

UNIT 430 Matchpointer

May 2020 Edition

Published 3 times a year for our Unit 430 members
and available on the web at:

www.vancouverbridge.com

*Henry Smilie Mixed Board-a-Match Teams Trophy:
Cindy Oisho, Rhoda Tafler,
missing: James Lenobel, Michael Dimich*



*Phil Wood Under 200 and Mary Clarke Flight
B Swiss Teams: Qiang Hua, missing: Jack Qi,
Lucy Zhong, Qiang Hua, Morris Chen*



*Eddie Bonnell Trophy:
Katrin Litwin*



*Unit 430 Trophy (MUG):
Ben Takemori*



*Rocket Rokie Race:
Qing Hua*



*IMP League Flight B
Neil McAllister, Maureen McAllister, Harold
McAllister, Linda Morgan, Lesley Laudan*



*Gordie Davis Memorial Trophy - IMP
League Open Flight
Ben Takemori, Gray McMullin, missing:
Joel Martineau, Bryan Maksymetz*



*IMP League Flight X
Shelley Burns, missing: Kelvin Raywood,
Greg Morse, Sam Krikler*



*Adrian and June Budd Hicks Trophy:
Aidan Ballantyne, Katrin Litwin*



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President's Message

from Larry Pocock, President, ACBL Unit 430
President's Message - May 2020

Trophy Sectional Photos

Photos on these pages were taken at the Trophy Sectional to celebrate the yearly achievements of some of our players in 2019. Absent and/or camera shy were the following winners:

Cam Doner - Phil Wood Trophy, Leo Steil Memorial Trophy, Willie Weinstein Trophy with teammates Dan Jacob, Michael Dimich, Larry Hicks.

Thomas Anderson, Ryley Breiddal - Ev Hodge Charity Pairs.

Wolf Fiedler, Marlene Powell - Jean Turnbull Mixed Pairs.

Debbie Hargreaves, Mike Hargreaves, Gordon McOrmond, Don Sache - Ben Lapidus Memorial Knockout Teams.

I sincerely hope that every member of our Unit is well and staying safe. It doesn't seem real that this Covid-19 Pandemic has so swiftly descended upon us, forcing us to change our lives in such a drastic manner. Turning on the News every day in order to hear the grim numbers; finding empty shelves at the grocery store as we tried to avoid the other shoppers; giving special thanks, every day, to the frontline health care workers as they put their own lives at risk to help others; our world just kept getting scarier and scarier. Now, it seems, the numbers have started to improve. The people of B.C. appear to be making social distancing work and we are talking and planning how to reopen and get things back to some kind of normal. So how does Bridge fit in here? Easy, we will be last! Older people, gathering in groups, are not going to get the green light until everything else seems to be "working". At this point, we just don't know when that will be. So for now:

Bridge is online.

The local clubs are now holding online ACBL games. On almost every day of the week, one or more of our local Clubs has a game on BBO. (Bridge Base

Online).

I urge every member to support their respective club(s) by participating in these Club Games. The revenue goes to the clubs, and the players get the usual Masterpoints. Also, most games are only 18 boards, so time to finish is about 2 1/4 hours. If you need more info on how to play, the VBC web site gives easy to understand instructions (thanks to Bruce).

I would especially urge regulars (and others) of the Vancouver Bridge Centre to support this club. Unlike the other clubs, Ken still has a monthly rent (lease) payment to make. We really don't want to lose our only dedicated site in the Unit.

We hope to have a Monthly Unit Game online for the end of May. It's possible that other online 'Tournaments' may be developed by the ACBL as they seek innovative ways to keep the game going.

The last time my hair was this long, I was in University and it was shoulder length. I have cooked more meals in the last 6 weeks than in the last 6 years. My yard is in the best shape it has ever been in. Enough! Please bring back normal. I miss going to Bridge.

Eschew the Bromide

by Michael Dimich

It's a good thing to be playing on a Swiss Team with people you like. They may occasionally roll their eyes at one of your results but they never become vituperative.

We win our first four matches to score 52 VPs (out of 80). After our dinner break we meet a formidable team that has scored 54 VPs. "What happened to you guys?" I ask. (I was hoping not to meet this team until the final round). "The last team we played needed to play A J 9 6 4 opposite 7 5 3 for one loser – the declarer led low to the Jack which held and then played the Ace dropping a high honour and the doubleton ten offside". The telling of this is so matter of fact with no trace of resentment, that it's a sure sign of a bloody good player.

