



HOLIDAY OVERVIEW:

The holiday will commence at 2:15 pm on Sunday March 17 with the first session of bridge. Welcome drinks will follow with a scrumptious 2 course dinner. Within 60 metres of The Cubana is the Nambucca River where you can enjoy a walk on the catwalk all the way to the mouth. There is a bottle shop, bank and supermarket within 300 metres. More than just bridge on this holiday, you'll have a wonderful time. Pet Rooms available (3). Breakfast every morning between 7:00 & 9:00. Must be finished by 09:20



INCLUDED: 5 Nights accommodation with all breakfasts, all dinners, 3 lunches and a champagne welcome & more. One lunch will be at the Wharf Café and a visit to Bellingen at The Old Butter Factory. Bridge will consist of a 6 session B4Red pairs event and 2 WalkIn Pairs. 4 Workshops

CLAUDE WETSTEYN

HOLIDAY PROGRAM: NBC = Nambucca Bridge Club**Mar 16 18:00 Welcome Drinks with Hosts****19:00 Dinner at Thai**

Mar 17	14:15	Ngambugka Pairs 1 of 6
	17:15	Welcome Drinks with Horderves.
	18:00	Dinner at the local Indian Restaurant Wine Supplied
Mar 18	09:15	Tutorial 1
	09:45	V-Wall Pairs Session 1 of 2 Green
	12:15	Light Lunch Supplied
	13:00	Ngambugka Pairs 2 of 6 NBC
	19:00	Dinner at V-Wall Hotel. At commencement of the spectacular graffiti Sea Wall. Drinks Supplied
March 19	09:45	Tutorial 2.
	10:15	V-Wall Pairs 2 of 2 Green
	17:30	Thai Lom Talai Dinner ready on arrival. No Drinks
	19:00	Ngambugka Pairs 3 of 6 NBC
Mar 20	09:15	Tutorial 3
	09:45	Ngambugka Pairs 4 of 6
	13:00	Lunch at Wharf St Cafe
	19:15	Dinner at V-Wall Hotel. Drinks Supplied
Mar 21	09:15	Tutorial 4
	09:45	Ngambugka Pairs 5 of 6 CUBANA
	12:15	Light lunch supplied
	13:00	Ngambugka Pairs 6 of 6 NBC
	17:30	Dinner at Chinese Restaurant. Drinks Supplied
Mar 22	07:30-09:30	Breakfast
	10:00	Farewell

HOW TO GET THERE:**56-58 Riverside Dr Nambucca Heads**

From Sydney, take the M1 all the way to the Nambucca Heads turnoff. At the roundabout take the 4th exit then at the next roundabout take the 2nd exit onto Giinaway Way. Then turn left onto Riverside Dr and its 200 metres on the left.

1A: END PLAYS :

When you do not know which line of attack is best to make during a contract and you have loser(s) in your hand which are duplicated in dummy and there is no way of discarding them and the opposition cannot continue with this suit, lose these trick(s) now and let the enemy lead to you. When this occurs the opposition are often end-played ie. they have to make a lead that results in a free finesse for you.

These are known as “strip-and-throw-in” plays because the technique is to exhaust the opponents of safe exit cards (strip or eliminate) and then give the lead to an opponent (throw-in) who is obliged to make a lead that is favourable to you. They occur mostly when you have trumps left in dummy and in hand with voids in each hand in the suit(s) that are irrelevant. Thus if one of these suits is led, you benefit from the ruff and discard.

A strip and throw-in may avoid a losing finesse, solve a guess (ie missing a Q only and you have to guess the correct way to finesse) or create a trick where you did not have one (ie. KQx in dummy and a void in hand, with this suit led, the K covers forcing the A and then ruffed, creating the Q as an additional trick) or even the following-

	Q42	
KT8		A965
	J73	

South has no trick in this suit but if either opponent is forced to lead this suit, declarer scores a trick by playing 2nd hand low. ie. whoever leads this suit loses a trick for their partnership. This example highlights the importance of 2nd player playing low generally.

A typical example of a strip-and-throw-in technique is

	♠ AQT	
	♥ AQJ32	
♠ 9875	♦ KQJ	♠ KJ4
♥ 4	♣ 72	♥ T7
♦ T93		♦ 8762
♣ 96543	♠ 632	♣ QJT8
	♥ K9865	
	♦ A54	
	♣ AK	

On the Q of clubs lead in a 6H contract by North, declarer wins, draws trumps, plays off the diamonds and clubs (stripping the side suits) ending in dummy and leads a spade to the T (throw-in). East wins but must return a spade or concede a ruff and discard.

1B: TRUMP CONTROL TECHNIQUES:

When you have an 8-card trump fit you will strike a 4-1 trump break 28% of the time. These are some of the measures that may be possible to keep control of the trump suit.

