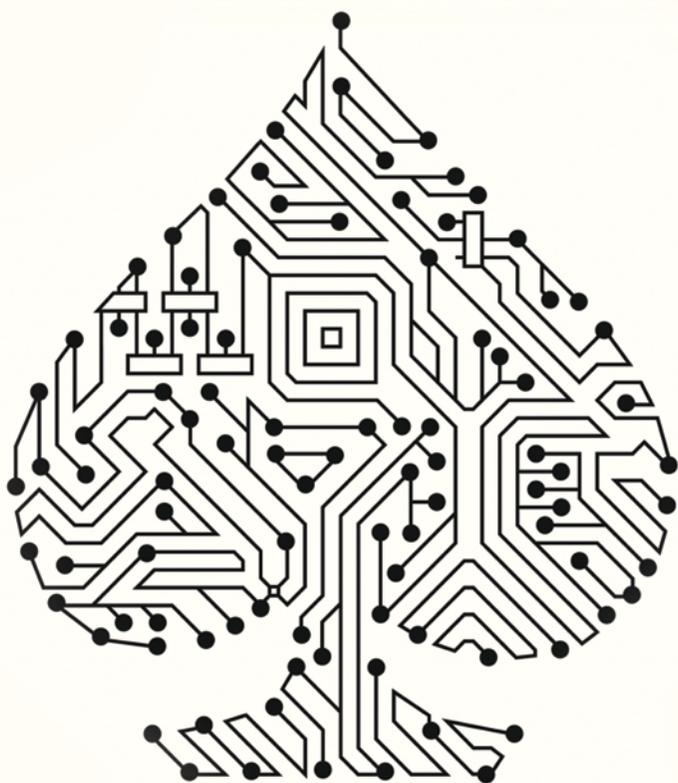
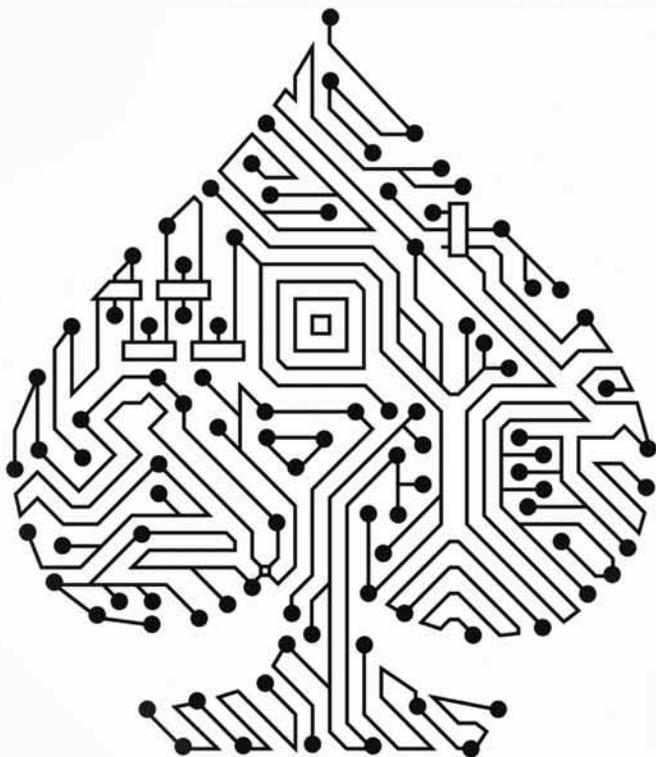


WINNING DUPLICATE TACTICS



DAVID BIRD

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DAVID BIRD

Master Point Press • Toronto, Canada

FOREWORD

Do you remember the first time you played in a duplicate pairs event? Someone, maybe a more experienced partner, explained to you about moving from table to table, filling in the scoresheet and (‘It probably won’t happen, don’t worry’) calling the Director. Yes, but what were you told about how to bid, play and defend in a duplicate pairs? In my case, it was nothing at all. It’s true that you can get by if you play exactly the same way as you would in a home social game or an IMPs match. Duplicate pairs is a highly competitive game, though, and few contestants are happy just to ‘get by’. They want to win — not just once in a while but regularly!