Pleasantries done with, we start our battle. Our opponents bid to 4♥ on this auction:

S	W	N	E	
1NT*	P	2♣	P	* 14-16
2♥	P	4♥	All pass	

My partner, West, is an excellent defender. He leads

4

the ♦ 4 and dummy hits as I look at my hand:

♠ K 10 6 4

♥ J 9 7 5

♦ K

♣ A J 10 7



♠ J 7 3 2

♥ K 4

♦ J 9 7 6 5 3

♣ K

Against a game contract partner is trying to build quick defensive tricks with his lead. His diamond holding is probably ♦ Q 10 x x or ♦ Q 10 x and declarer has either ♦ A x or ♦ A x x. Declarer wins the stiff ♦ King and leads a spade from dummy to the Ace in his hand. He now leads a low heart towards dummy. This play by declarer means he doesn't hold 5 hearts or ♥ A 10 x x in his hand. Thus partner must hold ♥ Q 10 x. Much to my surprise, partner wins the ♥ Q and switches to the ♣ 8. Declarer ducks in dummy and my stiff ♣ K wins. Declarer is marked with either the ♣ 9 or ♣ Q.

Partner's play is strange. He knows I have the ♥ K so the normal play is to duck his ♥ Q so I can win with my ♥ K to get two natural trump tricks. You don't give an IMP to an opposing team unless you have a good reason. Partner rose with the ♥ Q in the hope that I could win the next trick (with a club void or the King). I am sure now that the ♣ 8 is a suit preference signal for a spade return. I duly return my lowest spade and partner and I crossruff to beat the game contract by two tricks.

The whole hand:

♠ K 10 6 4

♥ J 9 7 5

♦ K

♣ A J 10 7

♠ 5

♥ Q 10 8

♦ Q 10 4

♣ Q 8 6 5 4 3



♠ J 7 3 2

♥ K 4

♦ J 9 7 6 5 3

♣ K

♠ A Q 9 8

♥ A 6 3 2

♦ A 8 2

♣ 9 2

Benito Garozzo once gave this piece of advice to the general bridge public:

"When in doubt lead a singleton."

Luckily, partner had no doubts.

R-R-Restricted Choice

by Greg Morse

You don't need to know much math to be a very good bridge player but sometimes a bit of esoterica comes in handy.

Playing in a club game you pick up

♠ 9 7
♥ Q J 8 7 3 2
♦ A 7 6 5
♣ 5

Partner opens 1NT (15-17) in first seat and RHO passes. You don't have much in HCP, but you have good shape and only 7 losers. Since a strong NT usually has 6 losers and sometimes only 5 you decide to take a shot at game. You bid 4♦ (Texas) and partner bids 4♥ which ends the auction. The lead is the ♣ 10. Lets go over to partner's side of the table now and this is what we see:

♠ 9 7
♥ Q J 8 7 3 2
♦ A 7 6 5
♣ 5

♠ A Q 6
♥ 9 6
♦ Q J 3
♣ A K 8 7 4

Partner wins the first trick with the ♣ A (♣ 2 from East). The second trick is the ♥ 6, 5, Jack and King. East now shifts to the ♠ Jack. Partner wins this with the ♠ Ace and cashes the ♣ King pitching a spade. He then leads the ♥ 9. West wins the ♥ Ace, (East following with the 4) and exits with the ♥ 10 won by Dummy's Queen, East pitching the ♠ 2.

Partner now leads the ♦ 5 to the 10, Queen and King. West exits with the ♦ 2 and East's 9 forces partner's Jack. The situation is now:

♠ ---
♥ 8 7 3
♦ A 7
♣ ---

♠ Q 6
♥ ---
♦ 3
♣ 8 7

Partner has lost three tricks and needs the rest. He leads the ♦ 3, 4 from West and now its decision time. Ace or 7?

There isn't much to go on, in terms of HCP or shape shown by the defenders. In cases like this you have two approaches, Table Feel, or the a-priori odds. If you play the Ace you are essentially playing for 3-3 diamonds, a 36% chance. If you play the 7 you are playing for 4-2 diamonds a 24% chance. The diamond Ace would seem to be the better bet. There is however West's play in the diamond suit. She seems to want to force you to guess. What does your table feel tell you about that?

If you have been paying attention to the diamond spots however there is a stronger inference available. Quick, without re-reading, what spots did East play on the first two diamond tricks?

If you were watching you saw that he played the 10 then the 9. If you play the Ace you are playing him for an original holding of T-9-8. Most players know that if you are missing two critical cards, say the Queen and the Jack, and one of them falls on the first round when you play your Ace, the Rule of Restricted choice says that the odds are 2-1 that the other defender has the other honor. In other words he played his honor under your Ace because he had to (his choice was Restricted), rather than because he chose to from a holding of Q J tight.

Not many players stop to think that the same applies when you are missing THREE critical cards. From a holding of 10 9 8 a player has 6 equivalent ways of playing his first two cards. The 10 then either the 9 or 8, the 9 then either the 10 or 8 or the 8 then either the 10 or 9. From 10 9 tight he has only two ways of playing these cards. Therefore the play of the 10 then the 9 (or the 9 then the 10) is three times as likely to be from 10 9 tight (Restricted) than from 10 9 8. Going with the Restricted Choice odds (3-1) is twice as good as going with the 36%-24% odds (3-2).

