12:30 am – Open**

DIRECTORS & TELEPHONES

- [1] **Kay Fergie – Kay’s Games 509-838-3270**
- [2] **Dick Yager – Maggie’s Club 509-998-7390**
- [3] **Kris Motoyoshi – Sam’s Bridge Club
509-466-4249**
- [4] **Mike Coopersmith – Spokane Bridge Club
509-466-4404**
- [5] **Brenda Simpson -- Bridge with Brenda
509-926-6973**
- [6] **Karen Eveland 208-798-3092**
- [7] **Pete Pluhta 509-334-3245**

LOCATIONS

- [1 thru 4] **Comfort Inn downtown
923 E 3rd Avenue – Spokane, WA 99202**
- [5] **Opportunity Presbyterian Church
202 N. Pines Road – Spknvly, WA 99206**
- [5] **Elks Lodge – 2605 N. Robie Rd
Spokane Valley, WA 99206**
- [6] **Paulter Sr Ctr – 549 5th St – Clarkston, WA**
- [7] **Stookey’s – 211 W. D St – Moscow, ID**

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Sometimes the Bridge Gods Punish Aggression
 By Dennis Cohen

I was present (as south) on the following hand during a knockout match at the Spokane Regional. Although I would not have taken the same actions in the auction as did West, I have to think that **Fate** punished him more severely than his aggression probably deserved.

Some would double with his hand, some would bid 1NT (I'm amongst the doublers) but both actions have their pluses and minuses. East's responsive double** is definitely a minimum, but his distribution does argue for the action. West's second double is, in my opinion, a bit pushy, but their agreement is that it tells the responsive doubler to bid his best suit and East complies. Now, I think that 3♠ would have been a better action than 4♠ with the West hand, but **Fate** clearly thought that such impertinence needed a sharp slap in the face. If I had known what was in store for West, I probably would have doubled (but then, maybe, **Fate** would have chosen to swap a few East-West cards and make me sorry).

West	North	East	South (D)
			1♣
Dbl	2♣	Dbl**	3♣
Dbl	P	3♥	P
4♠	P	P	P

	<u>North</u>		
	♠ 84		
	♥ 95		
<u>West</u>	♦ K1062	<u>East</u>	
♠ KQ65	♣ Q7632	♠ 9732	
♥ 632		♥ AJ108	
♦ AQJ9	<u>South (me)</u>	♦ 754	
♣ A5	♠ AJ10	♣ 109	
	♥ KQ74		
	♦ 83		
	♣ KJ84		

CARD PLAY in order from lead card

- Trick 1: North led ♣2 → ♣ 9, J, A.....[We play 3rd and 5th leads]
- Trick 2: West led ♥2 → ♥ 5, J, Q
- Trick 3: South led ♦8 → ♦ Q, K, 4
- Trick 4: North led ♣3 → ♣ 10, K, 5
- Trick 5: South led ♦ 3 → ♦ J, 2, 5
- Trick 6: West led ♥ 3 ♠ K ♥ 9, 10, K
- Trick 7: South led ♥ 4 → ♥ 6, ♠ 4, ♥ 8
- Trick 8: North led ♦6 → ♦ 7, ♠ 10, ♦ 9
- Trick 9: South led ♥ 7 → ♠ K, ♣6, ♥ 10
- Trick 10: West led ♠ Q → ♠ 8, 2, A

Result Down 500, undoubled, with no unusual distribution to blame

.....What is the **Responsive Double**? It is a takeout double by responder after the opponents have bid and immediately raised a suit and partner has either overcalled or doubled. In response to partner's overcall or double you double to show you have the unbid suit(s) but insufficient length to bid one of the unbid suits.

.....In the tournament North and South bid and immediately raised ♣. West doubled for the unbid suits – especially the majors. East has 5 points and 4 of each major. But East's problems are:

1. With only 5 points and only 4 of each major → should East bid at the 2 level? NO!
2. Which major is the one partner wants to hear about? East doesn't know!
3. The strong hand is exposed.

So East uses a responsive double to show this exact holding.

- The responsive double is usually played up to the same limit as the *Negative Double*.
- The points required for a responsive double depend on the level of bidding.
 - 2 level responsive doubles → 6-8 high card points (hcp)

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- 3 level responsive doubles → 9+ hcp



DOUBLE DOUBLE TOIL AND TROUBLE

SPECIAL DOUBLES

After Overcall: Penalty _____
Negative thru _____

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 Level 2 Level
Jump Shift Forcing Inv Weak
Redoubles implies no fit

VS Opening Preempts Double is

Takeout thru _____

Which is it? Huh! Is it *takeout, negative, penalty, reopening, balancing, responsive, support* or mistake. Tell me! Tell me now! I'm listening! But I'm ready to disbelieve! And if you call it takeout when it should be called negative; I'll never believe another word you say. So get it right! You have only one chance! It's a double!

The **Takeout Double** is made at bidder's 1st or 2nd turn to bid against opponents who have bid a suit(s) (*notrump is not a suit*) with a partner who has not bid. The takeout doubler has opening or better high card points (hcp). If the takeout doubler has a minimum opener than their distribution should favor the unbid suits. The hunt for the 4-4 fit is on.

The takeout double is forcing on partner; asking partner to bid one of unbid suits. Without opponents interference these are the bids:

- minimum level suit response: 0-8 hcp and 4 or more card suit
- jump suit response: 9-11 hcp and 4 or more card suit
- bid game suit response or cuebid: 12+ hcp and 4 or more card suit
- 1NT: 8-10 hcp and minimum 1 stopper in opponent's suit and no suit fit
- 2NT: 11-12 hcp
- 3NT: 13-15 hcp

.....The partner of the takeout doubler who doesn't have 4 of the the unbid suits nor a suitable notrump response is now forced to make a compromise bid. Just do it.

.....The **Negative Double** follows partner's opening bid of a suit; and an intervening opponent's overcall (an opponent's intervening double of partner's opening bid is not an overcall) in a different suit. It promises the unbid suits with at least 4 of an unbid major. This is why partner's opening with a minor, followed immediately by opponent's overcall of a major, and your response of a major promises 5 cards in that major. The negative double response promises 4 cards. The hunt for the 4-4 fit is on.

- A negative double of a 1 level overcall promises 6 hcp
- A negative double of a 2 level overcall promises at least 8 hcp
- The top level of negative doubles is by partnership agreement.

.....Opener rebids based on points and fit after the negative double; as if opponent's had not bid. But opponent's bid told you something about point and card distribution. And if opener doesn't have a fit for negative doubler which lie is least painful?

The **Reopening or Balancing Double** happens like this:

1. Partner (north) opens, opponent (east) overcalls, you (south) pass, opponent (west) passes or bids at less than game level → Partner doubles. This is a *reopening double*. Partner has their suit plus at least 3 of the unbid suit(s) and asks you to bid based on this information. It's a partnership agreement how high to go with reopening doubles. The reopening double is done at opener's first opportunity with a passed partner. It doesn't promise more high card points. It promises shape. Responder uses the same steps for bids as in takeout doubles. It is forcing on responder.
2. Opponent (north) opens, partner (east) passes, opponent (south) raises suit, partner (west) passes. Opponent (north) passes and partner (east) doubles. This is a *balancing double*. Partner could not double immediately because their hand has a problem; maybe length in opponent's suit, maybe less than opening point count. The