To be successful at duplicate pairs, you must adjust your bidding. You must know when to compete vigorously, taking a risk in doing so. You must also know when it is right to bid conservatively. You have to understand which contract to choose in various situations. In the play and defense you will meet similar dilemmas. Should you risk the contract for a lucrative overtrick? Should you risk giving away an extra trick in defense, hoping that you can beat the contract? These are some of the many topics that will be covered. I enjoyed writing this book and I hope you enjoy reading it!

CONTENTS

Introduction	7
1: Making an Overcall	13
2: Tactics when Bidding Games	24
3: Choosing the Right Partscore	34
4: Preemptive Openings	45
5: Contesting the Partscore	54
6: Choosing the Right Game	67
7: Dislodging Opponents from 1NT	79
8: Lead-directing Bids and Doubles	87
9: Choosing the Right Slam	99
10: Penalty Doubles at Matchpoints	110
11: Sacrificing	121
12: Should I Make a Safety Play?	132
13: Recovering from a Bad Start	143
14: Looking for Overtricks	153
15: Playing in a Sacrifice	163
16: Playing a Good Contract	169
17: Making Life Difficult	175
18: Accepting Defeat	183
19: Helping Partner in Defense	190
20: Opening Leads at Notrump	199
21: Should I Make a Risky Switch?	209
22: Opening Leads against Suit Contracts	215
23: Cashing Out at Matchpoints	223
24: Forcing Declarer to Guess	229

INTRODUCTION

We will start by looking at the scoring used for both IMPs and match-points. If you are already familiar with this, feel free to skip to [page 13!](#)

The scoring at IMPs

In an IMPs match between two teams, each deal is played twice and the scores are compared. Let's suppose that at the first table, South for Team A makes a vulnerable 4♠ contract to score +620. He will make this entry on his scorecard:

Team A N-S scorecard

Board	Contract	By	Tricks	Score	IMPs
1	4♠	S	10	620 !	!

The entry for the E-W pair at this table will be the same, except that they will enter the 620 in the minus column under 'Score.'

The deal will subsequently be replayed at the other table with the teams rotated by ninety degrees. So, Team B will now have the opportunity to take the N-S cards and match this result. For the purposes of this example, we will assume that their N-S pair bid more cautiously and stop in 2♠, making ten tricks but scoring only +170.

When all the boards in a set have been played, the two teams will reconvene to compare scores. Team A will find that they have gained +450 aggregate points on Board 1 and will convert this into IMPs (international match points). This is the conversion table:

Point Difference	IMPs	Point Difference	IMPs
20–40	1	750–890	13
50–80	2	900–1090	14
90–120	3	1100–1290	15
130–160	4	1300–1490	16
170–210	5	1500–1740	17
220–260	6	1750–1990	18
270–310	7	2000–2240	19
320–360	8	2250–2490	20
370–420	9	2500–2990	21
430–490	10	3000–3490	22
500–590	11	3500–3990	23
600–740	12	4000+	24

The present deal will result in a swing of 10 IMPs to Team A. Their N-S pair will add a 10 to the IMPs plus column:

Team A N-S scorecard

Board	Contract	By	Tricks	Score	IMPs
1	4♠	S	10	620 †	10 †

The plus and minus IMPs will be added for the boards in this set (usually eight) to determine the current match score. Perhaps it will be 21-7 to Team A.

The main point to note is that the size of the difference in aggregate scores (450 here) makes a big difference. A large swing gives you more IMPs.

The scoring at matchpoint pairs

In a typical duplicate session at a bridge club, you enter as a pair with your partner. Each board will be played many times and your result will be compared with those of every other pair holding your cards at the other tables. You will score 1 MP (matchpoint) for every pair that you manage to beat. You will score 0.5 MPs for each pair who ties with your score. (Outside North America: you score 2 MPs for a win, 1 MP for a tie.)