- a) Do not shorten the long trump hand by trumping. Discard from other suits until dummy can ruff or otherwise control the danger suit.
- b) Delay drawing trumps till your 2nd suit is set up.
- c) Duck a round of trumps. Instead of cashing your trumps from the top, let one round go in order to keep at least one trump in dummy to ruff their suit.
- d) With weak trumps, maneuver to draw two rounds of trumps without letting them draw a 3rd round.

A typical example of trump control technique is-

	♠ AKT762	
	♥ 4	
♠ Q3	♦ Q94	♠ J
♥ Q97	♣ A85	♥ AKJ85
♦ A653		♦ K72
♣ KQJT	♠ 9854	♣ 9643
	♥ T632	
	♦ JT8	
	♣ 72	

East is in a contract of 4H and the lead is the 8 of spades. ie. 2nd highest from 4 rags, like M.U.D. North should play the A,K of spades. What would happen if declarer ruffed the 2nd spade and drew trumps. East has no trumps left and is at the mercy of the spades after knocking out the A of clubs. Even if the trumps broke 3-2 you still make just as many tricks by discarding the inevitable diamond loser at trick 2. If East ruffs the 2nd spade and leads a club, North can duck and give South a club ruff if clubs are continued. Therefore, East should discard a diamond on the 2nd round of spades. As declarer you should look to see what you have to gain/lose by ruffing the 2nd spade and whether you are still in control with an adverse trump break, in addition to seeing what you have to gain/lose by discarding a loser elsewhere.

2A: "Turn Off The Tap"

	<p>♠10 4 2</p> <p>♥K 7 2</p> <p>♦A J 10 6 4</p> <p>♣Q 6</p>	
<p>♠A K Q 7 6</p> <p>♥J 10 9 5</p> <p>♦9</p> <p>♣K 7 5</p>		<p>♠J 9 5</p> <p>♥6</p> <p>♦8 7 5 3</p> <p>♣10 9 8 4 3</p>
	<p>♠8 3</p> <p>♥A Q 8 4 3</p> <p>♦K Q 4</p> <p>♣A J 2</p>	

Contract: 4♥

After West cashes two rounds of spades and forces South to ruff a third, a not-so-alert declarer (not you, of course) might simply draw two or three rounds of trumps and only then comprehend the problem with this hand: Plan A will not work! Plan A was to draw three rounds of trumps and discard South's losers on the solid diamonds. West has enough trumps to spoil that plan; and worse, once you ruff the spade, he now holds as many as you do. If you let him in again, he will continue the spades and cause you to lose control of the hand.

This line of defense is called "tapping" the declarer: repeatedly leading the top cards of a non-trump suit to force declarer to have fewer trumps than the defense has. To foil this defense, one must figure out how to turn off the "tap".

After you lead a small heart to dummy's ♥K and a small heart from dummy, East shows out and you get the picture. What you must do at this point, is implement Plan B: duck the trick into West.

Yes, he still has as many trumps as you do; but it no longer does West any good to continue the spades since dummy rather than declarer can ruff. Put another way, you have taken the pressure of the spade ruffs off the hand that can ill afford it, and have given this task to the hand that can afford it.

This approach, by the way, shows one way in which intermediate players become advanced. Beginners learn techniques on how to win tricks (finesses, ruffs, etc.); advanced players learn how to effectively lose tricks (holdups, throw-ins, ducking, etc.).

2B: TIPS FOR DECLARERS:

Study the opening lead. Try to make some conclusions about the opening lead. Does the card led suggest length or shortness in the suit? Does it pinpoint the leader's exact length (and therefore his partner's length)? **Does it show an honor combination or the lack of one?** What does it tell you about the leader's possible length or honor holdings in other suits? The following 2 hands are in 3NT.

8♥ led

Dummy

♠ AK6

♥ AK4

♦ AJ2

♣ 7532

You

♠ 532

♥ Q63

♦ KT6

♣ A986

2♥ led

Dummy

♠ AK64

♥ AK4

♦ AJ2

♣ 752

You

♠ 532

♥ Q76

♦ KT6

♣ A986

Don't just assume the opposition play the same system as you. If they state their opening leads are attitude then the leader (with 8♥) is protecting honours in other suits. You're best chance of making the contract is to find the Q♦. Therefore, he is more likely to have it as he is protecting honours but with Hand 2 the lead of the 2♥ places strength there but not QJT as he would have led the Q but probably Q-T with length, therefore finesse East for the Q♦ as he should have more length there.

Suit: Count losers, then count winners.

Identify which tricks in which suits you plan to take.

Focus on one hand as the "master hand" for counting tricks.

- ♣ In a 5-3 or 6-2 fit, it's usually the long-trump hand.
- ♣ In a 4-4 fit, choose one hand -- usually the stronger hand *or* the hand that won't ruff.

