



My sincere apologies to all art lovers. This proposed logo will be professionalised in due course, but until then, it is merely the work of myself, a cheap biro and my daughter's 10¢ wooden ruler.

J. Valentine

### EDITORIAL

Well! It is my pleasure to write the Leader to this month's edition of the Newsletter.

Following last week's annual General Meeting, we now have two new members on the Club's Executive. Congratulations Adrienne and Peter! We might also remember the hard work that Bob and Mary have put in to establishing the Club. Whenever a club is getting started, it is not easy being President or Treasurer as no model or pattern has been set, but with Judy's experience of Bridge Clubs to call upon, they have been able to help launch the Arana Contract Bridge Club onto very firm footing.

Now that our first year is over, we must look to the future. I'm sure we all agree that one of the best features of "Our Club" is its friendly and social atmosphere. While this is very desirable and something that we must strive to maintain, we must also become more efficient and competitive in our approach to play.

With this in mind, and starting tonight, the Newsletter will be used to improve our knowledge of the "Rules of Bridge". Each edition will contain one or two Rules, not only for our information, but also for implementation. This means that as the weeks progress, our card evenings will gradually be conducted in accordance with these rules. As relative beginners, we should not, be "put off" by this, but welcome it as a step to improving our game.

Neil Orford

----0----

### BIDDING PROBLEM

This hand posed a problem for the Tuesday day-time club players. What do you bid after the following auction?

AKxxxx	<u>Partner</u>	<u>You</u>	
J	1C	1S	After partner's 2NT, should you rebid 3S trying to show a 6-card suit, you will not give partner a clear picture of your distribution. It is better to show the hand as 5-5 rather than 6-4 which would be the case if you bid 3S. By bidding 3D it will now allow partner to
QJ9xx	2C	2D	show secondary support in spades holding two, thus showing you, in fact, the trump fit. Partner actually held Axx of diamonds, so the decision to raise to 4D was clear cut. However, a good partner will raise a major with secondary support rather than a minor when the hands have been shown as 5-5. This was partner's hand -
A	2NT	?	

show secondary support in spades holding two, thus showing you, in fact, the trump fit. Partner actually held Axx of diamonds, so the decision to raise to 4D was clear cut. However, a good partner will raise a major with secondary support rather than a minor when the hands have been shown as 5-5. This was partner's hand -

10 Note partner's bids. He has not tried to show the heart suit. By opening  
 Axxx 1C, partner 1S, 2H would be a reverse bid showing 16+ points. By Bidding  
 Axx 2C, partner shows 5 clubs and a point count range of 13-15. The rebid of  
 KJ10xxx 1NT after partner bids 1S is not wrong, however, 2C is the better bid  
 because if partner now bids 2H, showing 5 spades 4 hearts you will raise  
 to 3H and show 4 hearts and a 5 club hand. Partner has a better chance of  
 assessing losers for 6D to bid.

BOOK REVIEW by J. Valentine

Freddie North has written two books in a humorous vein depicting the bridge activities of Aunt Agatha and her friends. They are - "Bridge with Aunt Agatha" and "Aunt Agatha plays Tournament Bridge".

Aunt Agatha is a Jekyll and Hyde character - at home she is a kindly old lady who has nothing but good in her heart - at the bridge table she becomes a vampire, extracting blood from her opponents without mercy. She plays a very skilful game and wins most of the time.

Professor Issie Rabinovinski is her arch rival and sometimes friend. He delights in seeing Aunt Agatha squirm and although only a fair player he is bold and adventurous, enjoying more success than he deserves.

Sally and Mildred are the other two that make up the foursome. Sally is a reasonable player but her skills go unnoticed due to her quiet, unassuming nature. Mildred is a nervous, hesitant player, afraid of everyone, especially Aunt Agatha. She is a competent player and sometimes even makes the right bids. Freddie North sometimes joins the cast as a guest player, but Aunt Agatha is always the star attraction.