Partner thought for some time and then got it right playing the 7 as East showed out. But when West asked him why he chose the finesse, he said that he did it from Table Feel! See I told you you didn't need to know a lot of math to be a good player. ☺!

(Editor's note: a-priori odds don't apply after West follows to the third diamond; vacant spaces are more useful but as pointed out, declarer has scant information)

The full hand:

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

Signalling: A Cautionary Tale

by Gary Harper

Full disclosure: I did not write this column willingly. It was not the pleading of our esteemed editor nor the clamour of my fan(s) that prompted me to bare my dark soul, but rather the recent ruling of a local ethics panel. They saw in my descent into darkness a cautionary tale for other bridge players transitioning from the coffee-housing of kitchen bridge to the ethics of duplicate. Here is my penance:

Firstly, I'm not a bad person. Really, I'm not. As a lad I was even a boy scout where, ironically, I learned the importance of signalling. I even have a "Semaphore Badge" to prove it. Little did I know it would return to haunt me as a bridge player.



The limited information available at the outset of a hand makes bridge the challenging and fascinating game it is. Three-quarters of the cards are unknown to each player – at least until dummy is exposed. Even then, half the cards remain unknown. The essence of the game lies in sharing information with partner. Bidding systems convey our strength and shape. Opening lead agreements allow partner to deduce our holding in the suit lead (fourth best, Q requests J). Valuable understandings, no doubt. But no less important is

the need to exchange information when defending a contract, for defenders are often unsure of the extent or location of their assets.

But before delving into the intricacies of signaling, I must return to the beginning – which means blaming my parents. They taught my brother and me the game while we were in elementary school. We relied exclusively on Goren – I think there was even a “bidding wheel” to support our learning. And while my parents were scrupulously honest in life, some of the ethical nuances of bridge escaped my father. When he wasn't complaining about his lack of high card points, his facial expressions on partner's opening lead were a precursor to even the basic “high encourages, low discourages”. (I consider that I learned from the best and subsequently plead “poor upbringing” as a mitigating factor at my ethics hearing.)

The more musically inclined of my parents' friends would softly sing or hum their “favourite” song before partner's lead. “I Left My Heart in San Francisco” and “Diamond Are A Girl's Best Friend” posed no problems, though “Sgt. Pepper's Lonely Hearts Club Band” smacked of ambiguity and led to at least one partnership break-up.

When I introduced these “humming signals” to my duplicate partnerships, I quickly found that both opponents and directors seemed to lack an appreciation of music. Because I was new to the duplicate game, I escaped with a warning. These early and sometimes humorous ethical violations proved to be a gateway to the harder stuff.

Having gotten to know the ethics committee I began to pay closer attention to the ethics of the game. What I saw was both confusing and disturbing. Apparently you can take the bridge player out of the kitchen, but not the kitchen out of the player. Coffee-housing was alive and well: some players differentiated between a singleton and doubleton by the length of time it took to play the card. Other players rearranged their hand once they played their last card of a suit. They weren't humming nor grimacing, so I assumed this must be acceptable.

As misguided as I was with respect to the ethical nuances (some would just leave it at “ethics”), I scrupulously adhered to the sanctity of full disclosure on my convention card: I added “we balk with doubletons”. Apparently, this differs from “we lead low from doubletons”. These may have been muddied ethical waters to me, but not to the ethics committee. A second warning ensued. I was saved from a suspension

only by their admiration for my neat and complete convention card.

Yet my “ethication” was only beginning. I also noticed some enterprising/shady players differentiate a take-out double from a penalty double simply by tone and volume. At a Friday night Sectional mixed pairs, one such double was heard two sections over. The doubler’s partner dutifully passed. Such antics furthered the case for bidding boxes (and the elimination of a cash bar during play). The introduction of bidding boxes, however, was no match for the creativity of the ethically challenged. They replaced vocal volume with a snapping of the red “double” card for penalty and the hesitant slide for take-out. One player carried two “double” cards – each a different shade of red - to remove any doubt. (See ethics hearing E6912)

The loose ethics of kitchen bridge would, unfortunately, morph into outright cheating in the high-stakes world of professional bridge and international competition. Perhaps the most publicized case involved two German doctors who used coughs to indicate shortness in a particular suit. Despite their plea that the conditions in the playing site had aggravated one of the player’s asthma (sadly, I’m not making that up) they were suspended for ten years and stripped of their recent championship.

To my everlasting shame, my desperation to raise my matchpoint scores above 50% led my partner and I to adopt such a system. I’m embarrassed to admit that it worked wonderfully during the spring and summer sectionals (we even had one 54% game, but enough bragging). However, with autumn came cold season. Chaos ensued. Opponents began offering us cough candies upon our arrival at their table. I knew the jig was up. And when my frustrated partner asked, “was that a real cough”, the ethics committee could no longer turn a blind eye (or deaf ear, in this case). The “bad upbringing” defense didn’t hold much sway and yes, I was suspended. I prefer to think of it as a “time out to think about my actions”.

