

ARANA CONTRACT BRIDGE CLUB

"TRUMP-IT"

JUNE, 1987
VOL. 1 ISSUE 2

EDITORIAL

My term as President has begun on a high note with the holding of our first Club Championship event.

I am sure you all join me in congratulating Frances on her very convincing win in the Individual Championship. Because of her huge final score, Frances also produced the highest handicap total. However, as she is unable to wear both hats, the title of Handicap Champion is bestowed on Mary. Congratulations, Mary.

Much interest was generated by the display of progressive scores during this Championship and providing no unforeseeable difficulties arise, Judy will conduct our other Championships in a similar way.

The remainder of our year is far from quiet.

In July we have our second Championship event. The Teams of Four Championship will be conducted over three consecutive nights, starting 22nd July and finishing 5th August.

In August, Tuesday, 17th and Wednesday, 18th, Judy begins her last beginner's lessons for this year. Encourage your friends and family join the classes this year as the 1988 programme does not begin until March.

Sunday, October 11th is set aside for a Play Seminar. It will be run on the same basis as last year with printed notes being distributed at the conclusion of the day.

November, 11th, 18th and 25th are the dates of our Pairs-Championship and I hope that a large field will compete for this most prestigious title. After the success of last year's Christmas Break-up party, a repeat performance on the 9th December will be well worth waiting for and provide a good note to wind up club activities for 1987.

In conclusion, I would like to invite all members to put forward any ideas they may have in improving our Club. All suggestions are most welcome.

Adrienne Broughan

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DECLARER PLAY IN NO-TRUMPS

On the opening lead and when dummy goes down – STOP and plan how you will play the hand. First, count your sure tricks and work out how and in what suits you can develop tricks while you still retain control and have entries to both hands.

Do not play out your high cards straight away. They enable you to keep control of the suits and prevent opponents from making their smaller cards while you develop tricks. High cards are entries to dummy and your own hand – to lead up to a finesse or towards high cards. For example – if you have KQ6 in your hand, do not lead the king – go over to dummy and lead twice towards your KQ6. You will make the king and queen if the ace is on your right. The order in which you develop your tricks is also important.

K82		Playing in 3NT by south with the lead of the spade five.
8765		
A32		Count your sure tricks – 2 spades + 1 heart + 2 diamonds + 3 clubs = 8 tricks.
A93		
Q10954	J3	
K93	J104	You may develop one more trick by the heart finesse (50% chance) or the diamond suit dividing 3-3 in each of the east-west hands. Your fourth diamond would then be a trick, thus making your contract.
Q65	J108	
J4	108765	
A76		If you take the heart finesse first and it loses, your last spadestopper will be taken out before you have a chance to develop the diamond suit.
AQ2		
K974		
KQ2		

The better play at trick 2 is to give away a trick in diamonds by playing a small diamond from each hand. Win the spade return and play the ace and king of diamonds to see if the suit breaks 3-3. If it does you will not need the heart finesse to make your contract. If the suit does not break, you can still try the heart finesse.

	K52		Playing 3NT by south with the lead of the heart jack.
	K3		
	A432		
	9764		Count your sure tricks - 2 spades + 3 hearts + 2 diamonds = 7 sure tricks.
843		QJ109	
J10985		76	You can develop two club tricks by playing clubs until the ace and king are gone, but only if you do not play out your high cards first.
65		QJ108	
AK		852	
	A76		
	AQ2		Remember - keep control of your high cards in no-trumps while you develop the necessary tricks to make your contract.
	K97		
	QJ102		

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BAROMETER SCORING

I suggest you read the Matchpointing article, beginning Page 3 before you proceed with this article. Once you understand normal scoring, the Barometer Method will fall into place.

Barometer Scoring is used in most Congresses held and some Club Championship events where a display of progressive totals is required.

The benefit of this method of scoring at Congresses is that, at the conclusion of the event, the winner is known within minutes and prizes, can be distributed quickly before players depart.

In Club Championship events, apart from the winner being known that night, it seems to create much interest towards the finish, especially when scores are close.

To use Barometer, sufficient boards have to be dealt and duplicated as the same boards are played within the movement at the same time. As the boards are scored at the conclusion of each round, travelling score cards are not used but are replaced by pick-up slips.

Barometer Scoring was used in the Individual Championship held recently. Had the event been scored in the normal fashion, a top would have been 6, matchpointing down to 0. The average on each board would therefore have been 3.