"Bridge with Aunt Agatha", the book on review (Aunt Agatha plays Tournament Bridge to be added to our library at a later date) is about playing rubber and is excellent reading. It is a book to be read for fun, not for learning. I hope you enjoy Aunt Agatha and her cronies as much as I did.

To illustrate this book I have chosen one of the classics of the bridge world, and is the first hand to appear in this delightful book.

"Sometimes to be a fly on the wall must be very exciting - and revealing. On one occasion I was even better placed. Invited for a week-end of what Aunt Agatha euphemistically described as 'friendly rubber bridge', I found myself partnering my aunt in the first rubber. It was not long before the balloon went up. This was Aunt Agatha's hand, sitting West:

I wonder what you would make of the following bidding sequence.

A4	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
73	(Issie)	(A.A.)	(Mildred)	(F.N.)
A9876	1H	No	4H	No
A753	4NT	No	5C	No
	7H	?		

Aunt Agatha decided that she had beard enough and doubled - loudly. Mildred looked very perturbed at this development, but after several recounts and much heart searching she whispered, "Redouble". After three, passes it was up to Aunt Agatha to find a lead. Any ideas?

It was clear to Aunt Agatha that the opponents had perpetrated a monumental nonsense. 'Even worse than usual', as she described it to me later on. A trump, therefore, could not be far wrong. The ace of spades was tempting, but there seemed no good case for either minor-suit ace. Eventually a trump emerged, and so did thirteen tricks, gathered up by a highly elated Issie, who had made little attempt to conceal his obvious delight as he ruffed Aunt Agatha's Aces one by one.

N/S Vul.	void	Issie won the trump in the South hand; the king of spades came next and with that ace located it became a mere formality to re-enter his own hand
Dlr S	A986542	with a trump, discard the losing diamonds, and then repeat the process with the king of diamonds so as to dispose of the club losers.
	532	
	984	
A4	9876532	
73	void	
A9876	4	As you can imagine, there was quite a bit of backchat between Issie and Mildred over their bidding. Issie wanted to know why Mildred had not shown her ace in reply to Blackwood, while Mildred inquired meekly if Issie wasn't perhaps taking a slight chance in bidding the grand slam with all
A753	QJ1062	
	KQJ10	
	KQJ10	
	KQJ10	
	K	

four aces missing. It seemed that Mildred had replied 5C because, she wanted to dampen her partner's enthusiasm and was afraid that she had rather overdone it with her bid of 4H. But her partner, with 21 points (and 100 honours) assumed that the reply must mean all four aces. Meantime, from Mildred's point of view, if partner could bid 7H missing the ace of trumps, which in any case she had denied holding, then this must surely be the time to redouble. However, it wasn't long before all was forgiven in the North/South corners, helped no doubt by the prospect of calculating the score. Curious what a soothing effect +3190 seems to have on a pair who have just experienced a muddle of gargantuan proportions.

#### The Last Say

Issie was a ass! Although the correct reply to Blackwood holding four aces or no aces is 5C, who would dream of raising to 4H with all the aces? Not even Mildred would make such a feeble offering. A further point he obviously overlooked in his excitement - if partner has all four aces, why not 7NT? After all, 150 for honours is better than 100, and 7H may even be beaten on a first round ruff. As to opening lead, Aunt Agatha was surely most unlucky. Neither the ace of diamonds nor the ace of clubs looks right; having thus eliminated the two leads to save the day, one can only accept the position with as much grace as possible.

