

Sacrifices



The original Air Friar



Tom Snow
(805) 305-5035
coinerbop@gmail.com

Time for a Joke



An alcoholic, a gambler, and a pothead arrive at the Pearly Gates. St. Peter tells them, “If you can spend a year without touching your particular vices, you can stay in Heaven.”

So, St. Peter puts the alcoholic in a room full of the finest single malt whisky. Then he sets the gambler down in a seat at a casino. And finally, he leads the pothead to a room with a never-ending supply of the best weed ever grown.

A year goes by, and St. Peter goes to the alcoholic's room to find him passed out, with every bottle empty. He sends the alcoholic to hell.

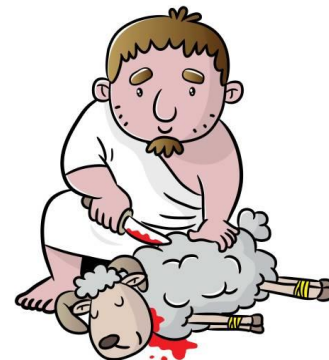
Checking on the gambler, Peter finds him at a roulette table with tall stacks of chips in front of him. He sends the gambler to hell.

Peter then checks the pothead's room and finds him with all of the weed intact.

Peter says, “Amazing! The others fell from grace. How did you do it?”

The pothead replies, “Ya’ got a light?”

What's a Sacrifice?



In bridge, a sacrifice (or a save) is a deliberate bid of a contract that is likely to fail, in the hope that the penalty points will be less than the points likely to be gained by the opponents making their contract, or that they will bid one more and go down.

Weaker players often over-sacrifice, committing the crime of taking two bites of the cherry.

Sacrificing does not always pay off because if you are left to play (doubled, of course), your bid will only gain if all these factors occur:

- 1) The penalty is cheaper than the value of their contract \dagger
- 2) They were making their contract \dagger
- 3) That contract was bid (and made) at the other tables.

These are
the most
common.

Sacrificing Against Partscores



Partscore sacrificing is easier for 2 reasons:

- a. A lower-level contract is more likely to be makeable and
- b. The opposition are less likely to double you (into game).

Helpful Hints:

- 1) Beware of bidding when the opponents opt to play in no trump. If they don't have a fit, you probably won't either.
- 2) When neither side has a clear majority of HCPs, you should compete for as many tricks as your side has total trumps, or one more with an unbalanced hand.
- 3) Watch the vulnerability and do the math!
- 4) Assess your hand in terms of defensive assets (features that give you a better chance of taking tricks on defense).

Such as a 5-5
or 6-4 shaped
hand.

With a known 9-card ♥ fit.

Partscore Bidding



#1

North	East	South	West
1H	Pass	2H	Pass
Pass	2S	???	

3H

North

♠A2 ♥KJ876 ♦KQ4 ♣843

South

♠943 ♥Q542 ♦105 ♣AJ105

N/S will probably make 3H. E/W will probably make 2S.

#2

North	East	South	West
1S	2H	2S	3H
???			

Pass

With only 5 ♠'s and no great shape.

North

♠AK976 ♥Q8 ♦A82 ♣543

South

♠Q54 ♥754 ♦963 ♣AQ86

West should also pass. N/S will only make 2H. E/W will probably go down in 3H.

#3

North	East	South	West
1C	2H	3C	3H
???			

4C

Expecting West to have 5 ♣'s (10-card fit)

North

♠A83 ♥J32 ♦K4 ♣AJ865

South

♠K42 ♥4 ♦Q863 ♣Q9743

N/S will probably make 4C. E/W will probably make 3H.

Another Joke

Two men are at the first tee on a golf course.

The first takes out his golf ball and says, “Slazenger.”

The second man takes out his ball and says, “Bleper Two.”

The first man says, “I never heard of that before.”

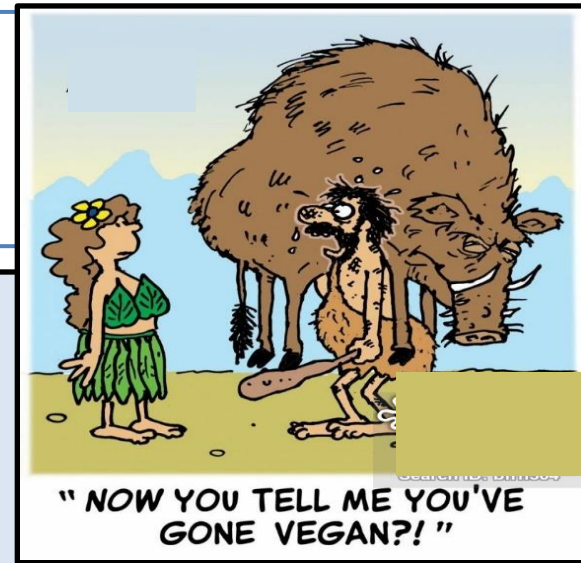
The second man says, “It’s fantastic. If you hit it into the trees, it automatically bleeps loudly so it’s easy to find. And if you hit it into the lake, it has a little flotation collar and paddles that bring it back to the shore. And if it’s foggy, there’s a little blue light that flashes so you can’t lose it.”

