

WINNERS,
LOSERS AND
COVER CARDS

AN HONORS eBOOK FROM MASTER POINT PRESS

## TABLE OF CONTENTS

Foreword	4
Introduction	5
Chapter I. Winners, Losers, and Cover Cards	6
Doubletons Headed by the Queen	9
Honor Adjustments	10
Fit Dependency	16
Chapter II. Major Suit Structure	21
A. Simple Raise	21
B. Special Raises	
1. ALL JUMP RAISES, in & out of competition, are classified as MIXED	24
2. The Limit Plus Raise	25
3. The LIMIX Raise	29
HAND EXAMPLES	31
Two-Way Drury	35
Suit/Lead	38
ACTIVE INTERFERENCE	45
Game Invitational Jump Shifts	55
CHAPTER III. SLAM BIDDING	61
Two-way Check-back	66
2♦ Game Forcing Check-back	72
Why do we need the 2♦ game forcing checkback?	72
How does the game forcing 2♦ bid work?	74
2. C. check-back #3 [from example on page 48]	78
Cuebidding In Two over One Auctions	85
Setting the game force with a trump fit in hearts	86
Set the trump suit ASAP	
Cleveland Regional 2008 "Three slams decide the match!"	90
"he who bids first laughs last."	93
Setting Trump with "FLAG" Bids	95
Game Invitational Jump Shifts, 5-5 Game Forcing Jumps, and Game Forcing Jump	Re-bids.96
Game Invitational Jump Shifts	96
5-5 Game Forcing Jumps by Responder	
A. First Priority – Re-bidding 3NT	106
B. Second Priority – Show the Major Fit	106
C. Third Priority – Punt/Cue	107
D. Fourth Priority – "FLAG" Bids	108
Bidding When Responder is 5-5 in the Majors	
Jacoby 2NT	

SUGGESTED AUCTIONS TO JACOBY 2NT PRACTICE HANDS	121
Raising the Major in Competition	123
Chapter IV. BIDDING IN RESPONSE TO A 15-17 HCP 1NT OPENER	127
Dubious Jacks	
Minor Suit Stayman	140
Puppet Stayman	
Bidding with 5-5 in the majors	
Major Suit Splinters	

## FOR THOSE 'HARD TO REACH' PLACES

You began by learning to count points, but that only got you so far. Then, someone introduced you to a new idea, Losing Trick Count. Better in theory, sure. But how do you use it? A response shows at least 6 high-card points, but how many losers? How many of these mysterious 'cover cards'? What's the range? Plus, something just seems wrong with the whole thing! How can A 3 2 be just as good as Q 3 2? That cannot be right!

Counting Goren high-card points is much easier, and is a very reasonable gauge for bidding square hands. When things start to get distributional, however, you know that you need a better way to evaluate your hand. The concept of winners, losers, and cover cards really seems to be the right path, allowing you to escape from counting points into the world of counting TRICKS!

In *Winners, Losers and Cover Cards*, Ken Eichenbaum reveals not only the secrets an expert would use to better evaluate the real power (or weakness) of your hand, but also how to use this knowledge to your advantage in a myriad number of ways. The author explains a fresh take on popular conventions and treatments, within the context of real auctions facing you at the table, and introduces novel methods, allowing you to maximize the benefit of your new understanding.



Ken Eichenbaum (Ohio) has been playing duplicate bridge since 1968 and has won numerous regional titles, including the 1987 State of Ohio pairs championship. He has been a guest lecturer at many regionals. Previous works include *Bridge Without a Partner, Keys to Winning Defense*, and two stage plays, *The Wizard of Odds* and *Annie Count Your Trumps*, both of which have been performed at Bridge Week in Pasadena.