Look at each suit and count potential losers, then see if dummy can cover any of them.

3: Supporting partner's 1 of a major opening bid lesson objectives

Consolidating your understanding of the nine different responses when partner opens one of a major.

Pass	Less than 6 HCP	No Support
1NT	6-9 HCP	No Support
2H , 2S	6-9	3 Card Support
	10 +	Change Suit = 2C , 2D
3H , 3S	0-5	Bergen Raise – 4 card Support
2NT	13+	Jacoby – 4 Card Support
3C	6-9	4 Card Support
3D	10-11/12	4 Card Support
4C , 4D	13+	Splinter – 4 Card Support plus Singleton or Void.
4H , 4S	0-8	Weakly Freaky 5 Card Support – plus Void or Singleton
4NT	Strong	Support and Asking for Aces
3NT	Whats that	This bid is for mugs. Change suit and find out more info

You can still change suit when you have support for partner for eg, Pard opens 1H

South

♠ JT42
♥ 9532
♦ AK7
♣ AK

Check on a 4-4 Spade fit 1st which will often score an extra trick than the 5-4 Heart Fit.

Always change suit when you have 3 card support even if it means bidding a 3 card minor. Pard opens 1S.

South

♠ JT4
♥ QT32
♦ A73
♣ AJ7

Check on a 4-4 Heart fit 1st which will often score an extra trick than the 5-3 Spade Fit.

NOTES:

When playing in a suit contract and you have a double fit, choose the suit that is closer to equal length.

♠ AK6542	QT73	1S : 2D
♥ A932	KQ75	2H : 4NT
♦ 32	A85	and so on.
♣ 3	A4	

When partner opens 1S, don't get carried away, search for a 4-4 heart fit by changing suit to start with. Note that spades with a 6-4 fit can only make 12 tricks but hearts with the 4-4 fit makes 13 tricks. This is because your sidesuit becomes spades and of unequal length (ie. 6-4) and once trumps are drawn (hopefully 3-2) the overlap in spades allows you to dispose of your diamond losers. So you get 3 trump tricks, 6 spades tricks, 2 minor Aces and a cross ruff in the minors for 13 tricks.

REBIDS after a Fit:

After 1C : 1H	A)	6-9/10	=	Pass
2H : ?	B)	2S, 3C, 3D	=	Long Suit Trial – Invitational Hand
	C)	3NT	=	Partner I only have 4 hearts but no shortage.
	D)	3H	=	10/11/12 No distinct shortage
	E)	4H	=	Men always bid game

B)

Replying to the Long Suit Trial Bid:

No losers in the trial suit = Bid game in the agreed major
1 loser in the trial suit = Bid game in the agreed major
2 losers in the trial suit = Bid game if maximum (IE. As responder you have already promised. 12-14 points, therefore with 14 bid game. If opener is replying to the trial suit, opener should always pass with 2 losers as they have already fully defined their hand.

C) No point being in a suit contract without any shortage

♠ K42	QT6	1C : 1H
♥ Q932	KJ75	2H : 3NT
♦ AJ7	K85	
♣ AT3	QJ7	

There isn't much likelihood of making an additional trick here if you play in hearts. There are 8 tricks on top most of the time. There are 3 finesses available for additional tricks. In NT's you only require 1 to be successful but in 4H you require 2 of the 3. Besides NT's scores more. Where do you want to be?

4: KILLING DUMMY

Contract: 3NT (auction: 1NT P 3NT)

Partner leads the ♥J

DUMMY

♠ A5
♥ 983
♦ KQJ87
♣ 974

Your Hand

♠ KJ109
♥ A6
♦ A32
♣ T832

Should you win or duck the first trick? If you win, what do you play at trick two?

Here, you can see that declarer's diamonds will be good eventually. You plan on holding up later in diamonds, but as long as the ♠A is in dummy, declarer can get there. In order to take that card from dummy you need to play a spade at trick 2, but which spade?

If you play the ♠J, declarer can put in the Q and play diamonds. Instead, you must play the K at trick two. This type of play actually has a fancy name (**Merrimac Coup**), but you just need to think of how you can get that ace out of dummy. You shouldn't worry about giving up a spade trick (declarer could always get it herself later), but think that you are cutting off dummy's diamond suit.

Now for Test 2 on this Hand. What D trick do I take?

In standard methods when partner leads a small card of a suit, third hand usually plays high either to win the trick or to force declarer to play high to promote partner's high cards.

When declarer is leading a suit, it is often best to show how many cards you have in the suit. Signaling how many cards you hold in a suit is termed "Giving Count".

Lowest Card = Odd Number of cards in the suit.

Highest Card = Even number of cards in the suit.