The second man says, “That’s amazing! Where did you get it?”

The first man says, “I found it.”

NB: If you have an obvious sacrifice, do it right away. Make them guess.

Sacrificing Against Games



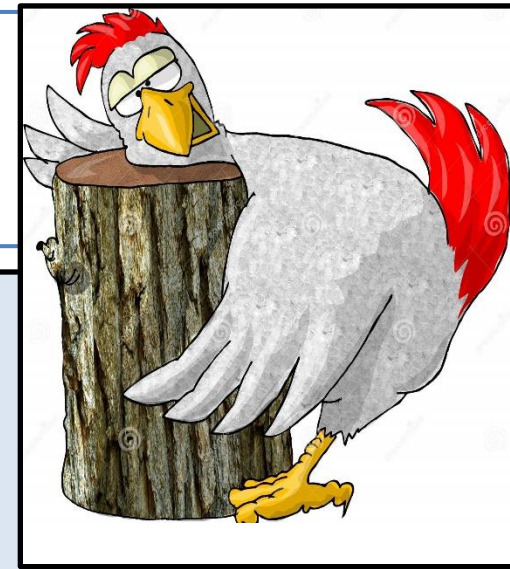
When the opponents are likely to make a game contract, a sacrifice bid (doubled) is viable if one can go down no more than:

- 3 tricks if NVul vs. Vul (favorable - in green)
- 2 with equal vulnerability (in yellow)
- 1 if Vul vs. NVul (in red)

Sacrificing Against a Game Contract								
Opponents' probable game points		Our probable penalty points in a doubled contract						
Their vulnerability	Points	Tricks down when we are vulnerable			Tricks down when we are not vulnerable			
		1	2	3	1	2	3	4
Vulnerable	600 or 620	200	500	800	100	300	500	800
Not vulnerable	400 or 420	200	500	800	100	300	500	800

But be careful not to push them into a makeable grand slam!

Sacrificing vs. Small Slams



The viability of a sacrifice (doubled) depends upon mutual vulnerability AND whether the opponents are in a minor or not.

Here is the chart:

Sacrificing Against Small Slam Contracts						
Opponents' expected game points			Sacrificer's expected maximum penalty points and undertricks			
Vulnerability	Contract	Points	Not vulnerable		Vulnerable	
			Points	Undertricks	Points	Undertricks
Not vulnerable	6NT	990	800	4	800	3
	6♥ or 6♠	980				
	6♣ or 6♦	920				
Vulnerable	6NT	1440	1400	6	1400	5
	6♥ or 6♠	1430				
	6♣ or 6♦	1370	1100	5	1100	4

Sacrificing vs. Grand Slams

The viability of a doubled sacrifice against a grand slam also depends upon mutual vulnerability. Here is the chart:



Sacrificing Against Grand Slam Contracts						
Opponents' expected game points			Sacrificer's expected maximum penalty points and undertricks			
Vulnerability	Contract	Points	Not vulnerable		Vulnerable	
			Points	Undertricks	Points	Undertricks
Not vulnerable	7NT	1520	1400	6	1400	5
	7♥ or 7♠	1510				
	7♣ or 7♦	1440				
Vulnerable	7NT	2220	2000	8	2000	7
	7♥ or 7♠	2210				
	7♣ or 7♦	2140				



The Forcing Pass

This is why you make a sacrifice to the highest possible level right away - so the opponents cannot take advantage of this.

Let's look at a situation where the opponents have sacrificed against your freely bid game:

Vul: Nil	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	2D	3D*	5D
	???			

#1 North ♠K2 ♥Q9876 ♦KQ108 ♣A3 **Dbl**

With this hand, North should double to show interest in defending (not extra values).

#2 North ♠A2 ♥KQ876 ♦72 ♣A92 **Pass**

With this hand, North should pass, which would be forcing his partner to either double or bid 5H.

#3 North ♠A2 ♥KQJ876 ♦7 ♣K932 **5H**

With this hand, North should bid 5H right away to show no interest in defending and no extra values.

#4 North ♠A2 ♥AQ9876 ♦7 ♣AK32 **5H**

With this hand, North should pass, then pull his partner's double to 5H. A 'pass and pull' shows slam interest.



Time for the Game