Suppose that on Board 1 you play in 2♠ and make nine tricks for +140. On your personal scorecard, you will make the same entry that you would have done in an IMPs match:

Pair 5 Scorecard

Board	Contract	By	Tricks	Score	IMPs
1	2♠	S	9	140	1

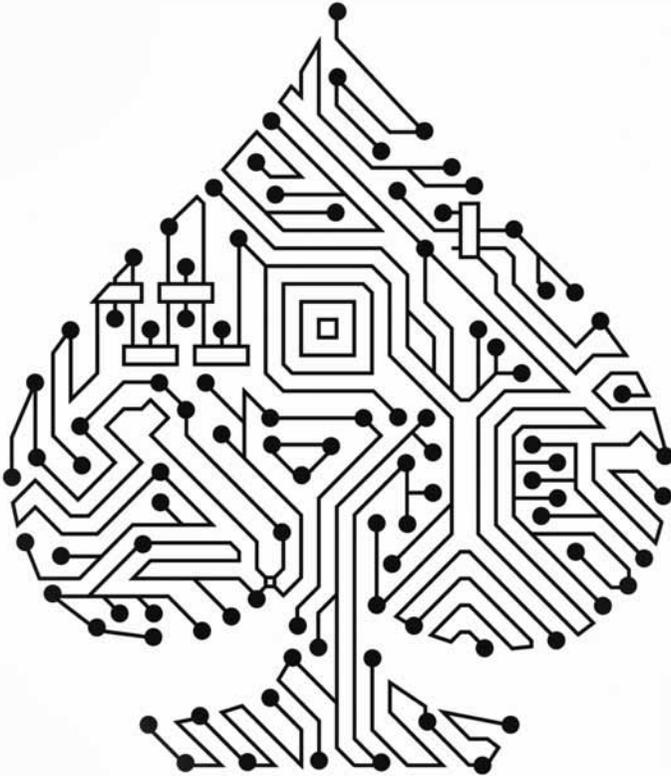
The North player will make a similar entry on a scoresheet associated with each board. At the end of the event, the scoring will be performed by the organizers. This might be the scoresheet for Board 1:

N-S	E-W	Contract	By	Tricks	N-S score	E-W score	N-S MPs	E-W MPs
1	5	2♠	S	9	140		3.5	1.5
2	4	2NT	N	9	150		5	0
3	2	4♣	S	9		50	0	5
4	1	3♦	E	7	100		1	4
5	6	2♠	S	9	140		3.5	1.5
6	3	2♠	S	8	110		2	3

For your +140 you scored 3.5 MPs out of a possible top score of 5 MPs, above average. Pair 4 N-S scored +100 for beating 3♦ by two tricks. This gave them only 1 MP. Had they ventured a penalty double and scored +300, they would have scored a ‘top’ of 5 MPs.

As you see, **the size of a score difference does not matter at all.** Even if you score only 10 aggregate points more than another pair, you beat them. The MP scores for all the boards will be added up and the winners announced.

PART ONE



BIDDING TACTICS

1

MAKING AN OVERCALL

In this chapter we will take a close look at overcalls. When playing IMPs, you must consider the possible loss of a big penalty if your overcall is doubled. If you've bid on a poor suit and a defender sits over you with a strong trump holding, you may lose 500 or more when the opponents had nothing much their way. (Since a double by the next player will usually be for takeout, the penalty is more likely to arise after a reopening double by the opener.)

The situation is different at matchpoints. The occasional big penalty, when your luck runs out, is only one bad board. The size of the loss in aggregate points is irrelevant. If making such an overcall will improve your matchpoint score in the long run, you must go ahead and take the risk.

What is the purpose of an overcall?

What are the main aims of an overcall? Take a moment to think of your own answers before you read this list:

- to suggest a good opening lead to partner
- to allow your side to compete in a partscore auction
- to remove bidding space from the opponents
- to prepare the way for a good game contract or sacrifice

In general, you need at least a five-card suit to overcall at the one-level. When you bid at the two-level, you prefer to hold a six-card suit. Well, that is what the textbooks say. It has to be admitted that if you watch top players on the Internet, they will quite often make a two-level overcall on a good five-card suit. That's because they are unwilling to give the opponents an uncontested ride to their best contract.

How many points do you need for an overcall? At the one-level, you can be well short of the values needed for an opening bid. Suppose you

hold ♠AQJ83 and little else. You would be reluctant to pass over an opponent's one-bid in a suit. When you make a non-jump overcall at the two-level (for example, 2♦ over 1♠), the risk of conceding a penalty is greater. Your point count tends to be not far short of that needed for an opening bid.

Should I overcall or double?