\*\*\*\*\*

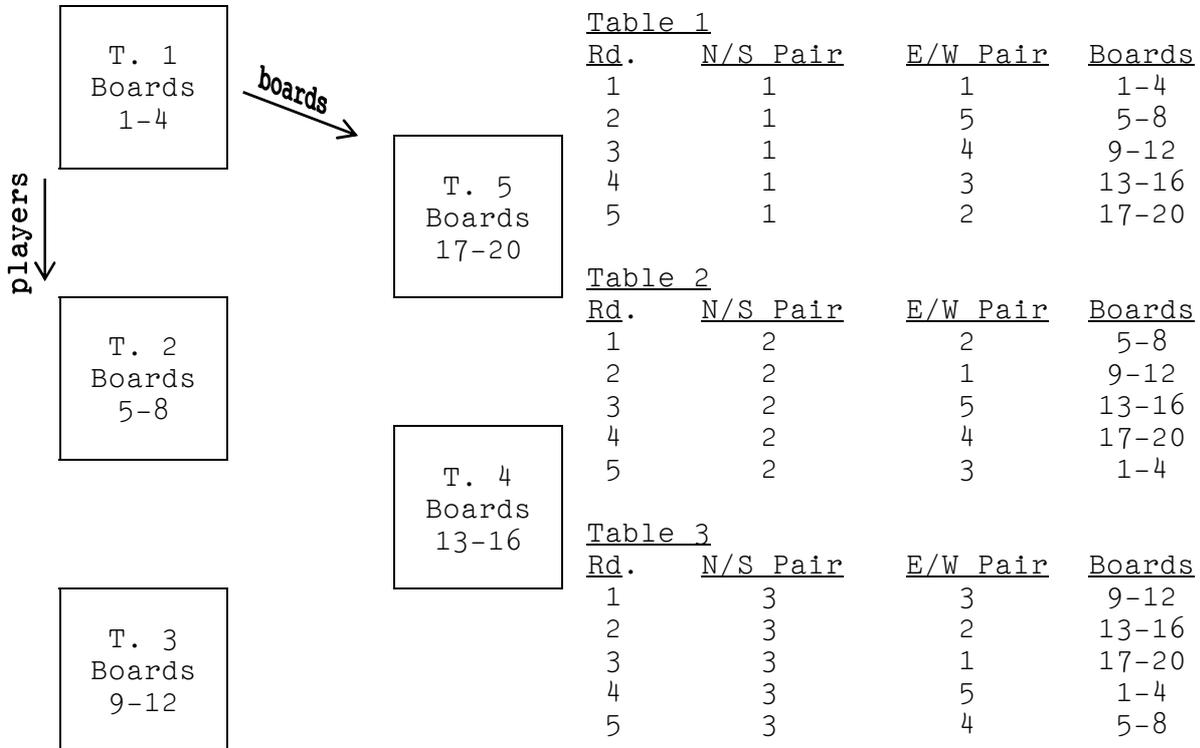
#### DUTIES OF THE DIRECTOR & RESPONSIBILITY OF THE PLAYERS

- 1) It is the responsibility of the Director to ensure that all tables and equipment are ready when players arrive so that they may take up a position in the movement. This means that the Director would have arrive approximately a half hour earlier before the start of play.
- 2) Players should be seated at least 5 minutes before starting time (7.25 p.m.) so that the Director may reorganise table numbers, if necessary, and distribute the boards according to the size of the movement.
- 3) Players may shuffle boards ready for play as soon as an opponent arrives at the table or at the request of the Director. No table should start playing until the Director has requested that play commence. The Director should request that play begin at 7.30 p.m.
- 4) Players who know they will be arriving late, through unforeseen circumstances should notify the Director or partner, so that provision may be made for him/her when boards are being distributed.
- 5) No player will be accepted after the Director has called the first move.
- 6) Table 1 north/south is the Director's seat. If there are share boards in the movement, Table 1 is one of the tables involved. The sharing of boards between two tables can sometimes slow down the movement. The Director can keep a better check on the time factor, if he is involved.
- 7) Players must fill up the movement from Table 1 upwards. The Director should ensure that all tables are filled and unwanted tables removed from the movement before commencing play. Unfilled tables within the movement cause confusion for east/west players who have to move, unnecessary walking for north/south players who have to hand over the boards and the Director can easily make a mistake by placing boards out incorrectly (e.g. think a 4 table movement is a 5). As the movement becomes larger, this is easily done.
- 8) The Director should set the movement up in a way that it is easy to follow. i.e. straight lines or a circle. When there is a share involved, the two tables should be close together.
- 9) Any half pair must sit east/west.
- 10) The Director is the only person who may administer the rules of "Duplicate Bridge 1975 edition". These rules will be introduced into the club and once printed through the Newsletter will be enforced by players & Director.