When I applied for reinstatement, the committee demanded assurance that I was rehabilitated. I could do no better than borrow from Red in Shawshank Redemption. “Yes, sir. Absolutely. I’ve learned my lesson. I can honestly say I’m a changed man. I’m no longer a danger to [bridge] society.” As penance, I was tasked with writing this article and enlightening the masses on the legalities of signalling. Not one to sneeze at a second chance, I devoted myself to study signalling. Here is what I discovered:

In the early days of bridge, simple attitude signals replaced facial contortions: a high card from partner replaced the smile to encourage partner to continue their brilliant lead. Conversely, a low card superseded the scowl to discourage partner from continuing their asinine lead. This was expanded to cover a “suit preference” signal when giving partner a ruff to let them know how to return to your hand to do it again.

As the game evolved, some contrarians rebelled against playing a high card to encourage. “Sometimes a nine can take a trick,” they complained. And so “upside-down” signaling was born. A low card signaled “giddy-up” while a high card said “whoa”.

More sophisticated signals were designed for specific situations, such as the Smith Echo to show how well (or badly) partner lead. Before my rehabilitation, this would have seemed unnecessarily complicated. A simple snort could convey the same message.

These signals had a downside – they made us pay attention to the otherwise insignificant spot card partner might play on the first trick. The partner who introduced me to “upside down” signals played high-low with his doubleton. Being new to this system, I inquired why. He responded, “my bad, though most of my partners don’t pay attention to what I discard”. I took it as a compliment.

Bad enough we now had to concentrate on partner’s first discard. Some enterprising player (likely with too much time on their hands) noticed that subsequent discards could be a valuable source of information. Hence, “odd/even” discards were created: an “odd” card means I like the suit I’m discarding; an even card means I don’t. Even further, a high even card showed a suit preference for the higher remaining suit while a low even card steered partner to the lower suit. Unfortunately, some who employed this method seemed to go full circle to the coffee-housing days to cater to hands in which they may not have an appropriate odd (encouraging) card or even (preference) card. A balk followed by a wince and an even card may not be as advertised. The overworked ethics committee encourages you to consider your discard in advance and play in tempo.

So today we are presented with a wide array of signals that can be overwhelming. I recall declaring a hand after returning from a substantial hiatus from the game. I innocently inquired of the opponents “leads and carding”? By the time I had digested “upside down attitude, standard count, odd/even first discards,

and Lavinthal except on odd days of the month, then Smith Echo”, I could barely remember which suit was trump. Fortunately for our side, the opponents’ post-mortem led with “I thought the five of spades asked for a diamond shift”, met with “no way – I was just giving count”.

To wrap up (and complete the mandatory “what did you learn from this?” component of my reinstatement by the ethics committee):

Signalling is vital, even though it forces us to pay attention to those pesky spot cards that are so easily ignored or forgotten.

Whatever system you choose to play, make sure you’re on the same page as your partner. Two friends and regular partners (who shall remain nameless because I promised anonymity to Ron and Don) didn’t discover until the eighth hand that one was playing upside down carding and the other standard. And most importantly, information should be conveyed only through the play of the cards rather than by eye-rolling, snorts, grimaces or timely balks.

You know, having completed this article, I have learned my lesson. I can honestly say I’m a changed man. And am no longer a danger to [bridge] society. Red feels the same way. In fact, we’re scheduled for the next MUG. See you then.



Signalling Systems You Should Know About

by Nicholas Stock

If you have just read Gary’s article above, you should know that despite his confessional tone, in all the 46 years I have known him, I never once caught him being unethical – he has always been a gentleman and a scholar.

Recent years have seen the advent of upside down signals as opposed to standard signals. Here is their definition for giving count, and attitude.

Count signals

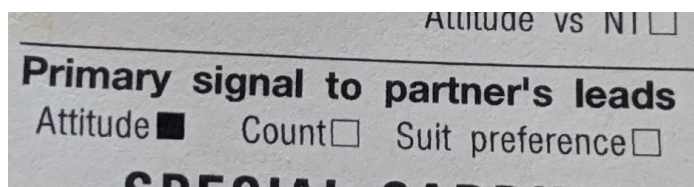
Standard is that playing a high card shows an even number, a low card shows an odd number when giving count. Upside down is that a high card shows an odd number, a low card shows an even number.

Attitude signals

Standard is that playing a high card (on your partner’s lead) indicates you like the lead, playing a low card means you don’t like the lead. Upside down is that a high card indicates you don’t like the lead, playing a low card means that you do like the lead.

Most people play that you give an attitude signal when your partner makes the opening lead to help with the location of the remaining high cards in the suit or shortness for ruffing purposes.

The ACBL convention card has a convenient place to indicate your agreement:



Suit Preference signals

High card shows higher suit, low card shows lower suit, middle card says no preference

There is also reverse suit preference, which Rodwell and Meckstroth play.