Way back in the mists of time, many players thought of an overcall as a weak intervention, based on a hand that generally contained less than the values for an opening bid. 'With a good hand, I would start with a double,' they would say.

This method was quite rightly abandoned. Nowadays a one-level overcall can be made on a weak hand or perhaps one with 17 points or so. The general guideline is that you overcall when you have a good suit and are happy to choose trumps; you prefer a takeout double when you wish to consult partner on the matter.

Suppose your right-hand opponent (RHO) opens 1♦ and you hold one of these hands:

(a) ♠ A Q 10 7 6 ♥ 10 7 4 ♦ 8 2 ♣ Q 10 7	(b) ♠ A K J 8 7 ♥ A 9 2 ♦ 4 ♣ K J 7 3	(c) ♠ A K Q 6 4 ♥ K 9 7 ♦ J 3 ♣ A Q 10
---	--	---

On (a) you are happy to overcall 1♠ at any score. On (b) nearly all experts nowadays overcall 1♠ rather than start with a double. If your LHO raises to 2♦ and two passes follow, you can continue with a (takeout) double on the second round. Only when you are as strong as hand (c) will players reckon, 'That's too good for 1♠. I'd better start with a double.'

Weak jump overcalls

Since an overcall at the minimum level can be based on a strong hand, nowadays most pairs play 'weak jump overcalls'. In principle, such bids show a six-card suit and less than the values for an opening bid. They are preemptive in nature. That said, you should have reasonable playing strength when vulnerable, particularly if you are bidding at the three-level.

Suppose you are second to speak and the player on your right opens 1♦. What would you say on the following hands?

(a) ♠ A Q J 7 6 2
♥ 10 7
♦ 8 2
♣ J 10 7

(b) ♠ 9
♥ Q J 4
♦ 10 5 3
♣ K Q J 10 7 3

(c) ♠ K Q J 9 4
♥ 9 7
♦ J 9 7 2
♣ 10 4

Hand (a) is ideal for a 2♠ overcall at any score. With (b) you would bid 3♣ when non-vulnerable. Some would risk 3♣ vulnerable at matchpoints, but it is not to everyone's taste. Hand (c) is ideal for preemption and if you are non-vulnerable you would consider bidding 2♠, even though you hold only a five-card suit. Vulnerable, you would bid 1♠. You would not think of passing since it is essential to mention a suit of this quality.

Overcalling to suggest an opening lead

Even when you are almost certain that the opponents will be able to outbid you, an overcall may be valuable to suggest a good opening lead to partner. Look at this deal:

Dlr: South Vul: Neither	♠ J 9 6 ♥ K Q J 3 ♦ K Q 2 ♣ 10 3 2											
♠ K Q 10 5 ♥ 10 9 6 2 ♦ 10 8 4 ♣ 8 5	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 7 4 3 ♥ A 8 7 ♦ 5 3 ♣ K Q J 9 7	♠ A 8 2 ♥ 5 4 ♦ A J 9 7 6 ♣ A 6 4
	N											
W		E										
	S											

West	North	East	South
pass	1♥	2♣	1♦
pass	dbl	pass	2NT
pass	3NT	all pass	

West leads the ♣8, prompted by East's overcall, and declarer has to go one down. Without the overcall West might well have led a spade.

When you are defending at matchpoints, you must work hard to prevent declarer scoring overtricks. Lead-directing overcalls therefore assume even greater importance. The best lead may not beat the contract, but if it converts a 650 into 620, this can be just as valuable. Of the four reasons to overcall, given earlier, lead direction becomes the most important.

Suppose your LHO opens 1♥ and his partner responds 2♣. In fourth seat you hold one of these hands:

- | | |
|--|---|
| (a) ♠ A K J 10 6
♥ 8 3
♦ 10 4
♣ 9 7 6 2 | (b) ♠ A 8
♥ K 5
♦ J 10 9 7 6 2
♣ K 6 5 |
|--|---|

You don't expect to win the auction on either hand, after the strong start to the opponents' sequence. At matchpoints, bid 2♠ on hand (a), ensuring a spade lead. Hand (b) has more playing strength but you should pass. Suppose your LHO ends up playing in 4♥. You don't want your partner to lead the ♦K from a doubleton.

