

♠♥♣♦ SAWBA Interprovincial Teams 2025 ♠♥♣♦

9 & 10 August

Bulletin # 1

Day 1 of the SAWBA Interprovincial Teams started today. There are 4 teams in each of 3 sections. Eastern Cape, Gauteng, Western Cape and KZN unions all fielded teams in each section. In each section, the teams will play a double round robin of 16 board matches with swap over after every 8 boards. After 16 boards, the IMP difference will be converted to Victory points using the WBF continuous scale. Play is on RealBridge using self-alerting and screens. Entrants to the tournament can be viewed on the SABF site (www.sabf.co.za).

Delayed kibitzing will be available on the RealBridge site from 10:00AM tomorrow.

<https://kibitz.realbridge.online/>

Current results after day 1:

Pos	No	Team	Category	Score
1	2	Eastern Cape (A)	A Section	47.38
2	1	Gauteng (A)	A Section	27.92
3	3	Western Cape (A)	A Section	25.76
4	4	KZN (A)	A Section	18.94
1	7	Western Cape (B)	B Section	33.75
2	5	Gauteng (B)	B Section	30.56
3	6	Eastern Cape (B)	B Section	28.22
4	8	KZN (B)	B Section	27.47
1	9	Gauteng (C)	C Section	43.12
2	10	Eastern Cape (C)	C Section	37.95
3	12	KZN (C)	C Section	31.97
4	11	Western Cape (C)	C Section	6.96

Pre-Balancing

Board 1	♠ 9652		
Dealer N	♥ 102		
None Vul	♦ KJ65		
	♣ J74		
	♠ K8	♠ 103	NT
	♥ 8	♥ QJ653	N 6 10 7 5 3
	♦ A10983	♦ 74	S 6 10 7 5 3
	♣ Q9652	♣ AK108	E 7 3 5 8 10
			W 7 3 6 8 10
	♠ AQJ74		Par +100 5♣X-1 EW
	♥ AK974		NS: 5 + 16 = 21 HCP
	♦ Q2		EW: 10 + 9 = 19 HCP
	♣ 3		

1st board out the box caused several problems for some pairs

At one table the bidding went as follows

East pre-balanced with 3♥ when it appeared possible that the bidding might die in 2♠. South was quick to double this. Some people play that this double is a game try when there is no room to make any other game try but it is recommended that this convention only applies when opponents have already found a fit. 3♥X went down 4 for +800.

W	N	E	S
	P	P	1♠
P	2♠	3♥	X
P	P	P	

3 pairs in 4♠ went down 1. 4♠ requires careful play as there are impending ruffs by the opponents. As it is difficult to get to dummy, the simplest line is to forgo the spade finesse and quickly draw trumps. On this hand, this easily yields 10 tricks with 4 spade tricks in hand, 2 ruffs in dummy, 2 diamonds and 2 hearts. If trumps don't break 2-2, you will need hearts breaking 4-2. This seems to be the best line.

2 pairs found a save in 5♣. One managed to make 10 tricks but the other only made 8.

The Five Level

Board 10
Dealer E
All Vul

	♠ AK8 ♥ Q743 ♦ A ♣ A9542																											
♠ Q62 ♥ J9 ♦ J98654 ♣ J10	♠ J10743 ♥ K862 ♦ 10 ♣ 763	♠ 95 ♥ A105 ♦ KQ732 ♣ KQ8	<table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>NT</th> <th>♠</th> <th>♥</th> <th>♦</th> <th>♣</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>6</td> <td>9</td> <td>9</td> <td>4</td> </tr> <tr> <td>S</td> <td>6</td> <td>9</td> <td>9</td> <td>4</td> </tr> <tr> <td>E</td> <td>5</td> <td>3</td> <td>4</td> <td>8</td> </tr> <tr> <td>W</td> <td>7</td> <td>4</td> <td>4</td> <td>8</td> </tr> </tbody> </table> <p style="margin-top: 10px;">Par +140 2♠+1 NS</p> <p>NS: 17 + 4 = 21 HCP EW: 14 + 5 = 19 HCP</p>	NT	♠	♥	♦	♣	N	6	9	9	4	S	6	9	9	4	E	5	3	4	8	W	7	4	4	8
NT	♠	♥	♦	♣																								
N	6	9	9	4																								
S	6	9	9	4																								
E	5	3	4	8																								
W	7	4	4	8																								

Ever heard the maxim ‘The five level belongs to your opponents’?

At one table the bidding went as seen in the diagram. One rule worth following is do not remove partner’s takeout double with a balanced hand whatever your point count at the 5 level. A second rule is do not bid, even with unbalanced hands, unless there is a reasonable expectation that you can make your five-level contract. This second rule would have served

W	N	E	S
		1♦	P
5♦	X	P	5♠
P	P	P	

South well. 5♦X should go about 3 down for -800. 5♠ drifted 4 off for -400. A lot of IMPs were swung on South’s decision. West’s 5♦ bid, which was poor, having no singleton or void, was rewarded with a big plus. The last mistake is always the most expensive.