UNEVEN TABLES (3 - 5 - 7 - 9 - 11 - 13 etc.)  
 (2½ - 4½ - 6½ - 8½ - 10½ - 12½ etc.)

All of the above simply run themselves. For all of these movements just place a set of boards on each table. No relay is required.

Players moving up will never meet the boards moving downwards. When there is a half table, boards are placed on this table but are not played by the half pair sitting east/west.



Rd.	N/S Pair	E/W Pair	Boards
1	4	4	13-16
2	4	3	17-20
3	4	2	1-4
4	4	1	5-8
5	4	8	9-12

Rd.	N/S Pair	E/W Pair	Boards
5	5	5	17-20
5	5	4	1-4
5	5	3	5-8
5	5	2	9-12
5	5	1	13-16

EVEN TABLES (4 - 6 - 8 - 10 - 12 etc.)  
 (3½ - 5½ - 7½ - 9½ - 11½ etc.)

When two factors are moving in opposite directions - i.e. E/W players and boards, these will meet at the first table beyond the half-way point. E.g. In 4 table movement, these factors will meet at Table 3. In a 6 table movement, they will meet at table 4.

To avoid this, a RELAY table is placed at the half-way point. E.g. - In a 4 table movement, the relay table would be placed between table 2 and table 3. In the 4 table movement there are 4 N/S players so 4 sets of boards are needed. If one of these sets is to be placed on the relay table, then table 4 would not have a set of boards. This is where the sharing of boards comes into being. Table 1 and Table 4 share one set of boards between them. This way, using the sharing of boards and the relay table, when E/W players and the boards move in opposite directions, they will by-pass each other. This by-passing happens when the E/W players move from Table 2 to Table 3. At the same time the boards they played at Table 1 are now on the relay table. You will notice that the even movement of 4 tables has been made into an uneven movement by the relay table being the 5th table.

With a complete 4 table movement, Table 1, sharing boards with Table 4 should pass the boards to Table 4 or place them on the share table if one is being used, before the move is called. As the boards move down, this will help in the smooth operation of the boards and ensure that they are given to the correct table. In a 3½ table movement, east/west is the sit out pair and therefore does not require the boards. Table 1 will therefore be responsible for handing the boards down to table 3 at each move.

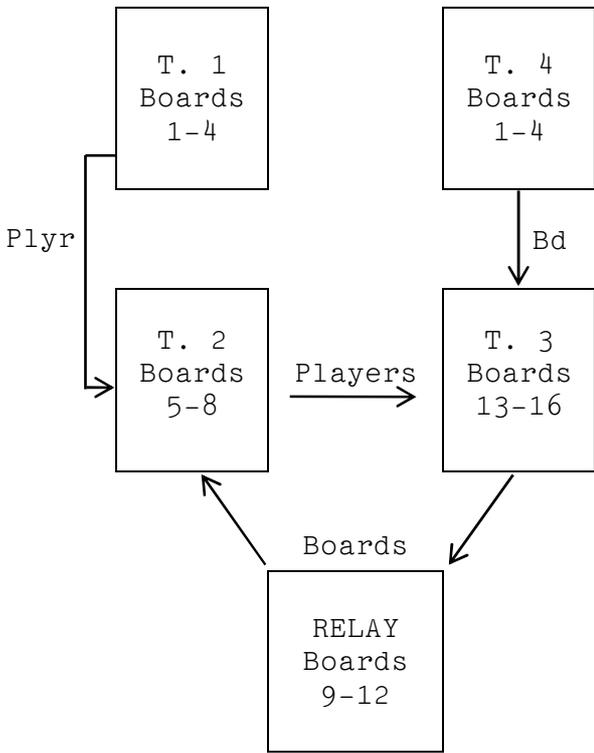


Table 1

<u>Rd.</u>	<u>N/S Pair</u>	<u>E/W Pair</u>	<u>Boards</u>
1	1	1	1-4
2	1	4	5-8
3	1	3	9-12
4	1	2	13-16

