

DUMMY REVERSAL

Generally speaking, dummy's trumps are shorter than declarer's and are used to trump losers in declarer's hand to make extra tricks. Occasionally we need to use declarer's trumps to ruff losers and employ dummy's holding to extract the enemy's trumps. This play is known as a *dummy reversal*.

DOUBLE DUMMY

As if one dummy at the table wasn't enough there's *Double Dummy!* When you are asked to solve a bridge problem and all four hands are shown, that constitutes a Double Dummy problem. Double Dummy also refers to perfect declarer play (as if you as declarer could see all four hands). And the term includes perfect play by the defenders (your opposition)...but let's not dwell on that aspect and give ourselves a migraine.

WINNING TIP

Suit Preference signal.

This is a very useful tool especially when defending suit contracts. Say the opponents have declared in four Spades. Partner leads the Ace of Hearts and dummy produces the King and nine of Hearts. It is futile to continue with Hearts. He must change to either Clubs or Diamonds—but which one? You can tell him. If you play a high Heart (the highest you can spare above the six) you ask for the higher ranking of the two remaining suits (ignoring the trump suit) which is Diamonds. This is a suit preference signal. If you play a low Heart you ask for a Club, the lower ranking suit.

An understanding of the following titles may not necessarily benefit your declarer play but this information should broaden your grasp of medical terminology. If it doesn't, I have interpreted them for the benefit of bridge players.

In Bridge Parlance

ARTERY.....The Study of paintings.....	(An exotic end play)
DILATE.....To live to be 100.....	(They withhold the setting trump A until the last trick)
IMPOTENT....Distinguished and well known.....	(You hold a Yarborough)
RECTUM.....Darned near killed 'em.....	(Going 5 off X)
BARIUM..... What Doctors do when a patient dies.....	(Going 5 off X and VUL)
ENEMA.....Not a friend.....	(And I hope, not your partner)

DUMMY'S JOB.

1. Dummy acts as declarer's agent and plays the cards of the dummy as directed by him. Dummy must not touch or indicate and card (except to arrange them) without instruction from declarer.
2. Dummy may ask declarer (but not defender) when he has failed to follow suit, whether he has a card of the suit led. (Try to prevent a revoke.)
3. Dummy may try to *prevent* any irregularity by declarer, but man draw attention to any irregularity *already committed*, only after play of the hand has finished.
4. Unless attention has been drawn to an irregularity by another player, Dummy should not initiate a call for the Director during play.
5. No player should turn his card face down until all four players have played to the trick.

THE FINESSE

The finesse is a necessary technique in contract bridge. Sometimes the only way to make your contract is to execute a successful finesse. A finesse will work fifty percent of the time. Either one of your two opponents will have the missing card. The question is which one?

When a vital finesse succeeds it feels wonderful. When it fails, the feeling can be very ‘unwonderful’, as a Danish friend of mine used to say.

There are clues on offer to assist the placement of important cards. If the opposition bids it may help. We may be able, in some instances to get an accurate count of the hand. But can we ever absolutely guarantee that a finesse will work?

Given the right distribution, yes we can!

THE DRURY CONVENTION.

When you pass as the dealer with 11 (or a bad 12 HCP) and partner opens the bidding in the third or fourth seat, you have a problem. You are unable to jump to show your strength, as you don't know whether or not partner has opened light.

The Drury Convention solves the problem. Here's how it works.

If partner opens the bidding in third or fourth seat with one of a major, and you have originally passed on 11 or 12 points, you bid two clubs.

This two club bid is an artificial response (must be alerted) which asks opener to clarify his strength.

If opener rebids two diamonds (must be alerted) he tells you that he has opened with strength less than an opening hand.

If opener has a genuine opening, he may rebid any other suit that describes his hand

For instance: (You are South)

S. W. N. E.

Pass Pass 1S Pass

2C Pass 2D

The 2C bid is Drury asking North to explain his strength.

The 2D bid by North is telling you that he opened light.

(Both bids must be alerted!)

Examples: (You are South with these hands and do not open the bidding.

The opposition does not bid. Partner opens in third seat.)

(a) (b) (c)

S. K J 4 2 S. 7 4 S. K 6 2

H. J 9 8 H. A K 7 3 H. 8 5

D. K 7 4 3 D. J 9 4 3 D. K Q 8 6 2

C. Q J C.K 4 2 C. K 9 5

(a). Partner opens 1S. You bid 2C. If partner rebids 2D, you bid 2S. If partner rebids anything else, you raise to 4S,

(b). Partner opens 1S. You bid 2C. If partner rebids 2D, you bid 2H. If partner rebids anything else, invite a game contract.

(c). Partner opens 1S. You bid 2C. If partner rebids 2D, you bid 2S. If partner rebids anything else, you raise to 4S.
