

DRIFTWOOD

BY DANNY KLEINMAN

New methods may be stimulated by individual deals. This episode at our local club's Grab Bag Game, a pair game where partners for the session are chosen by lot, was reported to me by one of our professional kibitzers.

Old Fashioned Olaf, an accomplished player of advanced years, and Thoroughly Modern Molly, a fair-to-middling performer who dulled her talents by experimenting with every invention she could find, had drawn each other as partners. This part of their pre-game discussion was reported.

"1430 or 1340?" asked Molly

Olaf smiled. "1430, of course. It's technically much the better of the two."

"DOPI?" she continued.

"I suppose. I don't like Grumpy, and I've forgotten the other five names."

This was the deal of interest:

North dealer
Both sides vulnerable

NORTH

♠ K Q 10
♥ K 6 5 3 2
♦ K 6 4 3
♣ 7

WEST

♠ 7 5 4 3 2
♥ 9
♦ A 9 8 7 5
♣ 4 2

EAST

♠ A J 9 8
♥ 8
♦ 2
♣ K Q J 8 6 5 3

SOUTH

♠ 6
♥ A Q J 10 7 4
♦ Q J 10
♣ A 10 9

SOUTH	WEST	NORTH	EAST
<i>Olaf</i>	<i>Ira</i>	<i>Molly</i>	<i>Wanda</i>
—	—	Pass	1 ♣
2 ♥*	Pass	4 NT	5 ♣
5 ♦	Double	6 ♥	(All Pass)

*strong

Adhering to local regulations, Molly Alerted the jump-overcall. Even granting that she did not know how strong "strong" was, her reaction to it was ill considered, since if Olaf held two aces and the queen of hearts, his modern key-card reply would be five spades, putting the pair in slam off two aces.

But East, Wanda Wildcube, a reformed backgammon player, precluded that sequence by interfering with the mechanism. After Olaf's five diamonds, West, Inquisitive Ira, inquired. "What's five diamonds?"

"We play 1430," answered Molly "However, we also play DOPI, so with no keys Olaf would have doubled, and therefore he must have three keys."

Undeterred by Ira's double, Molly jumped to six hearts. "Don't lead yet!" warned Olaf as Ira started to pull a card while completing the final pass. "We have agreed to use DOPI, but my understanding of the agreement with that name is **Double O Pass I**, so five diamonds indicated two keys."

Ira led the ace of diamonds. Wanda played the deuce, Olaf the queen. Ira switched to the four of clubs, and Olaf had no trouble taking the remaining tricks. Blackwood rides again.

The injustice of this outcome stimulated me to consider that, virtually since

its invention, Blackwood has been used contrary to its original intention (which was to guard a player who intended to bid a slam against having two aces cashed against him). As employed by 90 percent or more of players, and no matter which of its many versions holds sway at the moment, it sends the message that the bidder has a warm and rosy feeling about slam prospects. In that case, why not be honest and announce the true meaning? In pursuit of fairness to the opponents and respect for the rules, for people who would otherwise use Blackwood randomly in all slam situations, I propose a new convention: Driftwood.

The mechanism of a Driftwood four notrump (or whatever might substitute),

which merely announces "I think we might have a slam," is quite simple. Partner is not put in a bidding strait-jacket or required to remember any complicated replies or continuations. By expressing the bidder's uncertainty, it urges partner to place the contract. (For example, Driftwood would have permitted Olaf to double five clubs for penalty, to pass to shunt the decision back to Molly, or to bid five diamonds to offer a choice of suits.) [The old Italian DI four notrump was similar.—Ed]

A useful feature of Driftwood is that it permits Drifter to "correct" Drifter's placement of the contract if obviously wrong—unless, of course, Drifter passes.

KANTAR FOR THE DEFENSE

BY EDWIN B. KANTAR



They say that defending against a partscore is tougher than defending against a game or slam.

Matchpoints
East dealer
North-South vulnerable

NORTH (*dummy*)
♠ 8 7 5 3
♥ A 4
♦ Q 10 9
♣ Q 10 7 3

EAST (*you*)
♠ K Q J
♥ 6 2
♦ K 8 7 6
♣ K J 8 2

SOUTH	WEST	NORTH	EAST
—	—	—	1 ♦
1 ♥	1 NT	Pass	Pass
2 ♥	Pass	Pass	Pass

Opening lead: Diamond deuce (third or fifth-highest)

Dummy plays the nine, you count with the eight, and declarer follows with the four. The next trick consists of the spade three, jack, six, and deuce.

And now?

(Solution on page 42.)



FIFTY YEARS AGO

During the 1960's, *Bridge World* tournament reports followed no uniform pattern. Sometimes there was a formal report, sometimes not. Sometimes there was a discussion of miscellaneous interesting deals, sometimes not. Occasionally, a report was written while the tournament was ongoing. This deal was part of an "interim" report on the Winter Nationals by Marshall Miles, in the January 1966 issue:

NORTH
♠ 3
♥ Q 10 6 2
♦ A K J
♣ A J 10 8 5

WEST
♠ Q 10 8 2
♥ 8 7 5 4
♦ 7 2
♣ Q 6 3

EAST
♠ A K 9 6
♥ K 9
♦ 9 8 6 5 3
♣ 9 2

SOUTH
♠ J 7 5 4
♥ A J 3
♦ Q 10 4
♣ K 7 4

SOUTH	WEST	NORTH	EAST
—	—	1 ♣	Pass
1 ♦	Pass	1 ♥	Pass
1 ♠	Pass	3 ♦	Pass
3 NT	Pass	Pass	Pass

The play started with the deuce of spades to the king, a spade to the jack and queen, and the ten of spades to the ace; dummy discarded the ace and king of diamonds. Now Miles, East, shifted to a diamond.

The declarer, Barry Crane, wondered why Miles had not cashed the diamonds. He decided that East's bid was to make it look as if the declarer had been from a five-card suit. The declarer would take finesse in the king of hearts. East could not take unless he had the king of hearts. The queen of clubs. So Crane cashed the diamond jack, won the trick with the aid of a finesse in the king of clubs, essentially a bullseye, and played to go down.

"Everyone congratulated me on my brilliant defense," wrote Miles. "I learned from past experience to be modestly rather than to go through my mind with a fine line between a bullseye and a bull."

EDITORIAL CORRESPONDENCE

Your letters, articles, and submissions are always welcome and often published.

The Bridge World
PO Box 849
Kerhonkson NY 12448

Or by e-mail to:
editor@bridgeworld.com