To keep the figures lower for the progressive total, the top matchpoint figure was halved thus making a top of 3. Matchpoints were allotted 3 1 -1 -3 instead of 6 4 2 0. The Barometer average is therefore 0. The pick-up slips and the grid must balance to 0 each time.

To find the handicap winner of the event, the Barometer scores are calculated to the actual average they would have been if scored by the normal method.

To do this, we look at the number of boards played. First night 21, second night 24, making a total of 45 boards played in the event. Normal average would have been 3. Total average would be $45 \times 3 = 135$.

As 0 is the Barometer average, 135 is added or subtracted to the final score. This now produces a realistic total for handicapping.

The players handicap percentage is now deducted from the total score.

The method of handicapping players will be printed in next issue of our Newsletter.

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MATCHPOINTING (CONTD)

When two pairs tie, the matchpoints are to be allocated are divided between the two. Suppose they tie for the top score, then the matchpoints to be divided would be 10 and 8. Each pair would therefore receive 9. A helpful hint is that when two or more pairs have to share matchpoints, the middle figure is always the answer.

Examples

Board 1

Nil Vul.			<u>N/S</u>	<u>E/W</u>	<u>MatchPoints</u>
Pair 1.	4SN	10 tricks	420		9
2.	4SN	10 tricks	420		9
3.	3SN	9 tricks	140		2
4.	3SN	10 tricks	170		5
5.	3SN	10 tricks	170		5
6.	2NTN	8 tricks	120		0
					<u>30</u>

Pairs 1 and 2 on equal highest score, share matchpoints of 10 and 8 = 9 each, while Pair 4 and 5 also on an equal score share the matchpoints of 6 and 4 which is 5 each.

When 3 pairs tie with the same score, the matchpoints are divided 3 ways. If they tie for the top score, they share the matchpoints of 10, 8 and 6. The middle score of 8 is your answer.

Board 1

Nil Vul.			<u>N/S</u>	<u>E/W</u>	<u>MatchPoints</u>
Pair 1.	4SN	10 tricks	420		8
2.	4SN	10 tricks	420		8
3.	4SN	10 tricks	420		8
4.	4SN	9 tricks		50	2
5.	4SN	9 tricks		50	2
6.	4SN	9 tricks		50	2
					<u>30</u>

Likewise, if 4 pairs had tied for the highest score they would share the matchpoints of 10, 8, 6 and 4 which is 7 each – the middle score.

When a 'No Bid' score appears the 'No Bid' board is treated as a 0 score for both North/South and East/West pairs.

Board 1

Nil Vul.			<u>N/S</u>	<u>E/W</u>	<u>MatchPoints</u>
Pair 1.	1SN	10 tricks	80		6
2.	1SN	10 tricks	110		10
3.	1NTS	10 tricks	90		8
4.	NoBid	9 tricks	0	0	4
5.	2DE	9 tricks		90	0
6.	2SN	9 tricks		50	2
					<u>30</u>

After matchpointing the obvious North/South scores of pairs 1, 2, and 3, there are 3 pairs left to matchpoint.

No Bid which scores 0 for North/South

Pair 5 – 2DE which is actually -90 for North/South

Pair 6 – 2SN down one for a -50 for North/South

It should now be clear that 0 is the next highest score for the North/South Pair.

Should there be two or more 'No Bids', the matchpoints are divided in the same way as an actual score.

PREPARING FOR THE GRID

When all boards have been matchpointed, the boards played against the same pairs are now totalled. Each round you play, say 3 boards against the same pair. With the 3 score cards, total the matchpoints across and write the total figure on one of the score cards. When this exercise has been completed, check that the final total column adds up to 3 x total in the match point column. In our case it will be 90 (3 x 30). Now you are ready to grid.

MATCHPOINTING (CONTD)

N/S NAMES		1	2	3	4	5	6	7
1.								
2.	1							
3.								
4.	2							
5.								
6.	3							
E/W NAMES								
1.	4							
2.								
3.	5							
4.	6				X			
5.								
6.								

Above is a recap sheet for California Scoring. The numbers in the vertical column represent N/S pairs, and those in the horizontal column the E/W pairs.

The names on the score cards for the N/S and E/W players are where 1 v 1, 2 v 2, 3 v 3 etc. which was the original starting position for the pairs.