Here are simple examples of these signals in operation.

- ♠ K J 8 3
- ♥ J 6 5
- ♦ K 7 5
- ♣ K 4 2



- ♠ 10 7 2
- ♥ 7 3
- ♦ J 8 2
- ♣ Q J 7 5 3

On the auction:

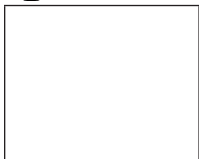
S	W	N	E
1♦	1♥	Db1	P
2♠	P	4♠	All pass

Your partner (West) leads the ♥A – you play Ace from

Ace King – so you want to encourage partner to continue the suit. You make an attitude signal. If playing Standard carding, you play your highest heart, the 7, to encourage his continuation. If playing Upside Down carding, you play your lowest heart, the 3, to encourage. In either case, partner continues with the ♥K, declarer following with the ♥10. He then plays another heart, expecting you to ruff. If he leads the ♥2, he is asking for a club return, that is suit preference for the lowest of the two remaining suits – clubs. If he returns the ♥9, he is asking for a diamond return, that is suit preference for the highest of the two remaining suits – diamonds. Presumably, in each case, he has the Ace of the suit he prefers.

If the East hand is slightly different, we need to make a discouraging signal to partner's opening lead:

♠ K J 8 3
♥ J 6 5
♦ K 7 5
♣ K 4 2



♠ 10 7
♥ 7 3 2
♦ 10 8 2
♣ A J 7 5 3

On the auction:

S	W	N	E
1♦	1♥	Dbf	P
2♠	P	4♣	All pass

This time, when your partner leads the ♥A, you want to play a discouraging card. If playing Standard carding, you play the ♥2; if playing Upside Down carding, you play your highest spot card, the ♥7. Neither one of these cards tells partner what to play next. But if partner continues with the ♥K, you then have the opportunity to suggest to him which of the remaining two suits he could switch to (if that is his intention). In this case, you play the ♥3 if playing Standard carding, the ♥2 if playing Upside Down carding, your remaining lowest heart. If you had played the other heart, it would suggest something in diamonds or at least, not an interest in clubs. Note that your partner is not duty bound to follow your suit preference signal.

When should we signal attitude, count or suit preference?

This question is answered with the obvious: “**Each when it is most useful to partner**”. But there are

quite a few times when you should be consciously signalling.

Opening Lead when partner leads a high card – the usual agreement is that you should signal attitude but some have different, strongly held opinions. For example, Kit Woolsey really likes his partner to signal suit preference on the opening lead because, quite often, the auction and dummy reveal the likely location of remaining high cards in the suit, so he is not too interested in his partner's attitude. The examples above show the attitude signal.

Opening Lead when you can't beat dummy's card – the default agreement is to signal count, but attitude may be better to locate secondary honours and suit preference should come to mind if it can make a difference. Against trump contracts, if you can't beat dummy's card, it may be clear that there is no future in the suit, in which case you should give a suit preference signal.

For example, the opponents bid quickly to game with this auction:

S	W	N	E
1♠	P	3♠	P
4♠	All pass		

♠ Q 10 5 3 2
♥ K 3
♦ 8 4 2
♣ 7 6 4



♠ 4
♥ 9 7 5 2
♦ 9 6 5 3
♣ A K 9 2

Partner leads the ♥Q and declarer plays the ♥K from dummy. Because there are no future tricks in the heart suit (declarer must have the ♥A), your partner doesn't need to know the heart count or your attitude to the suit. He can definitely benefit from knowledge about your preference for him to lead clubs if he gets in. So a suit preference ♥2 strongly suggests values in clubs. If your diamonds and clubs were reversed, you would play the ♥9 at trick 1. Finally, if you had

♠ 4
♥ 9 7 5 2
♦ K 9 6 3
♣ K 9 5 2

You would play a middle heart, the 7 or the 5, to try to express no real preference. Note that partner may not be sure about these being middle hearts – nothing to do there.

Opening Lead of a winner by partner when dummy has a singleton in a trump contract – here it is usually clear to give a suit preference signal so that partner might know what to switch to if not continuing his opening lead suit.

When partner leads a winner (Ace) and could be looking for more tricks in the suit it is always right to signal positive attitude if you want partner to continue the suit, and discourage if you want partner to shift. This is most important in the “cash out” situation, where winners are going away if you don’t get them now.

When declarer is trying to establish tricks in a suit often you have to signal count so that partner can tell whether to hold up his winner or not. This is most obvious when dummy has a long suit with no entries.

For example:

♠ 8 5

♥ Q 6

♦ K Q J 10 5 2

♣ 8 4 3



♠ J 10 4

♥ K 5 3

♦ 6 3

♣ 9 8 6 5 2

S W N E
1NT P 3NT All pass

Partner leads the ♠3. You play the ♠10 and declarer wins his ♠K. Declarer then leads a diamond from his hand towards the dummy. Your duty is to signal your length in the suit, hoping that partner started with the ♦A and two more so that he can win the second round of diamonds (declarer will have only two) and continue spades.

