





THE 6" ANNUAL

ALL INDIA SHREE CEMENT OPEN BRIDGE CHAMPIONSHIP 2025

Date: 3rd May 2025 Day 3

In the semi-finals, Formidable outclassed Monica Jajoo, scoring 103 points (57, 15, 13, 18) to 70 (6, 7, 37, 20), securing a +33 point difference and a spot in the final. In the second match, Rampage faced Mavericks, falling short with 65 points (3, 14, 24, 24) against 79 (18, 30, 10, 21), ending with a -12 difference. Mavericks' balanced attack earned them a final berth. Tomorrow, Formidable and Mavericks will clash in a thrilling championship showdown, with Formidable's consistency meeting Mavericks' dynamic scoring.

TEAM NO	TEAM NAME	C/O	R 1	R 2	R 3	R 4	TOTAL	DIFFERENCE
4	FORMIDABLE	0	57	15	13	18	103	33
1	MONICA JAOO		6	7	37	20	70	
0	RAMPAGE	0	3	14	24	24	65	-12
2	MAVERICKS		18	30	10	21	79	



Quarter Final Results

	TEAM NO	TEAM NAME	C/O	R 1	R 2	R 3	TOTAL	DIFFERENCE
Ī		FORMIDABLE	6	26	33	3	68	23
	1	DHAMPUR SUGAR MILLS		5	20	20	45	
	2	CHEFS TABLE	0	4	15	39	58	-20
	2	RAMPAGE		41	20	17	78	
ſ	3	ARUN JAIN	0	27	12	4	43	-61
	3	MAVERICKS		49	30	25	104	
		EA BRIDGE	0	33	8	6	47	-7
	4	MONICA JAJOO		18	29	7	54	

The quarter-finals delivered electrifying matches, determining the semi-finalists with intense competition across four matchups. **Formidable vs. Dhampur Sugar Mills**: Formidable advanced with a solid 68 points (26, 33, 3), overcoming Dhampur Sugar Mills' 45 (5, 20, 20). Formidable's strong Rounds 1 and 2 secured a significant difference, showcasing their strategic depth, while Dhampur struggled to maintain momentum. **Chefs Table vs. Rampage**: Rampage dominated Chefs Table, scoring 78 points (41, 20, 17) to Chefs Table's 58 (4, 15, 39). Despite Chefs Table's late surge in Round 3, Rampage's explosive Round 1 led to a -20 difference for Chefs Table, sending Rampage to the semi-finals.

Arun Jain vs. Mavericks: Mavericks crushed Arun Jain, amassing 104 points (49, 30, 25) against Jain's 43 (27, 12, 4). Mavericks' consistent high scoring across all rounds resulted in a commanding +61 difference. **EA Bridge vs. Monica Jajoo**: Monica Jajoo edged out EA Bridge, scoring 54 points (18, 29, 7) to EA Bridge's 47 (33, 8, 6). Jajoo's pivotal Round 2 performance secured a +7 difference, advancing them despite EA Bridge's strong start.







Match Point Pairs Elimination

RANK	PAIR - NAME	
1	Subhajit Choudhury Souvik Kar	
2	Pinaki Prasad Khan S. Mukherjee	
3	Mithun Muk <mark>herjee</mark> Bhabe <mark>sh Sa</mark> ha	
4	Biswajit Poddar Shambhu Nath Ghosh	
5	Suman Banerjee Sanjib Basak	
6	Swarnendu Banerj Ajay P Khare	
7	Bhola Nath Ghosh Dipak Kumar Paul	
8	Girish Kumar S M Moin	
9	Partho Sarathi M Subir Majumdar	
10	Moloy Mondal Kingshuk Bhattacharjee	
11	Basant K Mohota Anurag Mohota	
12	2 Swetadri Saha K D Chakraborty	
13	Raj Kumar Chowdh G. Mazumder	
14	Soumadeep Ghosh Arya Chakraborty	
15	Pranab Bardhan Sumit Bhowmik	
16	Umesh Kumar Singh Rakesh Sharma	
17	Asit Baran Chakr Subhasish Sarkar	
18	Gopinath Manna Sandip Datta	
19	Ayan Chatterjee Amar Nath Banerjee	
20	Ashis Pan Bipul Kumar Roy	
21	Atanu Ganguly Tanmay Chatterje	
22	Mithun Biswas Pabitra Majumdar	
23	Partha Sarkar Ranjan Bose	
24	Swapan Kumar Ghosh Kajal Das	
25	Sukanta Das Aloke Kumar Sadhu	