At the one-level, particularly at matchpoints, you can consider overcalling on a chunky four-card suit. Here you deter the opponents from bidding a successful 3NT:

Dir: South Vul: Neither	♠ 10 3 2 ♥ A Q 8 5 ♦ A 10 7 ♣ K 6 4	Matchpoints									
♠ A K Q 7 ♥ 9 2 ♦ K 5 3 ♣ 10 9 7 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">N</td><td style="padding: 5px;"> </td></tr> <tr><td style="padding: 5px;">W</td><td style="padding: 5px;"> </td><td style="padding: 5px;">E</td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">S</td><td style="padding: 5px;"> </td></tr> </table>		N		W		E		S		♠ J 9 5 ♥ J 10 6 4 ♦ J 9 8 4 2 ♣ 5
	N										
W		E									
	S										
	♠ 8 6 4 ♥ K 7 3 ♦ Q 6 ♣ A Q J 8 3										

West	North	East	South
1♠	dbl	pass	1♣
pass	2♠	pass	2♣
pass	4♥	all pass	3♥

A 3NT game has nine top tricks, but it's difficult to reach once you overcall 1♠ on the West cards. Here N-S alight in 4♥, which requires a 3-3 trump break to have a chance. Unlucky!

Overcalling to remove bidding space

This deal arose in the semi-final of a big money tournament in Monte Carlo:

Dir: West	♠ 6 5	IMPs									
Vul: Both	♥ A 10 9 8										
	♦ A J 9 4 3 2										
	♣ J										
♠ 2		♠ K Q J 10 8 7									
♥ Q 7 6 4	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <table style="border-collapse: collapse; width: 100%;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table> </div>		N		W		E		S		♥ 5
	N										
W		E									
	S										
♦ 10 7 5		♦ Q 8									
♣ A 10 8 6 5		♣ Q 9 4 2									
	♠ A 9 4 3										
	♥ K J 3 2										
	♦ K 6										
	♣ K 7 3										

West	North	East	South
<i>Helness</i>	<i>Madala</i>	<i>Helgemo</i>	<i>Bocchi</i>
pass	1♦	3♠	3NT
all pass			

A month before, these players had faced each other in the Bermuda Bowl final. Should Geir Helgemo bid 1♠, 2♠ or 3♠ on those East cards? Determined to take away as much bidding space as possible, Helgemo went all the way to 3♠. Norberto Bocchi very reasonably bid 3NT, which was passed out.

Tor Helness led the ♠2 to the ♠Q and South's ♠A. Bocchi cashed the ♦K and took a losing finesse of the ♦J. Five spades and five clubs later, he was seven down for -700.

At the other table, East overcalled only 2♠, leaving space for South to make a negative double. N-S found their heart fit and made eleven tricks for +650. The reward for Helgemo's 3♠ space-consuming overcall was a full 16 IMPs!

Responding to an overcall

When partner has overcalled and you have a trump fit, raise freely to consume bidding space. In general, you should be prepared to raise to the level indicated by your combined trump length. If the overcall is at the one-level, you expect partner to hold (at least) five trumps. When you hold four-card support and a bit of shape, you should be willing to raise to the three-level (nine trumps = a nine-trick contract.) If you go down, this will usually be in a good cause; the opponents could then have made a worthwhile contract their own way.

Suppose you are sitting West and the bidding has started like this:

West	North	East	South
	1♦	1♠	pass
?			

What would you bid on these West hands?

(a) ♠ K 10 6	(b) ♠ A J 3	(c) ♠ K 10 6 4
♥ 10 8 4	♥ K Q 9 2	♥ 7
♦ 9 6	♦ 10 7 6	♦ Q J 4 3
♣ Q J 7 5 3	♣ J 9 4	♣ 10 8 7 5

You raise to 2♠ on (a), removing a whole level of bidding space from North, who is likely to hold a good hand. Hand (b) could be described as a ‘sound raise to the two-level.’ You show this with a cue-bid of 2♦; if partner can rebid only 2♠, you will pass. On hand (c) you would bid 3♠. This is a preemptive raise, showing a four-card trump fit and some shape. Partner will not place you with a strong hand because you would then have cue-bid 2♦ instead.