Two Suited Overcalls

<div style="display: flex; justify-content: space-between; align-items: center;"> ✕ 🗑️ 📝 </div> <p>Bd 24, Dlr W 2♥X-1 W</p>	<p>♠ K3 ♥ J43 ♦ KQ7643 ♣ Q5</p>	<p>N Linda Campbell Other table 3♦+1 N</p>																
<p>W Dianne Penlington</p>		<p>Ester Goosen E</p>																
<p>♠ A ♥ K865 ♦ 1052 ♣ J10632</p>		<p>♠ J9872 ♥ 109 ♦ 9 ♣ AK987</p>																
<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin-right: 10px;"> <div style="background-color: #800000; width: 20px; height: 10px; margin-bottom: 5px;"></div> 0 <div style="background-color: #800000; width: 20px; height: 10px; margin-bottom: 5px;"></div> 0 </div> <div style="display: flex; gap: 5px;"> < > ↻ </div> </div> <p>Di Knowler S</p>	<p>♠ Q10654 ♥ AQ72 ♦ AJ8 ♣ 4</p>	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>P</td> <td>1♦</td> <td>2♦*</td> <td>X</td> </tr> <tr> <td>2♥</td> <td>P</td> <td>P</td> <td>X</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>	W	N	E	S	P	1♦	2♦*	X	2♥	P	P	X	P	P	P	
W	N	E	S															
P	1♦	2♦*	X															
2♥	P	P	X															
P	P	P																

E/W clearly had a misunderstanding on this board. East meant 2♦ as a two suiter showing spades and clubs. She then took partner's 2♥ bid as natural. This contract was smartly doubled by South for penalties. When partner doubles a low-level contract, a trump lead is often indicated. North led the King diamonds and despite seeing the diamond shortage in dummy, she did not switch to a trump. This allowed E/W to make their hearts separately and they ended up making two heart ruffs on the table, 2 ruffs in hand, King of hearts, Ace spades and Ace clubs for 1 down. An initial trump lead would have restricted E/W to very few tricks and a big penalty.

Bad Overcalls

Board 34 Dealer E NS Vul	♠ Q9		
	♥ A7		
	♦ K9754		
	♣ K1084		
♠ AJ	♠ 108652	NT	♠ ♥ ♦ ♣
♥ KJ932	♥ 65	N	7 5 6 7 6
♦ AQ108	♦ 32	S	7 6 6 7 7
♣ 73	♣ AJ65	E	6 6 7 6 6
		W	6 7 7 6 6
	♠ K743	Par +90 1NT= NS	
	♥ Q1084	NS: 12 + 8 = 20 HCP	
	♦ J6	EW: 5 + 15 = 20 HCP	
	♣ Q92		

It always warms my heart when bad overcalls are punished. No fewer than 5 of 12 pairs overcalled either with 2♦ or 2NT (showing the minors) with the North hand after West opened 1♥ in third seat. At one table, East made a negative double after a 2♦ overcall. West had the presence of mind to pass this for penalties. This went 2 down for +500 and a well earned 11 IMP swing when E/W landed in 2♠ one down in the other room. Remember, when partner makes a negative double, it is always an option to pass for penalties and this hand demonstrates how effective this can be.

2 level overcalls typically show 6 card suits or very good 5 card suits especially when you are overcalling in a minor suit. Not only does this avoid large penalties but it enables you to judge the hand correctly and will often get you to a makeable 3NT contract on minimal high card points when your partner has a fitting card in your long suit. Breaking radio silence is another way that poor overcalls can cost. When you don't buy the contract, declarer has a lot of information that is not normally available – loose lips sink ships.

Well played!

Glynis Dornon for Eastern Cape (A) played this hand extremely well. Even looking at all 4 hands it is difficult to see how to come to 10 tricks in 4♠.

She won the opening ♥K lead and then ducked a diamond to the East hand. East won and returned a club. Glynis now drew 2 rounds of trumps with the Ace and Queen. She then played a diamond to the Ace and made the key play of the Jack of clubs and discarded a heart reaching the position shown in the diagram below

West was endplayed. The only play to defeat 4♠ was for West to return a low heart for partner to ruff (a very difficult/impossible defense to find). A low club return gives declarer a guess but I doubt that Glynis would have gone wrong. (The 2H overcall broke radio silence making it highly likely that West held both the king and queen of clubs.). West elected to return the ♥Q and another. Glynis ruffed the 2nd round of heart with the ♠K, came back to her hand with a club ruff to draw the remaining trump and claimed 10 tricks. 5 spades in her hand, 1 ruff in dummy, 2 hearts, 1 diamond and 1 club. If there were a prize for the best played hand, Glynis would win hands down. Very well done! Only 1 other pair made 10 tricks in 4♠ but they received a inordinate number of gifts from their opponents.