RANK	PAIR - NAME			
26	Goutam Pore Amitava Ghosh			
27	Hasibul Hasan S. Chakraborty			
28	Jayanta Sarkar Amal Kumar Gune			
29	Ashis Malhotra Hemant K Jalan			
30	Bulu Saha Anirban Sasmal			
31	Priyotosh Sarkar Arup Kumar Hudai			
32	Pijus K Baroi Kannan K			
33	Partha P Pal Sourav Mukherjee			
34	Abhijit Pal Mrs Kamna Sharma			
35	Sanjib Ganguly Sukalyan Sarkar			
36	Pranab Roy Joyrup Mullick			
37	R Sreekrishnan R Chandramohan			
38	Taral Rodrigues Tilakraj Chowdhu			
39	Raju Tolani Vinay Desai			
40	Aloke Kumar Sard Sudeep Saha			
41	Biswajit Mahata Prakh Mishra			
42	Dipak K Poddar Raghunath P Trip			
43	Swapan Some Sekhar K Bandopa			
44	Soumi <mark>tra C</mark> hakrab <mark>Mrity</mark> unja <mark>y</mark> Dey			
45	Souvik Kar Sandip Gharai			
46	K R V <mark>enkat</mark> araman Ashok K Goel			
47	Tamal Dasgupta Rajendra Ray			
48	Rana Roy Abhijit Chakraborty			
49	Shankar Acharya Samir Basak			
50	Sumit Saha Swapan Sardar			

A total of 141 pairs participated in the MP Pairs event, which consisted of 18 boards per session across three sessions. The top 50 pairs have qualified for tomorrow's final.



Deal of the day



. QJ	10
¥ 4 2	2
♦ A 10	96
♣Q7	5 4

West	North	East	South
1♥	Pass	1NT	Pass
3♣	Pass	3♦	Pass
3♠	Pass	3NT	Pass
4♣	Pass	4♦	Pass
4♥	Pass	4NT	Pass
6♣	Pass	Pass	Pass

3♦ = 4+ Club with good hand, Maximum zone of 1NT

3♠ = Control with slam ambition

3NT = Not interested in slam

4♣ = RKC in Club

4♦ = 1 or 4 Key cards

4♥ = Trump Queen asking

4NT = Only Trump Queen no outside King

During today's second round of the semifinal, an impressive constructive slam hand was dealt.

West deduced from the 3♦ bid that East held only one or two hearts. In that case, the contract would be cold if the heart finesse succeeded. Alternatively, if East held ♠QJx or ♠QJ doubleton, then a successful spade finesse would also secure the contract. Even if both those chances failed, the contract could still be made if East held ♠AQx.or ♠AQxx. This made it an elegant and well-judged slam—makeable through any one of three different chances.

• Apologies for yesterday's technical error – Team Bulletin.

Eddie Kantar: The Witty Wizard of Bridge



Eddie Kantar, a Bridge Hall of Fame legend, blends humor with mastery in his teachings. With two World Championships and 13 North American titles, his books like *Classic Kantar* and *Kantar on Kontract* make complex concepts accessible through witty anecdotes. His columns in global bridge magazines, including *The Bridge World*, entertain while instructing. Kantar's knack for endplays and defensive plays has inspired generations, earning him a cherished spot in bridge's heart. This work is assembled by Dr. Rounak Ghosh for the Shree Cement 2025 Bulletin, drawn from top-tier sources and written in the lively spirit of Eddie Kantar's style.

Defensive Signals: Bridge Is a Partnership Game

Bridge may be a game of bids and brilliance, but make no mistake — it's also a game of whispers. Legal whispers. Defensive signals are how we communicate with our partner when declarer holds the cards and the lead. If you and your partner aren't speaking the same silent language on defense, you're toast.

Let me walk you through the key types of defensive signals, and how they work in real life — not just in theory. We'll keep it practical, but sharp. As always, I'll slip in a few Kantarisms and caveats.

Part 1: The Three Defensive Signals

Let's start by laying out the three core types of signals every defender should know cold:

- 1. Attitude
- 2. Count
- 3. Suit Preference

Each has its moment. And no — they're not interchangeable. You don't give your partner "count" when he needs "attitude." That's like whispering "duck" when your partner's about to shoot a basketball. Let's take them one at a time.



Attitude Signals

Attitude signals tell your partner whether you like a suit — i.e., whether you'd be happy to see it continued. The most common time to give an attitude signal is when your partner leads a suit.

Standard Attitude:

- **High card** = I like it! (I have an honor, continue the suit.)
- Low card = I don't like it. Try something else.

Let's look at an example.

Example 1: Attitude on Partner's Lead

Partner leads the ♥K against a notrump contract. Dummy comes down with:

Dummy:

- **AQ4**
- **♥** J 6 3
- ♦ A 7 6
- ♣ Q 10 8 4

Your hand (East):

- ♠ 863
- ♥Q74
- 1094
- **♦** K 9 7 2

What do you play?

Partner's lead of the ♥K from K-Q-x-x or K-Q-J-x is standard. He's asking: "Partner, do you have the ace or the jack?" Your ♥7 is your highest card — play it! That's attitude. You like the lead — you have the queen. He can safely continue.