When declarer is leading a suit and little is known about his distribution you may consider it routine to signal count to help your partner figure out declarer’s shape.

When your partner is about to ruff your lead – you

must signal your suit preference for partner’s return. See the example at the beginning of this article.

No examples are given for the following carding agreements

More suit preference agreements

If you play Lavinthal or Odd/Even or Revolving discards the first discard you make is a suit preference signal.

For Lavinthal a high discard indicates the higher suit, a low discard indicates the lower suit. The suit discarded is never the suit wanted.

For Odd/Even, odd shows interest in the suit, high even indicates the higher suit, low even indicates the lower suit.

Revolving discards are like Lavinthal, except the suits wrap around. Defending against a spade contract, if you discard a low heart, you are indicating an interest in diamonds, if you discard a high heart you are indicating an interest in clubs. The suits are in the high to low order Clubs, Hearts, Diamonds. The suits wrap around the discarded (and trump) suit. The advantage over Lavinthal is that revolving discards may give you more discard choices.

Smith Echo and Reverse Smith Echo

Played against notrump contracts, a Smith echo shows continued interest in the opening lead suit. Partner of the opening leader and the opening leader can show interest by using a Smith Echo. A Smith Echo occurs at the first opportunity to follow suit to declarer’s lead – you start an echo (high low) if you like the lead, no echo if you don’t. Reverse Smith Echo is just the upside down version of this. Many people now play Smith Echo.

Trump Suit preference

When declarer is drawing trumps, you can use the start of an echo to show preference for the higher suit, no echo to show preference for the lower suit.

Obvious Shift

This method tells the opening leader whether their partner can stand a shift to the obvious suit (based on dummy) or not. There are some rules to follow and both opening leader and their partner is expected to use judgement about the whole hand.

Lie To Me

by Greg Morse

Signalling is a bit of an art form. Most times you need to signal honestly so that partner knows what is going on. But when it does not matter if partner is deceived, because he can do nothing anyway, it is a good time to false card so as to deceive Declarer.

The best time to lie is when you have all the defensive assets, and partner's hand is pretty much irrelevant, so it does not matter if he is misled.

There are other cases however

Here is an example from a recent club game (hands rotated):

It is late in the session and as West you pick up a typical Allan Karro hand. [If you do not believe me just ask him! :)]

Your LHO opens the bidding 1NT (15-17) and it goes 2♣, 2♦, 3NT, you and partner passing throughout.

Partner leads the ♦ 10 and this is what you see:

♠ K 9 8 2	
♥ 6 2	
♦ K J 8 6	
♣ K Q 10	
	♠ 10 7 4 3
	♥ 10 8 7 5 4
	♦ 7
	♣ 9 5 2

You can tell from one look at dummy, that partner has between 11 and 13 HCP. You can also tell that partner knows that you cannot have more than a Queen, if that. So you know that partner knows that you have nothing. And partner knows that you know. But Declarer does not know. The setup is perfect for sending false (attitude) signals since neither of you can be deceived.

Declarer wins the ♦ K and plays a low spade to his Queen, taken by partner's Ace. Partner continues with the ♦ 9. Declarer plays low. What do you discard? What signal do you send with your discard and how will that help Partner?

The answer is you can't help partner because partner already knows all about the hand.

Well, if you can't help Partner, can you deceive Declarer?

Try making a discard that 'shows' something in Clubs. This is the suit in which Declarer has a guess. Isn't this a bit dangerous? Won't partner play you for say the ♣ Jack? Well, if he is looking at the Jack he will know you are lying and he will thank you for it. If he is not looking at the Jack then Declarer has KQJ10 (and maybe the Ace) and no harm can be done.

In fact this is what happened. Declarer won the diamond in hand cashed the ♠ Jack and led a club to the King. Partner (bless him!) played low and you 'ducked' smoothly.

The situation was now:

	♠ K 8	
	♥ 6 2	
	♦ K 8	
	♣ Q 10	
♠ ---		♠ 10 7
♥ K J 3		♥ 10 8 7
♦ 5 4		♦ ---
♣ A J 6		♣ 9 2
	♠ 6	
	♥ A Q 9	
	♦ A 3	
	♣ 8 7	

Declarer was at the cross roads. He has won 4 tricks and needs 5 more for his contract.

He can cash 3 diamond and spade winners (you pitch clubs of course) to try to find out about the hand then play on the rounded suits. But he needed to decide which hand to end in when he was done. Since he had a guess in Clubs but there was really only one way to play the hearts, he decided to end in dummy and take the heart finesse. This lost to partner's King. Partner exited in hearts. Declarer won the Ace and led up to the ♣ Queen. There was no guess of course and Declarer scrambled home with 2 spades, one heart, 4 diamonds and two clubs, making 3NT. However by playing on clubs rather than hearts, he could have made 4NT so your attempts to deceive him saved a trick.