Transfer the total of the boards played, in our case 3 boards, to the point on the 'grid' where N/S and E/W pairs intersect. Say N/S 6 plays E/W 4. This is shown on the 'grid' with X. You will notice, as more scores are added, that a pattern forms.

When all scores have been transferred to the recap sheet, add the horizontal figures to arrive at the N/S total. Check total (Average x number of tables) x number of boards. In our case it would be -

$$\begin{array}{rcl}
 \text{Average} & \times & \text{number of tables} & \times & \text{number of boards} \\
 5 & & 6 & & 18 \\
 \text{(Half a top)} & & & & \text{(6 tables x 3 boards)} \\
 & & = 540 \text{ Total} & &
 \end{array}$$

The Vertical columns represent the E/W results. However, the scores written in from the score cards are those of N/S. To arrive at the true figure for the E/W players -

- (1) Add all vertical columns and balance as you did for N/S, In our case the total should be 540.
- (2) Subtract the sum of each vertical column from (top x number of boards)
= 10 x 18 = 180

This now gives you the true figure for the E/W players. Note that the lowest score before this exercise was done is the actual winner E/W. Check the final total to add to 540.

HALF TABLES

When there is a sit out pair in the E/W direction, the scoring is the same. The only difference is that the E/W pairs play fewer boards than the N/S pairs. Care should be taken when calculating the actual E/W score.

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A BRIDGE PLAYERS PRAYER

Lord, grant me a partner who won't trump my aces,
Deliver me from short suits and cards without faces.

Grant me finesses that work as I've planned,
And just tonight, Lord - A nice Grand Slam hand.

AMEN

THE INTERNATIONAL CODE — LAWS OF DUPLICATE CONTRACT BRIDGE 1975.PART V : THE AUCTIONCorrect ProcedureIRREGULARITIESCard Exposed or Led during the Auction

21. Whenever, during the auction, a player faces a card on the table or holds a card so that it is possible for his partner to see its face, the Director must require that every such card be left face up on the table until the auction closes; and (penalty) if the offender subsequently becomes a defender, declarer may treat every such card as a penalty card (Law 50). (Shown at the conclusion of this rule).

- (a) If it is a single card below the rank of an honour and not prematurely led, there is no further penalty.
- (b) If it is a single card of honour rank, or if it is any card prematurely led, or if more than one card is so exposed, (penalty) the offender's partner must pass when next it is his turn to call.
- (c) When the penalty for an irregularity, under this or any other Law, would compel the offender's partner to pass at his next turn, and when the Director deems that this enforced pass will necessarily damage the innocent side, the Director may
 - (1) direct that the auction and play continue, reserving the right to assign an adjusted score if he considers that the result was affected by the illegal information; or
 - (2) forthwith assign an adjusted score.

LAW 50 (PENALTY CARD). Disposition of a Penalty Card

50. A card is a penalty card when prematurely exposed, unless designated otherwise by the Director. It must be left face up on the table until it is played or until an alternate penalty has been selected.

A penalty card must be played at the first legal opportunity, whether in leading, following suit, discarding, or trumping. If a defender has two or more penalty cards that can legally be played, declarer may designate which is to be played. The obligation to follow suit, or to comply with a lead or play penalty, takes precedence over the obligation to play a penalty card, but the penalty card must still be left face up on the table and played at the next legal opportunity.

Whenever a defender has the lead while his partner has a penalty card, declarer may require that defender to lead the suit of the penalty card, or prohibit him from leading that suit for as long as he retains the lead. If declarer exercises this option, the penalty card may be picked up. If declarer does not exercise this option, the defender may lead any card; but the penalty card remains a penalty card. The defender may not lead until declarer has indicated his choice, and is subject to penalty under Law 49 if he leads prematurely.

Immediate Correction of a Call

24. A player may substitute his intended call for an inadvertent call, but only if he does so, or attempts to do so, without pause for thought. If legal, his last call stands without penalty; if illegal, it is subject to the applicable law.

Change of Call

25. A call substituted for a call made previously at the same turn, when it is too late for correction as provided in Law 24, is cancelled, and

- (a) if the first call was illegal, the offender is subject to the applicable law;
- (b) if the first call was legal, it stands, and (penalty) the offender's partner must pass whenever it is his turn to call.

The offender's partner may also be subject to a lead penalty as provided in Law 26. (Will be shown at a later date).