Table 2

<u>Rd.</u>	<u>N/S Pair</u>	<u>E/W Pair</u>	<u>Boards</u>
1	2	2	5-8
2	2	1	9-12
3	2	4	13-16
4	2	3	1-4

Table 3

<u>Rd.</u>	<u>N/S Pair</u>	<u>E/W Pair</u>	<u>Boards</u>
1	3	3	13-16
2	3	2	1-4
3	3	1	5-8
4	3	4	9-12

Table 4

<u>Rd.</u>	<u>N/S Pair</u>	<u>E/W Pair</u>	<u>Boards</u>
1	4	4	1-4
2	4	3	5-8
3	4	2	9-12
4	4	1	13-16

The examples given are called MITCHELL MOVEMENTS producing a winner in the north/south direction and a winner in the east/west direction. All pairs carry a table number which is the first table they started at. In Mitchell movements, the players are only competing against pairs sitting in the same direction.

-----0-----

THE INTERNATIONAL CODE – LAWS OF DUPLICATE CONTRACT BRIDGE 1975.

PART V : THE AUCTION

Correct Procedure

Duration of the Auction

17. The auction begins for each player when he looks at his hand after removing it from the board. The player designated by the board as dealer makes the first call, and thereafter each player calls in rotation. When three passes in rotation have followed any call (but see Law 35), the auction is closed.

Bids

18. Each bid must name a number of odd tricks, from one to seven, and a denomination. A bid supersedes the previous bid if it names either a greater number of odd tricks, or the same number of odd tricks in a higher denomination; a bid that fulfils these requirements is sufficient; one that does not, is insufficient. The denominations rank in descending order; no-trump, spades, hearts, diamonds, club.

Doubles and Redoubles

19. A player may double only the last preceding bid, and then only if it was made by an opponent and no calls other than pass have intervened.

A player may redouble only the last preceding double, and then only if it was made by an opponent and no calls other than pass have intervened.

A player should not, in doubling or redoubling, state the number of tricks or the denomination; but if he states either or both incorrectly, he is deemed to have doubled or redoubled the bid as it was made.

All doubles and redoubles are superseded by a subsequent legal bid. If there is no subsequent bid, scoring values are increased as provided in Law 73.

Review and Explanation

20. A player who does not hear a call distinctly may forthwith require that it be repeated.

During the auction, a player is entitled to have all \* previous bids restated when it is his turn to call, unless he is required by law to pass.

After the final pass, either defender has the right to ask if it is his opening lead (see Law 47 (d)). Declarer or either defender may, at his first turn to play, require all\* previous calls to be restated.

A request to have calls restated should be responded to only by an opponent. Any player, including dummy or a player required by law to pass, may and should promptly correct an error in restatement.

During the auction and before the final pass, a player may request a full explanation of any call made by an opponent; but only at that player's own turn to call. After the final pass, and throughout the play, declarer or either defender may request such explanation (and declarer may request an explanation of defender's play convention), but only at his own turn to play. (N.B. Law 16 may apply.)

Call Based on Misinformation

21. A player has no recourse if he has made a call on the basis of his own misunderstanding.

A player may, without penalty, change any call he may have made as a result of misinformation given to him by an opponent \*\* provided that his partner has not subsequently called. If he elects to correct his call, his left-hand opponent may then, in turn and without penalty \*\*\* change any subsequent call he may have made.

When it is too late to change a call, Law 40 (b) may apply.

Procedure after the Auction is Closed

22. After the auction is closed:

(a) If no player has bid, the hands are returned to the board without play. There may not be an appeal.

(b) If any player has bid, the final bid becomes the contract and play begins.

\* A player may not ask for a partial restatement.

\*\* Failure to alert promptly to a conventional call or special understanding where such alert is required by the Sponsoring Organisation, is deemed misinformation.

\*\*\* If this withdrawn call conveyed such substantial information as to damage the non-offending side, the Director may assign an adjusted score.

----O----

A THOUGHT

A person who can go for a game of bridge and come away having made a friend is a success at bridge.

----O----