Holding them to three was a very good matchpoint score for the full hand was:

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

Notice that in the above case East can send false signals as regards attitude, because he knows that partner knows where are the high cards are. He should not send false signals as regards count however because it might be vital for partner to know Declarer's shape. West on the other hand with all of the defensive assets can lie about count or attitude if he thinks it is a good idea.

Editor's Note: With all these articles about signalling you might think we are trying to send you a message...

Notable Results

Trophy Sectional

January 24-26, 2020

Winners of each flight

Friday Eve Open Pairs	A	Sidney Yang, William Ge
	B	Rex Tu, George Tu
	C	Maarten Tjebbes, Brad Digby
Friday Eve 0-750 Pairs	3	David Squance, Michael Squance
	2	Debra Sutherland, Claire Robillard
Fri Eve Mixed H.S. BAM	A 1/2	Yue Su, Larry Pocock, Aidan Ballantyne, Katrin Litwin
	A 1/2	Susan Peters, Brad Bart, Cristal Nell, Doug Hansford
	B	Kathe Adachi, Gustav Axen, Ben Takemori, Judy Harris

	C	Robert Gerrie, Aban Gerrie, Martin Henneberger, Dianne Isfeld
Friday Aft Open Pairs	A	Michael Dimich, Brad Bart
	B C	Tanweer Saqalan, David Gabel
Fridat Aft 0-199 Pairs	D	Dianna Gilbreath, Carole Clugston
	E	Amrit Manak, Brenda Tuele
	F	Kristin Baillie, Jennifer Lindsay
Saturday Morn 0-750 Pairs	7 B C	Orest Kubrak, Bob Zoltok
Saturday A.H. Open Pairs	A	Jack Lee, Nicholas Stock
Saturday Consolation Pairs	A	Rhoda Tafler, Gray McMullin
	B	Neil McAllister, William Osten
	C	Ramzan Ackber, James Sache
Saturday Aft 0-750 Pairs	3	Art Loy, R Backman
	1	Jo-Anne Ellenor, Douglas Ellenor
Sunday A/X Swiss	A	Michael Takemori, Ben Takemori, Aidan Ballantyne, Katrin Litwin
	X	Kai Zhou, Lu Gan, Wei Liu, Alex Hong
Sunday B/C/D Swiss	B C	Ian Affleck, Glenda Affleck, Judy Chang, Keith Lee
	D	Kathy Molnar, Debbie Harris, Colleen Perry, Susan Craven

Top 10	Masterpoint Winners
36.69	Katrin Litwin
36.69	Aidan Ballantyne
27.25	Ben Takemori
22.78	Nicholas Stock
21.27	Jack Lee
18.75	William Ge
16.77	Brad Bart
16.75	Lisa Li
16.75	Diana Jing
15.98	Kelvin Raywood

Imp League Winners

A was won by Team Litwin:

Katrin Litwin, Aidan Ballantyne, Julie Smith, Peter Cooper, Larry Hicks, Dan Jacob.

X was won by Team Anderson:

Tom Anderson, Ryley Breiddal, Mike Wilson, John Lai, Sam McIlwain, Peter MacLean.

B was won again by Neil McAllister, Maureen McAllister, Lesley Laudan, Linda Morgan, Pauline Kay.

C was won by Team Brown: Herb Brown, Barry Promislow, Eric Promislow, Gita Sheikholeslami.

2020 CNTC & CBF

by Nicholas Stock

The Canadian Bridge Championships in Niagara Falls originally scheduled from May 27th to June 7th 2020 have been moved completely online and play starts June 13. Registration may now be closed.

Use the Online Partnership Desk

by Tom Anderson

Need a partner for any tournament events? Have you checked out the online Partnership Desk at the Unit 430 home page? If you aren't already using this, please take a look. It's the best way of getting in touch with others who are looking for a game, and finding a good partner.

Go to the home page (www.vancouverbridge.com).

Near the top there will be a listing for upcoming tournaments. The Partnership Desk is opened up usually about 30 days before the event takes place.

When you click on the link, it will open up a new page. At the top you can click on the flyer to figure out what events you want to play in. Then click on "Add my name to the partnership desk." You will be asked for your name and a password (the password is so you can revise your listing).

Then add a note listing the events you want to play, contact information (people usually include either or both an e-mail address and telephone number), and something about yourself (masterpoints and preferred

system are often listed) and maybe the kind of partner you're looking for (someone patient with newbies, maybe, or who likes to experiment with new gadgets or who likes pina coladas--okay maybe not that last bit). There's lots of space that you can use.

This is important: once you find a partner, then please go back and revise your listing (you'll need to remember your password to do this--if you've forgotten your password, then use the contact info on the website to get the webmaster to make the changes). If you've found a partner for all of the games you wanted to play, delete the listing. Otherwise, revise it to target any events where you are still looking.