Let’s look at a full-deal example of the bidding following an overcall:

Dlr: East ♠ J 5 Matchpoints
 Vul: N-S ♥ 10 8 5
 ♦ Q 10 9 5
 ♣ A Q 10 6

♠ K 10 8 6 2	<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p style="margin: 0;">N</p> <p style="margin: 0;">W E</p> <p style="margin: 0;">S</p> </div>	♠ A 9 7 4
♥ J		♥ K 4 3
♦ K J 3 2		♦ A 8 6
♣ J 3 2		♣ 9 7 4

♠ Q 3
 ♥ A Q 9 7 6 2
 ♦ 7 4
 ♣ K 8 5

West	North	East	South
1♠	2♥	pass	1♥
3♠	all pass	3♥	pass

A typical matchpoint partscore battle! West does not have much of a hand and is facing a passed partner. Nevertheless, he sees good reason to overcall. His side may find a playable spot in spades or push the opponents too high in their best fit. If East is fairly weak but has some spade support, there may be a profitable sacrifice in spades over a N-S game.

North raises to 2♥ and East has an excellent hand in support of spades. A raise to 3♠ would indicate a shapely hand with relatively few high-card points. Holding some top cards, East makes the more accurate bid of 3♥, a cuebid in the opponents' suit. If West were stronger he might then be able to bid a game. As it is, he signs off in 3♠.

The spade partscore goes one down (-50). This is a good score for E-W since South can make 3♥ (-140). The defenders can score the first four tricks against 3♥. A subsequent finesse of the ♥Q drops the ♥J offside and declarer returns to dummy to finesse against the ♥K.

SUMMARY

- An overcall is multi-purpose. It can allow you to contest the auction, bid a good game or prepare for a sacrifice. It can also suggest a good opening lead or deprive the opponents of bidding space.
- A one-level overcall (1♠ over 1♦) may be based on a hand with a wide range of points (roughly about 8-17). A two-level overcall (2♦ over 1♠) is usually based on a hand with opening bid values.
- Most duplicate players use weak jump overcalls (2♥ over 1♣, for example). These are preemptive in intent. A jump overcall of 2♥ or 2♠ shows something close to a weak two opening.
- Overcall when you have a good suit and are happy to choose trumps. Prefer a takeout double when you have reasonable support for the unbid suits and wish to consult partner on the choice of a trump suit.
- At matchpoints, where overtricks rule the roost, lead direction is more important than at IMPs. When you have a borderline overcall, let the quality of your suit determine whether you bid or not.
- Any direct raise of an overcall is likely to be preemptive in nature. With a sound raise to some level, you begin with a bid in the opponent's suit.

TEST YOURSELF

Assume you are playing matchpoint pairs on the following problems.

1. Neither side is vulnerable and your RHO opens 1♣. What call will you make on each of these hands? Would you choose differently when vulnerable?

(a) ♠ K 6	(b) ♠ A J 4	(c) ♠ A K Q 9	(d) ♠ A K J 9 6
♥ J 7 3	♥ K Q 8 4 3	♥ A 2	♥ 8 3
♦ A Q 9 6 5 4	♦ Q 10 6 5	♦ 10 8 3	♦ J 10 7 3
♣ 9 2	♣ 7	♣ J 8 5 2	♣ 5 4

2. Only the opponents are vulnerable and your RHO opens 1♦. What call will you make on each of these hands?

(a) ♠ K Q 10 6 2	(b) ♠ A K J 10 4	(c) ♠ K 2	(d) ♠ J 5
♥ 10 7	♥ K 8 3	♥ 7 6	♥ A Q 10 9 5 2
♦ 8 3 2	♦ A	♦ 10 9 7 6	♦ 8 2
♣ Q J 5	♣ Q 9 6 2	♣ A K J 10 4	♣ J 9 3

3. Neither side is vulnerable. What action will you take as West when the bidding starts like this?

West	North	East	South
?	1♦	1♥	pass

(a) ♠ Q 7 6 2	(b) ♠ A 10 8 4	(c) ♠ 9 7 2	(d) ♠ J 10 9 3
♥ K J 7 2	♥ K Q 3	♥ 6	♥ A J 10 6 5
♦ 10 8 3 2	♦ 9 2	♦ Q 10 5	♦ 8
♣ 8	♣ J 10 6 2	♣ K J 10 9 7 6	♣ K J 4