Suppose dummy has no outside entry and the position is this

DUMMY
KQJ62
EAST
A75

East needs to know whether to take the Ace on the 2nd or 3rd round of the suit. If South has only two cards, East should win the 2nd round of the suit. If South has three cards East should win the 3rd round. (If South has 4 cards in the suit, East cannot prevent declarer using this suit). Many players hold up the Ace until the 3rd round each time because they have no method of discovering how many cards declarer has.

In an experienced partnership, West will give count. If South leads this suit and West drops the 3, East can read this as West's lowest card, deduces that West holds an Odd Number of cards in the suit (ie. 3) and from simple arithmetic deduces that declarer has a doubleton. East should win the exact trick when declarer runs out of the suit. (ie. The 2nd trick.) Had East played the 9 on the first round of the suit, East would assume that West had a doubleton, and therefore, declarer must have three. Now East must win precisely the 3rd round of the suit.

EXERCISES:

1. DUMMY
KQJ6

EAST
75

a) Declarer leads the 8 to dummy's King. Which card should East play? b) What card should East play from 754 ? c) What card should East play from 7542 ?

2. DUMMY
QJT64

WEST
K75

Dummy has no further entries. Declarer leads the Ace and continues with the 9. In a no-trump contract do you take the King on the second round or do you duck?

a) If East plays the 8 or b) If East plays the 2.

ANSWERS:

1 a) 7 b) 4 c) 7

2. a) No b) Yes (as partner has three cards in the suit, declarer has doubleton)

One final test for yourself. What is your plan looking at this hand?

West North East South

1♠

No 1NT No 2♠

No 2NT No 4♠

No No No

Partner leads the ♣ 9. Declarer wins and plays a spade, everyone following. What do you do next?

DUMMY

♠ 54

♥ 974

♦ J63

♣ AKQJ10

YOU

♠ A

♥ Q10853

♦ KQ10

♣ 7643

Here, you should consider what partner's lead is. It's probably a singleton or doubleton, since if partner has three, declarer would continue on clubs to pitch losers. Do you think it's better if it's one or two? Here, it's probably better for this to be a doubleton. Here's why. If partner only has one, that means declarer started with six spades (or seven) and three clubs. The defence will take the ace of trump plus a ruff, but you might not get any more. Look what happens if partner has two clubs (full deal below). Partner won't ruff this trick, but declarer can't get to dummy's good clubs anymore. If declarer pitches a loser on the third club, partner will ruff (for your second trick) and you will still get two tricks in the red suits. Sometimes you need to make the counter-intuitive play of playing dummy's best suit to sever communications prematurely.

The Full Deal:

♠ 54

♥ 974

♦ J63

♣ AKQJT

♠ 7632

♥ KJ6

♦ 9754

♣ 92

♠ A

♥ QT853

♦ KQT

♣ 7643

♠ KQJT98

♥ A2

♦ A82

♣ 85

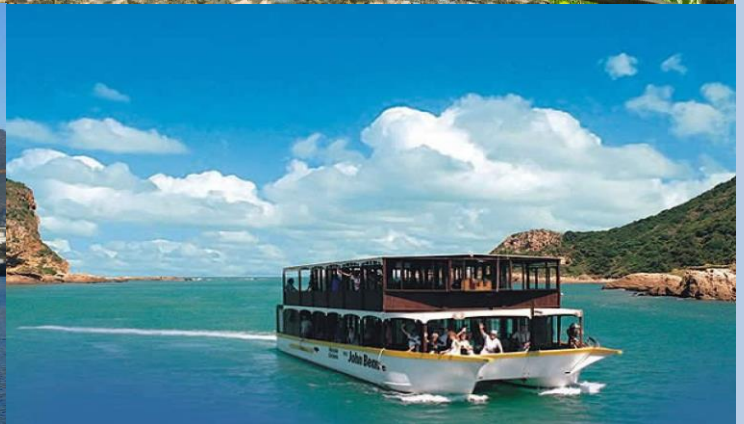
FUTURE HOLIDAYS: 2024

June 03 – 11

Airlie Beach – Mirage (90% Full)



Sept 03 – 30 Africa – Capetown, Swellendam , Khysna , Joburg , Botswana Safari , Zambia (Victoria Falls)



Nov 04 – 06

Terrigal - Melbourne Cup - Star of The Sea Apts (90% Full)



2025

DEC 30 - JAN 03

New Years Eve - Bowral - Briars 75 % Full



FEBRUARY 2025

Hunter Valley -Kirkton Park



MARCH 2025

Bowral - Briars



JUNE - Late

TRINITY BEACH FNQ - Vue Apts



AUG 2025 Thailand - Bangkok (ShangriLa) THE RIVER KWAI (Dheva) & CHIANG MAI (Ratilana)