What if your hearts were ♥9 4 2 instead? Now you don't like the lead — play the 2.

Kantar Tip: Be honest with attitude signals. Don't give false encouragement unless you're in deep trouble and need partner to do something crazy (and you *know* what you're doing).

Count Signals

Count signals tell partner how many cards you hold in the suit being played.

- High-Low = Even number
- Low-High = Odd number



Where is this useful? Typically when *declarer* leads the suit and partner needs to know how many cards you have. Especially helpful in notrump contracts when you're trying to figure out whether a suit will run.

Example 2: Count When Declarer Leads

Dummy (on your right) holds: ♠ K J 10 7
Declarer leads a small spade from hand.

You hold: • 9 5 4 2

Partner needs to know how many spades you have. You play the 2 — the lowest — then the 4 on the next round. That's low-high = odd number, probably three or five.

If you had ♠ 9 5 4, you'd play the 5, then 4 = high-low = even.

Why does this matter? If partner has A Q 8, he wants to know whether he can duck once to cut declarer's communication. Count matters.

Kantar Reminder: Count signals are *mainly* for notrump. In suit contracts, partner often wants attitude instead.

Suit Preference Signals

This one's subtle and often misused. Suit preference signals tell partner *which other* suit to return or play. They show up most often when:

- You're giving a ruff
- You're returning a suit after winning a trick
- You're making a discard and can't follow suit

The logic: High card = I like the higher-ranking side suit. Low = I like the lower-ranking one.

Example 3: Suit Preference on a Ruff

You hold: ★ 9 8 ♥ 8 7 ♦ 6 ♣ Q J 10 8 4 3

Partner leads a ♦A and then a ♦K. You ruff the third diamond. Now what?

You ruff with the ♥8, but partner needs to know what to return if he gets in.

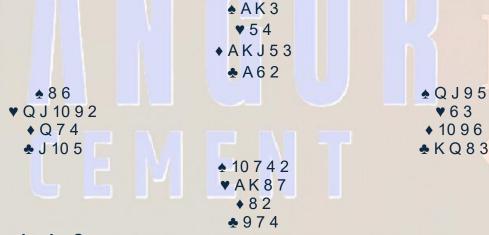
You discard a club — but which one? If you throw the ♣Q, that's a high club: you're asking for the *higher* ranking suit next time (spades). If you pitch the ♣3, you're saying: "come back in clubs."

Kantarism: Suit preference is not an everyday signal. Don't use it randomly. Only when it makes sense *contextually* — like on a ruff, or when you're making a discard that can't be attitude or count.

Part 2: Real-World Defensive Situations

Let's build a full hand to see defensive signalling in action.

Example 4: Putting It All Together



Opening lead: ♥Q

East plays the ♥3 — low card = negative. He doesn't like hearts. You (West) shouldn't continue. You shift to the ♣J — passive. Partner wins with the ♣Q.

Why? Look at the signal you gave when you played the ♥Q and then switched to clubs. You weren't pushing for a heart continuation. Partner knows hearts are dead.

Declarer plays low. You play low. Dummy wins with the ♠K. You've held declarer to eight tricks. Your communication and signals just beat the hand.

Part 3: Defensive Agreements and Final Tips

Let's close with a few high-level takeaways:

- 1. **Agree with partner** whether you use standard or upside-down signals. (Upside-down = low = like it, high = don't like. Popular in expert circles.)
- 2. Be consistent: one honest, timely signal can save a contract.
- 3. **Don't signal just to signal**. Ask: "Does partner *need* a message here?" If not, don't send mixed messages.
- 4. Watch dummy and count: Sometimes you know more than partner. Act accordingly.
- 5. **Partner's the boss on defense**: When partner leads, your job is to help. When you're on lead, you're in charge but don't ignore the echo.

Schedule of Event for Teams

Date	Event	Time
	Final and Playoff: 12 boards each r	ound
	Final & Playoff (Round 1)	9:30 AM - 11:15 AM
4.5.25 Sunday	Final & Playoff (Round 2)	11:30 AM - 1:15 PM
	Final & Playoff (Round 3)	2:00 PM - 3:45 PM
	Final (Round 4)	4:00 PM - 5:45 PM

Schedule of Event for Pairs

Date	Event	Time			
	Match Point Pairs Final: 26 boards + 24 boards				
4.5.25 Sunday	MP Pairs Final (Round 1)	9:30 AM - 1:00 PM			
Gunday	MP Pairs Final (Round 2)	2:00 AM - 5:30 PM			
Date	Event	Time			
	IMP Pairs: 22/24 Boards X 2 Sessions				
4.5.25 Sunday	IMP Pairs (Round 1)	10:00 AM - 1:00 PM			
Carracy	IMP Pairs (Round 2)	2:00 PM - 5:00 PM			