As an aside, it should be noted that the South hand is not nearly as good as it looks. Once there has been a 2♥ overcall, it is likely that South has 4 heart losers, 2 diamond losers and 1 spade. It is very unlikely that a 2♠ raise showing 6-9 HCP's will be able to cover all these losers. It will be very difficult to ruff the heart losers in dummy as East will also be short in hearts and will over-ruff.

Declarer Play

I've seen this mistake often making it worthwhile to report. On this hand, East has a strong desire to get to dummy to cash her heart winners. Playing the King of spades will only gain against complete beginners. It is easy for defenders to see that by winning they will create an entry to the dummy. Your best chance of getting to dummy is to either play a low spade towards the jack, hoping that the ace is on your left. Alternatively it could work to play on diamonds. Defenders might be worried that you will get a ruff in dummy and will fatally switch to trumps.

Slam Bidding

None of the N/S players came to grips with this hand. 6♣ is an excellent contract whereas 6NT needs something good to happen in the diamond suit.

South holding 18 HCP's has a borderline slam try opposite a balanced 12-14 hand. The best chance for slam is to establish whether your side has a club fit. Playing with myself the auction would go as follows:

North	South
1♣	1♦
1NT	2♦*
3♣**	4♣
4♥***	4NT****
5♣*****	6♣

- * Game Forcing Checkback Stayman
- ** This is the key bid and shows 5 clubs.
- *** Cue Bid
- **** Blackwood
- ***** 1 Keycard

Cross IMP'ing Results (Butler)

Pos	Team	Pair	Average	Category	Bds
1	Eastern Cape (A)	Dawn Palmer & Glynis Dornon	+1.49	A Section	48
2	Western Cape (A)	Carol Grunder & Jill Rabie	+0.92	A Section	24
3	KZN (A)	Linda Campbell & Di Knowler	+0.19	A Section	48
4	Eastern Cape (A)	Ester Goosen & Dianne Penlington	+0.16	A Section	48
5	Gauteng (A)	Delys Shepard & Helene Roberts	+0.11	A Section	48
6	Gauteng (A)	Louise Berman & Jennefer Matisonn	-0.24	A Section	48
7	Western Cape (A)	Jocelyn Ashberg & Shirley Kaminer	-0.42	A Section	24
8	Western Cape (A)	Marilyn Bradley & Michele Alexander	-0.90	A Section	48
9	KZN (A)	Isobel Speirs & Glenda Macleod	-1.07	A Section	48
1	Eastern Cape (B)	Alison Puggia & Sally Potgieter	+0.92	B Section	24
2	Western Cape (B)	Sue Botha & Erica Zimet	+0.77	B Section	48
3	Gauteng (B)	Jenny Foaden & Renee Kenny	+0.36	B Section	48
4	Gauteng (B)	Trish Crosse & Bev Hewitt	0.00	B Section	48
5	KZN (B)	Mignon Leigh & Jenny Ten-Bokum	-0.09	B Section	48
6	Eastern Cape (B)	Liesel Hutton & Kathy Light	-0.11	B Section	48
7	KZN (B)	Janne Masojada & Tanya Rawson	-0.32	B Section	48
8	Western Cape (B)	Toni Hendler & Meryl Cohn	-0.44	B Section	48
9	Eastern Cape (B)	Alison Puggia & Lana Soutar	-1.24	B Section	24
1	Eastern Cape (C)	Heather Barnes-Webb & Prue Gillespie	+1.36	C Section	14
2	Eastern Cape (C)	Maureen Bee & Prue Gillespie	+1.26	C Section	10
3	Gauteng (C)	Caroline Richardson & Clare Mitchell	+1.13	C Section	48
4	Gauteng (C)	Frances Harrison & Jennifer Adams	+0.81	C Section	48
5	Eastern Cape (C)	Julie Pfister & Arauna Viljoen	+0.48	C Section	48
6	KZN (C)	Nanette Clouston & Sandy Candotti	+0.11	C Section	48
7	Western Cape (C)	Nadine Pincus & Ling Stein	+0.02	C Section	24
8	KZN (C)	Kitty Phillips & Patricia Betterton	-0.21	C Section	48
9	Western Cape (C)	Nadine Pincus & Caryn Querido	-0.59	C Section	24
10	Eastern Cape (C)	Corrice Holmes & Prue Gillespie	-0.70	C Section	24
11	Western Cape (C)	Hayley Cohen & Mandy Donninger	-2.28	C Section	24
12	Western Cape (C)	Mandy Donninger & Sharon Levy	-2.42	C Section	24

The Cross IMP'ing score is obtained by comparing your score with every other pair's score. It gives an indication of how you as a pair have done. A higher score is indicative that you have played better than other pairs with lower scores. The average shown is number of IMPs/board scored.