4. Only your side is vulnerable. What action will you take as West when the bidding starts like this?

West	North	East	South
?	1♦	1♥	2♦

(a) ♠ 8 5 2	(b) ♠ 8 4	(c) ♠ A 10 7 6	(d) ♠ Q 3
♥ K 7 2	♥ A 8 7 3	♥ J 4	♥ A 5
♦ 8 4	♦ 10 9 2	♦ Q 10	♦ 9 7 6 2
♣ Q J 8 7 2	♣ A Q J 6	♣ K Q 10 7 6	♣ K J 8 5 3

ANSWERS

1. On (a) bid 2♦ rather than 1♦. It is important to take away bidding space. With hand (b) prefer 1♥ to a double. If you double, you may miss a 5-3 heart fit. With hand (c) overcall 1♠. You want to enter the auction and cannot afford to double with only two hearts. On (d) try a 2♠ overcall when non-vulnerable, removing bidding space from your LHO. When vulnerable, or playing IMPs, it is more prudent to say just 1♠.
2. On (a) you overcall 1♠. Your hand is a minimum for a one-level overcall, but the suit is worth mentioning and it will inconvenience LHO if he holds a heart suit. If your suit was hearts instead of spades, you might still overcall, but it would be less attractive; you would not be taking away any bidding space. With (b) most players nowadays would start with 1♠. In this way you pick up the large number of occasions when partner has three-card spade support. If the opponents stop in 2♦, you plan to show your strength and support for the other suits with a second-round takeout double. Although you have only a five-card club suit on (c) you should overcall 2♣. This is always a tempting overcall to make over 1♦, because you cut out a one-level response in either major. Hand (d) is ideal for a weak-jump overcall of 2♥. Given the chance, you would have opened with a weak 2♥ bid. You would take all these actions at both matchpoints and IMPs.
3. With good four-card support and a side singleton on (a), you should raise preemptively to 3♥. Do not be one of those players who try to buy the contract in 2♥. North may then be able to rebid 3♣, allowing the opponents to discover a big club fit. Hand (b) represents a 'sound raise to the two-level'. You show this with a cuebid of 2♦. With (c) you should pass. A change-of-suit bid, such as 2♣, is constructive and shows not far short of opening bid values. (Some players treat a new suit as forcing.) If North doubles 1♥ for takeout and South leaves this double in, you can then rescue to 2♣. With (d) you go straight to 4♥. This will make life difficult for North if he holds some shapely hand of 18 points or so.

4. Hand (a) is fairly weak and a raise to 2♥ will consume no bidding space. Nevertheless, you should bid 2♥. By doing so, you will allow partner to compete further when he holds extra values. Hand (b) is a sound raise to the three-level and you should show this by cuebidding 3♦. A raise to 3♥ would show a weaker, more preemptive, type of hand. You are worth a bid on (c) but have no sound bid to make. On a hand of this type, you use a competitive double. This suggests the two unbid suits and doubleton support for partner's hearts. Hand (d) is awkward and there is no accurate call to make. A competitive double would be unwise with only two spades. You do best to raise to 2♥, rather than to sell out to their 2♦.

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DUPLICATE BRIDGE IS A DIFFERENT GAME

You can get by if you play exactly the same way at matchpoints as you would in a home social game or a team match. Duplicate pairs is a highly competitive game, though, and few contestants are happy just to ‘get by’. They want to win — not just once in a while but regularly!

To be successful at duplicate pairs, you must adjust your bidding. You must know when to compete vigorously, taking a risk in doing so. You must also know when it is right to bid conservatively. You have to understand which contract to choose in various situations. In the play and defense you meet similar dilemmas. Should you risk the contract for a lucrative overtrick? Should you risk giving away an extra trick in defense, hoping that you can beat the contract?

This is a book that every bridge player needs to read to be a consistent winner at their local club.



DAVID BIRD (Southampton, UK) may be the most prolific bridge author of all time, with more than 100 books published. His most recent books for MPP were *Bidding at Bridge: A Quizbook* and *The Pocket Guide to Defensive Play*, both with Barbara Seagram.