Unit 430 Board of Directors

What

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Vice-President
Treasurer
Secretary
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Matchpointer Editor
Sanctions & Tournaments
Tournament Equipment

Non LifeMaster/STAC
Mentor - Mentee
New Bridge Players
IMP League
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Nick Stock
Nick Stock
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Don Guichon
Margaret Pattison
Julie Smith
Eda Kadar
Peter Morse
Volunteer needed
June Keith
Cam Doner

Emails for Board Members usually contacted:

Larry Pocock ycwood007@gmail.com
Tom Anderson andersontg@shaw.ca
Nick Stock ngstock@telus.net

Full contact information on the Unit 430 website:
vancouverbridge.com/unit430_members.php

Visit the Unit 430 website for more information:
vancouverbridge.com

Bridge Clubs	Game time(s)	Contact
Online Clubs		
Online Clubs are sponsored by the individual named club and appear in the Virtual Clubs section of BBO's main menu under ACBL. You will need to know the name of the club or by its VACB... number, you have to be registered with the club and you have to pay with BBO\$ to enter a game with your partner. For a detailed explanation about VBC online games and generally how to use BBO go to: http://mcbruce.ca/VVBC.html		
North Vancouver		
North Shore Bridge Club	Friday 10:30	Margaret/Paul Pattison 604-987-8289
Shelley's Bridge Club	Tuesday 3:00 - 5:00 Social Duplicate Wednesday 7:00 - 9:15 Open & Friendly Saturday 3:00 - 5:00 Competitive	Shelley Burns sburns@rogers.com 604-988-0990
VBC - St David's	Monday 10:30 AM Wednesday 10:30 AM	Homa Boustani Stephen Beaton 604-767-5974
Squamish		
Squamish Bridge Club	currently no game	Vic Puchmayr vicpunch@gmail.com info@squamishbridgeclub
South Surrey / White Rock		
Duplicate Lite in Surrey South Surrey Duplicate Bridge	Monday 10:15 Wednesday 10:15 Thursday 10:15	Jane Youngberg Ed L'Heureux 604-542-6116 VACB265157 surreydbc@gmail.com
Peace Arch Bridge Club	Tuesday 1:15 Wednesday 7:00	John Lien 604-603-5436 Jack Johnson VACB221192
Vancouver		
JCC of Greater Vancouver	10:10 Tuesday 10:10 Thursday	Bryan Maksymetz 778-558-7496 vacb234880
Vancouver Bridge Centre (VBC)	1:45 Monday 0-750 1:45 Tuesday Open 10:15 Wednesday Open 10:15 Thursday 0-300 7:00 Thursday Open 1:45 Friday Open	Ken Lochang 604-267-2202 VACB154971
West Vancouver		
Hollyburn Country Club	Thursday 10:30	Stephen Beaton 604-767-5974
Vancouver Bridge Club	Monday 10am Wednesday 10am	Homa Boustani homa_ boustani@shaw.ca Partner? 604-922-8577
Whistler		
Whistler Duplicate Bridge Club	currently no game	Gillian I Schramm

Calendar of Events

2020

We are holding Monthly Unit Games online on BBO, starting May 30th and every month thereafter. We do not know how well these will work out but are expecting success (thanks Bruce).

Currently, such events are all Pairs as team movements are not readily available.

Start times may vary from what is published here.

Expect to play 18 boards

May 30, 2020	MUG (pairs)	1:15PM start, Online Register up to two hours before game time. Find Bruce on BBO VACB154971 for help.
starts June 13, 2020	Canadian Bridge Championships	Online on specific days of the week for each event round robin CNTC, CSTC, CMTC, CWTC, COPC; Events will conclude online with monitoring issues
started now	Summer Imp League	Online
July 04, 2020	MUG	Online, 1:15 start, pairs
July 16 - 26, 2020	NABC	Montreal, PQ - CANCELLED
August 21, 2020	MUG	Online, 1:15 start, pairs
August 29, 2020	MUG (for september)	Online, 1:15 start, pairs
September 05 - 07, 2020	Evergreen Sectional	Engineers Hall - Likely CANCELLED
September 12 - 13, 2020	Future Stars Sectional	East Delta Hall - Likely CANCELLED
October 03, 2020	MUG	Online, 1:15 start
November 07, 2020	MUG	Online, 1:15 start
November 13 - 15, 2020	Roundup Sectional	Engineer's Hall - Likely CANCELLED
November 26 - December 06	NABC	Tampa, FL - Likely CANCELLED
December 05, 2020	MUG	Online, 1:15 start

Tournaments marked as "Likely CANCELLED" may move Online if the ACBL works out the details

STAC = Sectional Tournament at Clubs

MUG = Monthly Unit Game

For more information about online games, please see the Clubs page in this publication
or visit VancouverBridge.com

Article submissions and ideas for the Matchpointer are most welcome, even those that are not well formatted or complete: please send items to the editor: Nick Stock - ngstock@telus.net